
Subject: : AmigaOS4

Topic: : Porting to AmigaOS4 thread

Re: Porting to AmigaOS4 thread

Author: : Raziel

Date: : 2019/10/7 7:39:03

URL:

@Capehill

Quote:

ResidualVM

Just curious:

Take a look here:

<https://github.com/residualvm/residualvm/blob/master/src/graphics/facesdl-graphics.cpp#L439>

If i set **bpp** to either 8 or 24 in residualvm.ini, i get that exact error message.

Quote:

```
WARNING: Unsupported bpp value: 8! (or 24)
```

```
WARNING: SDL_SetVideoMode failed: Invalid texture!
```

Why?

I thought 8, 16, 24 and 32 bpp were supported on AmigaOS4?

EDIT: I see, that is only if i use the Softw3are renderer...intriguing