
Subject: : E-UAE

Topic: : e-uaes from os4depot, fresh recompile (post #10)

Re: e-uaes from os4depot, fresh recompile (post #10)

Author: : kas1e

Date: : 2018/11/25 11:18:05

URL:

@Capehill

Quote:

Branch updated.

Checked, on SDK 53.30 fail to compiles because:

```
src/video/amigaos4/SDL_os4video.c:284:18: error: 'MAX_DOS_PATH' undeclared (first use in this function);
did you mean 'DOS_PATH_H'?
char pathBuffer[MAX_DOS_PATH];
      ^~~~~~
      DOS_PATH_H
src/video/amigaos4/SDL_os4video.c:284:18: note: each undeclared identifier is reported only once for each
function it appears in
src/video/amigaos4/SDL_os4video.c:285:18: error: 'MAX_DOS_FILENAME' undeclared (first use in this
function); did you mean 'MAX_VP_FILENAME'?
char nameBuffer[MAX_DOS_FILENAME];
      ^~~~~~
      MAX_VP_FILENAME
src/video/amigaos4/SDL_os4video.c:285:7: warning: unused variable 'nameBuffer' [-Wunused-variable]
char nameBuffer[MAX_DOS_FILENAME];
      ^~~~~~
src/video/amigaos4/SDL_os4video.c:284:7: warning: unused variable 'pathBuffer' [-Wunused-variable]
char pathBuffer[MAX_DOS_PATH];
      ^~~~~~
src/video/amigaos4/SDL_os4video.c: In function 'os4video_OpenScreen':
src/video/amigaos4/SDL_os4video.c:633:17: warning: variable 'screenHeight' set but not used [-Wunused-but-
set-variable]
uint32      screenHeight;
      ^~~~~~
```

Quote:

By the way, is scaling in those images done by CPU or OpenGL?

You mean inside of EUAE window ? As far as i can tell pure CPU. In euae docs i found that:

Quote:

```
sdl.use_gl=<bool> (default=false)
```

If true, the SDL driver uses OpenGL for display output. Depending on your OpenGL driver this may increase or decrease the speed of emulation.

Note: This setting does not enable a OpenGL emulation for Amiga (e.g. Warp3D) but simply uses an OpenGL texture for the 2D Amiga and Picasso96 display.

And sdlgfx.c source have all around "ifdef opengl". But as far as i understand its anyway all for "just render to", not about scaling or something.. There is that file if you in interest to check:

<http://kas1e.mikendezign.com/aos4/uae/sdlgfx.c>

edit: And i found in that file, that kind of comment:

Quote:

```
// TODO: introduce a virtual resolution with scaling
uiSDLVidModFlags = SDL_OPENGL;
if (fullscreen) {
uiSDLVidModFlags |= SDL_FULLSCREEN;
}
```