

Subject: : AmigaOS4

Topic: : SDL1 open issues

Re: SDL1 open issues

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When porting freedroidRPG and linking against the latest libSDL ([1.2.15](#)), I'm getting no transparency in the game's menu.

Problem: <https://i.imgur.com/D68EOWg.png>

How it should look: http://os4depot.net/filedata/snapshot/9499_1_snap.jpg

Any ideas? Note these pics are from 2 different versions of the game. So just take the 2nd one as an example of how it should look.

Edit: Clarification about which exact libSDL version has the issue.