

Subject: : AmigaOS4

Topic: : SDL2

Re: SDL2

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@Raziel

Blitting operations can be faster. But if application doesn't draw using https://wiki.libsdl.org/SDL_RenderCopy (or Ex variant), then there is no impact.

A game that has a sprite sheet (SDL_Texture) should benefit.

An emulator that writes memory byte at time instead of blitting, probably won't. Still, if that emulator draws a framebuffer texture of, say, 320*200, this texture could be scaled, rotated, blended or filtered almost for "free", using compositing or OpenGL.

So it really depends what application is doing.