

Subject: : AmigaOS4

Topic: : SDL1 open issues

Re: SDL1 open issues

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URL:

@kas1e

With Sam440/M9 the numbers are like 1000 FPS for single-buffer and 60 FPS for double-buffer, it's in VSYNC. It uses an OS-supported double-buffering mechanism ([https://github.com/AmigaPorts/SDL/blob ... os4/SDL_os4surface.c#L617](https://github.com/AmigaPorts/SDL/blob...os4/SDL_os4surface.c#L617)). Your 116 FPS sounds odd in many ways.

Perhaps the thing you are seeing is a some kind of tearing artefact? Is VSYNC working on X5000 in general?