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Subject: : AmigaOS4

Topic: : SDL2

Re: SDL2

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URL:

@kas1e

I still don't know how to use quote, sorry.

Still regarding Q3, I was trying to say that Q3 code can be fixed so that it tries to look for either functions, with or without 's'. If it finds one, then good. If none, then there is no CVA implementation and Q3 has to live with that.

"Just thinking about way how to build SDL2 with all renderers + gl4es, and how to choice it later instead of minigl."

If you want to be able to select both MiniGL or gl4es for SDL\_Renderer, you need to provide a symbol that describes it, like [https://github.com/AmigaPorts/SDL/blob ... c/render/SDL\\_render.c#L78](https://github.com/AmigaPorts/SDL/blob...c/render/SDL_render.c#L78) . Maybe one of the existing OpenGL renderers can be extended, or duplicated. But I still don't see the value over unwrapped OGLES2 renderer. This is not about application code, this is about SDL internal 2D renderer implementation. When renderer is used, all drawing happens using SDL calls: <https://wiki.libsdl.org/CategoryRender> . If you are porting a Quake, you simply don't use the SDL\_Renderer. You create OpenGL context and command that.

"I.e. many SDL1/SDL2 apps use OpenGL, but not just OpenGL1.x, but OpenGL 2.x, 3.x, etc. And GL4ES for us, it is that OpenGL 2.x, etc which we always want."

Again, SDL\_Renderer is something different. It's an abstraction higher that OpenGL: application doesn't make glCalls. You seem to be talking about OpenGL context creation instead of. SDL renderer hint is about choosing a desired renderer backend: it could be a Direct3D one, or compositing. Can gl4es match the compositing speed in 2D?

Choosing the OpenGL context happens currently by setting the appropriate version numbers. It could happen via hint system, but not by [https://wiki.libsdl.org/SDL\\_HINT\\_RENDER\\_DRIVER](https://wiki.libsdl.org/SDL_HINT_RENDER_DRIVER) , it's for 2D.

"just compile it in any case without needs to recognize ?"

I have to worry about people building SDL. That's why configure script should sniff around whether gl4es exist or not, similarly than for OGLES2. Not all people have OGLES2 headers but some want to build SDL.