
Subject: : AmigaOS4

Topic: : SDL1 open issues

Re: SDL1 open issues

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Date: : 2018/3/25 12:58:37

URL:

@kas1e

Spent quite much time to debug Beret issue. After all, the issue was that SDL creates a "shadow surface" (SW) under certain conditions and accelerated blits are canceled. In practise it could happen when asked for `SDL_HWSURFACE|SDL_DOUBLEBUF` but without `SDL_FULLSCREEN`.

Whole surface creation is so complicated business due to all combinations. Now, if the backend would use the same flipping code for both window and fullscreen, this problem might be solved but at the moment my advice is to pass `SDL_DOUBLEBUF` only with `_FULLSCREEN|HWSURFACE` combo.

So, for accelerated blitting, either use:

`SDL_FULLSCREEN|SDL_HWSURFACE|SDL_DOUBLEBUF` or
`SDL_HWSURFACE` (window).

Or if your application needs to poke surfaces like many emulators do, maybe use just `SWSURFACEs`.