
Subject: : AmigaOS4

Topic: : SDL1 open issues

Re: SDL1 open issues

Author: : kas1e

Date: : 2018/3/15 12:21:34

URL:

@Capehill

Quote:

Perhaps the thing you are seeing is a some kind of tearing artefact?

Right ! Just can't find english words for before, but yes, tearing artefact is the right desription.

Quote:

Is VSYNC working on X5000 in general?

Probably should. But if double buffer should be 60fps, but give 116 for me , then probably tearing effect we se are about that ?

I checked my monitor tooltype just in case, and have that:

Quote:

```
CMPLength=15  
BOARDNAME=Radeon HD VERDE  
VSYNCMIN=60  
VSYNCMAX=60  
HSYNCMIN=31000  
HSYNCMAX=85000  
MODE=640x480@60  
MODE=800x600@60  
MODE=1024x768@60  
MODE=1280x720@60
```

~~MODE=1920x1200@60~~

MODE=1600x1200@60

DISABLEFAKENATIVE=Yes

INTERRUPT=Yes

Looks ok imho..

I am on RadeonHD 3.4 driver, but just in case i also checked RadeonHD driver 2.22 : same result.

What version of graphcs.library / radeonhd drivers / and whatever else we may need to compare there you use ?