
Subject: : AmigaOS4

Topic: : SDL2

Re: SDL2

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URL:

@Capehill

Thank you for the heads up.

Installed, rebuilt and tested some bugs (unfortunately still there, the MiniGL update didn't make a difference either, so those bugs seems to be SDL genuine)

INFO: SDL2 renderer benchmark v. 0.5 (SDL version 2.0.9)

INFO: This tool measures the speed of various 2D drawing features

INFO: Press ESC key to quit

INFO: Parameters: width 800, height 600, renderer name '(null)', iterations 100, objects 100, sleep 0

INFO: Image size 408*167

INFO: Pixel format 0x16161804 (SDL_PIXELFORMAT_RGB888)

INFO: Starting to test renderer called [compositing], flags 0xE

INFO: Points [mode: None]...100 frames drawn in 0.035 seconds => 2828.2 frames per second

INFO: Points [mode: Blend]...100 frames drawn in 0.030 seconds => 3376.0 frames per second

INFO: Points [mode: Add]...100 frames drawn in 0.029 seconds => 3400.3 frames per second

INFO: Points [mode: Mod]...100 frames drawn in 0.030 seconds => 3381.8 frames per second

INFO: Lines [mode: None]...100 frames drawn in 0.189 seconds => 528.6 frames per second

INFO: Lines [mode: Blend]...100 frames drawn in 1.915 seconds => 52.2 frames per second

INFO: Lines [mode: Add]...100 frames drawn in 1.831 seconds => 54.6 frames per second

INFO: Lines [mode: Mod]...100 frames drawn in 1.874 seconds => 53.4 frames per second

INFO: FillRects [mode: None]...100 frames drawn in 0.188 seconds => 530.6 frames per second

INFO: FillRects [mode: Blend]...100 frames drawn in 0.335 seconds => 298.4 frames per second

INFO: FillRects [mode: Add]...100 frames drawn in 0.314 seconds => 318.8 frames per second

INFO: FillRects [mode: Mod]...100 frames drawn in 0.315 seconds => 317.7 frames per second

INFO: RenderCopy [mode: None]...100 frames drawn in 0.023 seconds => 4295.0 frames per second

INFO: RenderCopy [mode: Blend]...100 frames drawn in 0.025 seconds => 3946.2 frames per second

INFO: RenderCopy [mode: Add]...100 frames drawn in 0.028 seconds => 3579.6 frames per second

INFO: RenderCopy [mode: Mod]...100 frames drawn in 0.030 seconds => 3326.1 frames per second

INFO: RenderCopyEx [mode: None]...100 frames drawn in 0.023 seconds => 4331.6 frames per second

INFO: RenderCopyEx [mode: Blend]...100 frames drawn in 0.027 seconds => 3710.2 frames per second

INFO: RenderCopyEx [mode: Add]...100 frames drawn in 0.051 seconds => 1976.4 frames per second

INFO: RenderCopyEx [mode: Mod]...100 frames drawn in 0.027 seconds => 3723.6 frames per second

INFO: Color modulation [mode: None]...100 frames drawn in 0.242 seconds => 413.5 frames per second

INFO: Color modulation [mode: Blend]...100 frames drawn in 0.244 seconds => 409.8 frames per second

INFO: Color modulation [mode: Add]...100 frames drawn in 0.243 seconds => 411.2 frames per second
INFO: Color modulation [mode: Mod]...100 frames drawn in 0.284 seconds => 352.3 frames per second
INFO: Alpha modulation [mode: None]...100 frames drawn in 0.025 seconds => 3982.2 frames per second
INFO: Alpha modulation [mode: Blend]...100 frames drawn in 0.028 seconds => 3574.9 frames per second
INFO: Alpha modulation [mode: Add]...100 frames drawn in 0.030 seconds => 3371.8 frames per second
INFO: Alpha modulation [mode: Mod]...100 frames drawn in 0.030 seconds => 3363.6 frames per second
INFO: UpdateTexture [mode: None]...100 frames drawn in 0.047 seconds => 2146.8 frames per second,
2232.6 operations per second
INFO: UpdateTexture [mode: Blend]...100 frames drawn in 0.056 seconds => 1776.4 frames per second,
1847.4 operations per second
INFO: UpdateTexture [mode: Add]...100 frames drawn in 0.051 seconds => 1952.1 frames per second,
2030.1 operations per second
INFO: UpdateTexture [mode: Mod]...100 frames drawn in 0.052 seconds => 1928.6 frames per second,
2005.8 operations per second
INFO: ReadPixels [mode: None]...0 frames drawn in 0.210 seconds => 0.0 frames per second,
476.5 operations per second
INFO: ReadPixels [mode: Blend]...0 frames drawn in 0.218 seconds => 0.0 frames per second,
458.0 operations per second
INFO: ReadPixels [mode: Add]...0 frames drawn in 0.222 seconds => 0.0 frames per second,
450.4 operations per second
INFO: ReadPixels [mode: Mod]...0 frames drawn in 0.205 seconds => 0.0 frames per second,
486.8 operations per second
INFO: Starting to test renderer called [opengl], flags 0x2
INFO: Points [mode: None]...100 frames drawn in 0.045 seconds => 2241.2 frames per second
INFO: Points [mode: Blend]...100 frames drawn in 0.045 seconds => 2243.4 frames per second
INFO: Points [mode: Add]...100 frames drawn in 0.045 seconds => 2238.8 frames per second
INFO: Points [mode: Mod]...100 frames drawn in 0.045 seconds => 2237.8 frames per second
INFO: Lines [mode: None]...100 frames drawn in 0.057 seconds => 1761.7 frames per second
INFO: Lines [mode: Blend]...100 frames drawn in 0.059 seconds => 1683.5 frames per second
INFO: Lines [mode: Add]...100 frames drawn in 0.060 seconds => 1677.8 frames per second
INFO: Lines [mode: Mod]...100 frames drawn in 0.064 seconds => 1552.3 frames per second
INFO: FillRects [mode: None]...100 frames drawn in 0.253 seconds => 394.7 frames per second
INFO: FillRects [mode: Blend]...100 frames drawn in 0.282 seconds => 354.3 frames per second
INFO: FillRects [mode: Add]...100 frames drawn in 0.261 seconds => 383.4 frames per second
INFO: FillRects [mode: Mod]...100 frames drawn in 0.272 seconds => 367.9 frames per second
INFO: RenderCopy [mode: None]...100 frames drawn in 0.059 seconds => 1709.1 frames per second
INFO: RenderCopy [mode: Blend]...100 frames drawn in 0.050 seconds => 2015.4 frames per second
INFO: RenderCopy [mode: Add]...100 frames drawn in 0.051 seconds => 1949.5 frames per second
INFO: RenderCopy [mode: Mod]...100 frames drawn in 0.050 seconds => 2013.9 frames per second
INFO: RenderCopyEx [mode: None]...100 frames drawn in 0.049 seconds => 2037.4 frames per second
INFO: RenderCopyEx [mode: Blend]...100 frames drawn in 0.051 seconds => 1967.7 frames per second
INFO: RenderCopyEx [mode: Add]...100 frames drawn in 0.049 seconds => 2038.1 frames per second
INFO: RenderCopyEx [mode: Mod]...100 frames drawn in 0.054 seconds => 1853.7 frames per second
INFO: Color modulation [mode: None]...100 frames drawn in 0.044 seconds => 2249.2 frames per second
INFO: Color modulation [mode: Blend]...100 frames drawn in 0.043 seconds => 2345.3 frames per second
INFO: Color modulation [mode: Add]...100 frames drawn in 0.047 seconds => 2106.1 frames per second
INFO: Color modulation [mode: Mod]...100 frames drawn in 0.049 seconds => 2026.0 frames per second
INFO: Alpha modulation [mode: None]...100 frames drawn in 0.050 seconds => 2019.3 frames per second
INFO: Alpha modulation [mode: Blend]...100 frames drawn in 0.052 seconds => 1938.0 frames per second
INFO: Alpha modulation [mode: Add]...100 frames drawn in 0.060 seconds => 1655.2 frames per second
INFO: Alpha modulation [mode: Mod]...100 frames drawn in 0.050 seconds => 2009.4 frames per second

INFO: UpdateTexture [mode: None]...100 frames drawn in 0.073 seconds => 1377.8 frames per second,
1432.9 operations per second
INFO: UpdateTexture [mode: Blend]...100 frames drawn in 0.078 seconds => 1282.8 frames per second,
1334.1 operations per second
INFO: UpdateTexture [mode: Add]...100 frames drawn in 0.073 seconds => 1365.2 frames per second,
1419.8 operations per second
INFO: UpdateTexture [mode: Mod]...100 frames drawn in 0.076 seconds => 1321.1 frames per second,
1374.0 operations per second
INFO: ReadPixels [mode: None]...0 frames drawn in 0.372 seconds => 0.0 frames per second,
268.7 operations per second
INFO: ReadPixels [mode: Blend]...0 frames drawn in 0.381 seconds => 0.0 frames per second,
262.7 operations per second
INFO: ReadPixels [mode: Add]...0 frames drawn in 0.394 seconds => 0.0 frames per second,
253.7 operations per second
INFO: ReadPixels [mode: Mod]...0 frames drawn in 0.371 seconds => 0.0 frames per second,
269.2 operations per second
INFO: Starting to test renderer called [opengles2], flags 0xA
INFO: Points [mode: None]...100 frames drawn in 0.105 seconds => 956.6 frames per second
INFO: Points [mode: Blend]...100 frames drawn in 0.024 seconds => 4088.8 frames per second
INFO: Points [mode: Add]...100 frames drawn in 0.031 seconds => 3278.4 frames per second
INFO: Points [mode: Mod]...100 frames drawn in 0.034 seconds => 2947.6 frames per second
INFO: Lines [mode: None]...100 frames drawn in 0.024 seconds => 4085.5 frames per second
INFO: Lines [mode: Blend]...100 frames drawn in 0.025 seconds => 4081.5 frames per second
INFO: Lines [mode: Add]...100 frames drawn in 0.024 seconds => 4090.6 frames per second
INFO: Lines [mode: Mod]...100 frames drawn in 0.024 seconds => 4086.5 frames per second
INFO: FillRects [mode: None]...100 frames drawn in 0.038 seconds => 2652.9 frames per second
INFO: FillRects [mode: Blend]...100 frames drawn in 0.036 seconds => 2783.2 frames per second
INFO: FillRects [mode: Add]...100 frames drawn in 0.042 seconds => 2373.0 frames per second
INFO: FillRects [mode: Mod]...100 frames drawn in 0.036 seconds => 2790.1 frames per second
INFO: RenderCopy [mode: None]...100 frames drawn in 0.037 seconds => 2708.0 frames per second
INFO: RenderCopy [mode: Blend]...100 frames drawn in 0.045 seconds => 2198.4 frames per second
INFO: RenderCopy [mode: Add]...100 frames drawn in 0.024 seconds => 4180.8 frames per second
INFO: RenderCopy [mode: Mod]...100 frames drawn in 0.024 seconds => 4179.0 frames per second
INFO: RenderCopyEx [mode: None]...100 frames drawn in 0.033 seconds => 2991.8 frames per second
INFO: RenderCopyEx [mode: Blend]...100 frames drawn in 0.032 seconds => 3112.4 frames per second
INFO: RenderCopyEx [mode: Add]...100 frames drawn in 0.033 seconds => 2987.8 frames per second
INFO: RenderCopyEx [mode: Mod]...100 frames drawn in 0.034 seconds => 2933.8 frames per second
INFO: Color modulation [mode: None]...100 frames drawn in 0.026 seconds => 3893.8 frames per second
INFO: Color modulation [mode: Blend]...100 frames drawn in 0.026 seconds => 3893.5 frames per second
INFO: Color modulation [mode: Add]...100 frames drawn in 0.026 seconds => 3882.3 frames per second
INFO: Color modulation [mode: Mod]...100 frames drawn in 0.030 seconds => 3298.8 frames per second
INFO: Alpha modulation [mode: None]...100 frames drawn in 0.025 seconds => 3922.2 frames per second
INFO: Alpha modulation [mode: Blend]...100 frames drawn in 0.026 seconds => 3905.8 frames per second
INFO: Alpha modulation [mode: Add]...100 frames drawn in 0.026 seconds => 3915.7 frames per second
INFO: Alpha modulation [mode: Mod]...100 frames drawn in 0.026 seconds => 3901.8 frames per second
INFO: UpdateTexture [mode: None]...100 frames drawn in 0.029 seconds => 3417.4 frames per second,
3554.1 operations per second
INFO: UpdateTexture [mode: Blend]...100 frames drawn in 0.029 seconds => 3416.1 frames per second,
3552.8 operations per second
INFO: UpdateTexture [mode: Add]...100 frames drawn in 0.027 seconds => 3668.4 frames per second,
3815.1 operations per second

INFO: UpdateTexture [mode: Mod]...100 frames drawn in 0.029 seconds => 3405.1 frames per second,
3541.3 operations per second
INFO: ReadPixels [mode: None]...0 frames drawn in 0.411 seconds => 0.0 frames per second,
243.1 operations per second
INFO: ReadPixels [mode: Blend]...0 frames drawn in 0.425 seconds => 0.0 frames per second,
235.4 operations per second
INFO: ReadPixels [mode: Add]...0 frames drawn in 0.413 seconds => 0.0 frames per second,
242.2 operations per second
INFO: ReadPixels [mode: Mod]...0 frames drawn in 0.417 seconds => 0.0 frames per second,
239.7 operations per second
INFO: Starting to test renderer called [software], flags 0x9
INFO: Points [mode: None]...100 frames drawn in 0.718 seconds => 139.3 frames per second
INFO: Points [mode: Blend]...100 frames drawn in 0.699 seconds => 143.1 frames per second
INFO: Points [mode: Add]...100 frames drawn in 0.718 seconds => 139.3 frames per second
INFO: Points [mode: Mod]...100 frames drawn in 0.994 seconds => 100.6 frames per second
INFO: Lines [mode: None]...100 frames drawn in 0.726 seconds => 137.8 frames per second
INFO: Lines [mode: Blend]...100 frames drawn in 0.869 seconds => 115.0 frames per second
INFO: Lines [mode: Add]...100 frames drawn in 0.822 seconds => 121.6 frames per second
INFO: Lines [mode: Mod]...100 frames drawn in 0.821 seconds => 121.8 frames per second
INFO: FillRects [mode: None]...100 frames drawn in 1.103 seconds => 90.6 frames per second
INFO: FillRects [mode: Blend]...100 frames drawn in 6.695 seconds => 14.9 frames per second
INFO: FillRects [mode: Add]...100 frames drawn in 3.548 seconds => 28.2 frames per second
INFO: FillRects [mode: Mod]...100 frames drawn in 4.960 seconds => 20.2 frames per second
INFO: RenderCopy [mode: None]...100 frames drawn in 0.824 seconds => 121.4 frames per second
INFO: RenderCopy [mode: Blend]...100 frames drawn in 1.252 seconds => 79.9 frames per second
INFO: RenderCopy [mode: Add]...100 frames drawn in 1.011 seconds => 98.9 frames per second
INFO: RenderCopy [mode: Mod]...100 frames drawn in 1.022 seconds => 97.8 frames per second
INFO: RenderCopyEx [mode: None]...100 frames drawn in 2.825 seconds => 35.4 frames per second
INFO: RenderCopyEx [mode: Blend]...100 frames drawn in 1.218 seconds => 82.1 frames per second
INFO: RenderCopyEx [mode: Add]...100 frames drawn in 1.560 seconds => 64.1 frames per second
INFO: RenderCopyEx [mode: Mod]...100 frames drawn in 2.347 seconds => 42.6 frames per second
INFO: Color modulation [mode: None]...100 frames drawn in 0.762 seconds => 131.2 frames per second
INFO: Color modulation [mode: Blend]...100 frames drawn in 0.789 seconds => 126.7 frames per second
INFO: Color modulation [mode: Add]...100 frames drawn in 0.751 seconds => 133.2 frames per second
INFO: Color modulation [mode: Mod]...100 frames drawn in 0.783 seconds => 127.7 frames per second
INFO: Alpha modulation [mode: None]...100 frames drawn in 0.886 seconds => 112.9 frames per second
INFO: Alpha modulation [mode: Blend]...100 frames drawn in 1.365 seconds => 73.3 frames per second
INFO: Alpha modulation [mode: Add]...100 frames drawn in 1.145 seconds => 87.3 frames per second
INFO: Alpha modulation [mode: Mod]...100 frames drawn in 1.083 seconds => 92.3 frames per second
INFO: UpdateTexture [mode: None]...100 frames drawn in 1.016 seconds => 98.5 frames per second,
102.4 operations per second
INFO: UpdateTexture [mode: Blend]...100 frames drawn in 1.477 seconds => 67.7 frames per second,
70.4 operations per second
INFO: UpdateTexture [mode: Add]...100 frames drawn in 1.256 seconds => 79.6 frames per second,
82.8 operations per second
INFO: UpdateTexture [mode: Mod]...100 frames drawn in 1.223 seconds => 81.8 frames per second,
85.0 operations per second
INFO: ReadPixels [mode: None]...0 frames drawn in 0.024 seconds => 0.0 frames per second,
4109.6 operations per second
INFO: ReadPixels [mode: Blend]...0 frames drawn in 0.026 seconds => 0.0 frames per second,
3875.4 operations per second

~~INFO: ReadPixels [mode: Add]...0 frames drawn in 0.025 seconds => 0.0 frames per second,
4079.1 operations per second
INFO: ReadPixels [mode: Mod]...0 frames drawn in 0.026 seconds => 0.0 frames per second,
3852.2 operations per second
INFO: Bye bye~~

I'd love to test the ogles2 mode to see if that makes an impact in-app regarding speed of drawing operations...