
Subject: : AmigaOS4

Topic: : SDL1 open issues

Re: SDL1 open issues

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Date: : 2019/1/31 18:22:02

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@Capehill

Have another question, related to SDL1/SDL2 differences.

For SDL1 to get list of screenmodes we use something like:

```
SDL_ListModes();
```

Now, for SDL2, we use something like this (to have analogue):

```
SDL_GetNumDisplayModes() + SDL_GetDisplayMode()
```

Question now is:

For SDL1 return of screenmodes is sorted by height. For SDL2 return of screenmodes is sorted by width. I.e. when i do printf for what i have in return, then for SDL1 i have:

```
more_num: 0, w = 1920, h = 1200  
more_num: 1, w = 1600, h = 1200  
more_num: 2, w = 1920, h = 1080  
more_num: 3, w = 1440, h = 900  
more_num: 4, w = 1024, h = 768  
more_num: 5, w = 1280, h = 720
```

And for SDL2:

```
more_num: 0, w = 1920, h = 1200  
more_num: 1, w = 1920, h = 1080  
more_num: 2, w = 1600, h = 1200  
more_num: 3, w = 1440, h = 900  
more_num: 4, w = 1280, h = 720  
more_num: 5, w = 1024, h = 768
```

See for SDL1 order of screenmodes is sorted by height, while for SDL2 buffer of screenmodes is sorted by

width.

I checked win32 version of the same code, and there SDL1 sort the output the same as in SDL2 : by width.

So, if i understand right, it is bug in SDL1 , right ?