

Subject: : AmigaOS4

Topic: : Porting to AmigaOS4 thread

Re: Porting to AmigaOS4 thread

Author: : Capehill

Date: : 2020/11/30 15:00:12

URL:

@Raziel

How do you crash it? Line numbers don't make sense, can you try with addr2line? My guess is that ScummVM has deleted the OpenGL context and tries to call some gl* functions.

If you used the debug version of SDL2, then we could see what happened right before the crash.