

Subject: : AmigaOS4

Topic: : SDL2

Re: SDL2

Author: : Capehill

Date: : 2019/3/20 16:29:44

URL:

@Raziel

It seems that I forgot to improve those (gadget-related) debug prints I promised for RC2. I'm getting old. Maybe for RC3.

SDL\_renderer's OpenGL ES 2 backend is broken at the moment. I'm trying to figure it out. I have requested help from both Daniel and Hans.

Regarding performance: I ported Diamonds and Dust (2D game) to OpenGL ES 2: it is 2x-3x faster than MiniGL on my current setup.