

Subject: : AmigaOS4

Topic: : SDL2

Re: SDL2

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URL:

@kas1e

GL4ES has also destructor and there is no priority set in either SDL or GL4ES so I'm guessing SDL destructor ran first and cleared INewlib, then GL4ES tried to print something and it crashed. In stack trace you can see LogPrintf which is part of GL4ES.

It's probably wisest to remove INewlib from static builds at least and otherwise make SDL destructor more robust if INewlib is still required when loading libSDL2.so using elf.library.

EDIT: pushed a commit to the master branch, maybe it helps with that issue.