

Subject: : AmigaOS4

Topic: : SDL1 open issues

Re: SDL1 open issues

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Date: : 2018/3/17 10:21:16

URL:

@kas1e

Well I'm glad that VSYNC is now sorted out (could have never suspected a cable!).

Our Beret project has a primitive FPS counter, check the console. Try game with both HW and SW surface.

Beret seems "simple" but it uses fullscreen transparency so that is not trivial for slower CPUs...