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Subject: : AmigaOS4

Topic: : SDL2

Re: SDL2

Author: : kas1e

Date: : 2020/1/22 20:05:45

URL:

@Capehill

Quote:

Has he tried your examples?

He say he didn't have such issues, but i reasked him again to be sure he checked it. To be honest for me, from the visuall look, it looks like dosbox's endian issues, not our SDL. But i will ask to recheck.

EDIT: seems another person have found the same issue on his PPC MacOS build. After some more invistigation and more game checks, i found that issue happens when we use 65k colors. So probably looks very much as DOSBox's endian issue. In SDL related parts of DOSBox or in the video emulation part, dunno.

Quote:

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?

Oh dunno.. But as i remember, quake3 builded with SDL1 didn't have that issues, only when builded with SDL2 (i was in hope for some typo in sdl2 code or something..)

Quote:

In SDL or where?

All i can say at moment is that once i build dosbox with native threads, it start crashes on sam460 and x1000 , but not on x5000. As i on x5000 now i can't reproduce it, but will build debug version and ask someone run it on x1000 or sam460.

Edit: oh, i have pegasos2 by hands, i may try to reproduce it here, will be easier.