
Subject: : AmigaOS4

Topic: : SDL2

Re: SDL2

Author: : Capehill

Date: : 2020/1/22 19:46:36

URL:

@kas1e

Quote:

Issue is that in some dosbox apps/games, i have "bad palette" colors.

any idea where we can to start a look at and debug things to find what wrong ?

One does by reading and understanding how Dosbox produces display.

Quote:

man who do PPC JIT saying that he didn't have such issues on his ppc build

Has he tried your examples?

Quote:

It looks like after swithcing to/from window/fullscreen mode "alt" somehow "holds".

If KEYUP event happens after the original window is closed and before the new one opened, then it's lost. And for example then ALT could "stick" if application is waiting for ALT (keyup) event.

I'm not sure how to deal with it. Maybe input.device handler?

Quote:

Crashlog point out that its nullpointer with 0x0000000 in dar

In SDL or where?