

Subject: : AmigaOS4

Topic: : SDL1 open issues

Re: SDL1 open issues

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@kas1e

There is one check which removes `SDL_DOUBLEBUF` flag in OpenGL path, to avoid resource allocation. Do you mean that one? Double buffering seems to be handled separately and it's forced in OpenGL case.

I would like to do some changes, for example it would be nice to have bitdepth user-configurable (now it's 16-bit hard coded).