
Subject: : AmigaOS4

Topic: : SDL1 open issues

Re: SDL1 open issues

Author: : kas1e

Date: : 2018/3/14 8:23:29

URL:

@Capehill

Quote:

Cadog: probably bug with compositing changes.

Strange that only happens with gl4es, and not with minigl, and only with latest versioⁿs of SDL. The way i add gl4es changes the same as i do for adtools's verions (which one renders correctly with the same gl4es library), so maybe with recent changes in SDL something else need to be added/checked ?

Quote:

Have you tested Beret, by the way? You need to add `SDL_DOUBLEBUF|SDL_HWSURFACE` for fullscreen, otherwise (single-buffer) will flicker.

With only replacing that:

```
screen = SDL_SetVideoMode(SCR_WIDTH, SCR_HEIGHT, SCR_BPP, SDL_FULLSCREEN );
```

on that:

```
screen = SDL_SetVideoMode(SCR_WIDTH, SCR_HEIGHT, SCR_BPP, SDL_FULLSCREEN |  
SDL_DOUBLEBUF|SDL_HWSURFACE);
```

Game runs, but bottom of the screen offten "redraws" so i can see it, and in game itself it happens as well. Also when i move mouse cursor over the main menu , everything slows down.

That all probably because by default everything builds with `-DDEBUG` ?

Can we use something like `"make -f makefile DEBUG=no"` or something to disable debug ? I see there was added in makefile that:

```
DEBUG_CFLAGS = -DDEBUG
```

But probably it should be like this:

```
export debug
```

```
ifeq ($(debug), no)
```

```
DEBUG_CFLAGS =
```

```
else
```

```
DEBUG_CFLAGS = -DDEBUG
```

```
endif
```

So then we can do "make -f makefile.amigaos4 debug=no" to build non-debug version.