
Subject: : AmigaOS4

Topic: : SDL1 open issues

Re: SDL1 open issues

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URL:

@Capehill

No no, you miss the point about Cadog. Yes, MiniGL version have some issues, but that not the point. Point is that GL4ES version now have issues, while before didn't. With the same gl4es library.

Back in times, when i made Cadog port, then yes, i had to fix source code a bit, to make it works on minigl. But problem is not with minigl now, with MiniGL seems all works as before. I.e. MiniGL version have those issues with format and before, and now. But behaviour with GL4ES are changed.

With GL4ES Cadog have no needs to be changed/fixed, it works as it, because GL4ES have all support for RGBA/BGRA and GL_UNSIGNED_INT_8_8_8_8. But with latest version of SDL, it have no background picture anymore (those parts which are fade in).

So problem is not with minigl. With MiniGL all works as before (probably, i will recheck now), its that with GL4ES it start to works wrong.

I.e. the same 1:1 libgles.a , with the same way as i add gl4es to the sdl, works differently with SDL compiled from adtools, and with your latest one (didn't render fade in parts, like something wrong with Alpha or something).

That why i ask before that maybe the way i add gl4es in version from adtools now different with new version, and i need to add something else ? See how i add it there:

<http://www.amigans.net/modules/xforum ... id=109850#forumpost109850>

Quote:

Which sources you are using for Cadog? I compiled these <http://www.martin.st/software/cadog/> . Game also crashes when quitting because it seems to trigger GL calls after exit.

Yes, i use the same sources. Game same crashes on exit because doing some free of texture which is not allocated or already freed, so it's just bug in the code of game (i remember back in times i fix it for minigl version as well).

Problem is that something changes lately, which make GL4ES (not minigl) version didn't "fade in" all the background image and stuff.

Maybe it also has new issue with MiniGL too, but at least i can see its have with GL4ES for sure.

I will try to build MiniGL versions with new and adtools's SDL's to see if it reacts the same as before.

I may try also to build SDL version which is before adding of HWsurface (i see there was some changes related to Alpha, so maybe it somehow related), to see if it that commit which cause issues.

It's can be just me doing something wrong of course (taken in account how hackish adding of GL4ES into SDL done from my side)..