

Subject: : AmigaOS4

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I compiled this SDL2 project on AmigaOS4

<https://github.com/AlynxZhou/flipclock> (A flip clock supported by SDL2.)

Now I am trying to create a AmigaOS4 screenblanker based on this.

I found some screen blanker examples OS4Depot.net.

Is there a tutorial about writing a screen blanker based on SDL ?

How to combine OS4 blanker source code with a SDL project ?

Thanks