

Subject: : AmigaOS4

Topic: : SDL1 open issues

Re: SDL1 open issues

Author: : kas1e

Date: : 2018/3/14 9:05:46

URL:

@Capehill

Quote:

Yeah, but what print is causing the slowdown? I'm running with debug all time and Beret with HWSURFACE runs around 20 FPS while SWSURFACE runs around 11 FPS (Sam440).

It was slowdowns caused when on title screen i move mouse over all the place , and in debug log there was a looot of prinfs about mouse movements.

Quote:

Makefile debug switch was meant to be disabled by a comment, like #, but it can be changed of course. You can make a pull request if you like.

Ah ok, that no problems if it expected to be like this. Just maybe adding it like i show can be easy for us (so not need to open/change/save makefile) ? I can create pull request if you think its better to have it like i show of course.

Through main issues is that strange flickering/redrawing, as well as when we do alt+enter everything going to 1fps in window mode (with SFSURFACE its ok), and that issues with gl4es ..