

Subject: : AmigaOS4

Topic: : SDL2

Re: SDL2

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URL:

@Capehill
It seems to happen only with my gl4es changes inside of SDL2, while didn't happen with the original Minigl's code.

I will update my GitHub today/tomorrow with forked SDL1/SDL2 and adding gl4es changes in one commit (so all changes can be seen), maybe it will bring some light on as well...