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Subject: : AmigaOS4

Topic: : SDL1 open issues

Re: SDL1 open issues

Author: : kas1e

Date: : 2019/8/24 8:56:12

URL:

@Capehill

Quote:

At the moment I don't have time to check it more but the implementation just looks very slow and pointless.

In general it just copy of SDL1 version, just he tried to port it to SDL2 .. And the only real difference is that `ClrrDeviceSDL::present()` realisation with re-copy of 2 surfaces, etc.

I tried to play with it by commenting out parts,etc, but its just slow all the time, even if i keep only one surface.. If you will have time, maybe you can give a try to fix that part ? If all will be same by speed as with sdl1, we can get rid of sdl1 there, and maybe it automatically will fix "windowactive" issue too. Plus having SDL2 for all new stuff always better today..