
Subject: : AmigaOS4

Topic: : SDL1 open issues

Re: SDL1 open issues

Author: : kas1e

Date: : 2019/9/12 17:41:11

URL:

@Capehill

Created 2 tickets about 2 first issues.

Quote:

What is on the serial? EDIT: wait, found the binary, will try myself.

Do not remember if i build it with debug sdl1 or not, but in case i didn't you can compile it from there:

[https://github.com/gamedev-net/nehe-op ... /master/linuxsdl/lesson32](https://github.com/gamedev-net/nehe-op.../master/linuxsdl/lesson32)

Quote:

there are 2 calls to `SDL_SetVideoMode` and the main one uses "bpp" for depth and the second one uses "16" so there is the likely problem.

Right .. Those nehe's examples never was good , most of developers says that they quite often badly written and should be avoided, but most of the time they works :) And maybe that SDL version done not by Nehe itself , which is not excuse of course, its just buggy code of example as was expected :)

Thanks !