

Subject: : AmigaOS4

Topic: : SDL2

Re: SDL2

Author: : Capehill

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URL:

@kas1e

Try setting mouse pointer visible first (for comedy and mystery):

[https://github.com/kas1e/Irrlicht/blob ... 2.Quake3Map/main.cpp#L159](https://github.com/kas1e/Irrlicht/blob...2.Quake3Map/main.cpp#L159)

Then, test Irrlicht with this patch <https://github.com/AmigaPorts/SDL/tree/fix-mousewarp>

Better?