

Subject: : AmigaOS4

Topic: : SDL1 open issues

Re: SDL1 open issues

Author: : Capehill

Date: : 2017/12/31 17:07:52

URL:

@kas1e

Hmm.. Seems that I forgot to reply. Compositing fork checks graphics.library 53. Then it knows it can use CompositeTags.

<http://www.amigans.net/modules/xforum ... id=100287#forumpost100287>

First problem with SDL1 is that for unknown reason it only allows HWSURFACEs in fullscreen mode. Should be fixed.

Next problem is that many games and emulators don't really "blit". They "plot" pixels. At worst CPU is writing VRAM one pixel at time and then people say, "it's slow".

Third problem is that almost all SDL games are statically linked - so much for quick tests & profits. But I believe I have now ranted enough about this.

Once again, if your app is not blitting HWSURFACEs, then don't expect any speedups.