

Subject: : AmigaOS4

Topic: : SDL2

Re: SDL2

Author: : Raziell

Date: : 2019/3/23 14:28:02

URL:

@Capehill

Quote:

But ScummVM doesn't use boolean uniforms

No, but residualvm does 😊

But if it's that easy in scummvm i'll try myself and test.

You could report it since you can describe what is going wrong better than me.

I think we can hijack [another thread](#) for that, Hans asked for stuff that should be supported in MiniGL future versions...i'll use that opportunity 🙏

Quote:

No, OGLES2 (context) for SDL2 is not generally broken. It's only the SDL_Renderer's OGLES2 backend (one of four possible backends). SDL_Renderer is used by some 2D games but why worry about OpenGL(ES2) here since you could use the compositing backend.

Because with "compositing" renderer in place fps in some games (where fps display is supported) went up by 0.5-1 fps, which is not worth it.

That may be because those engines/scummvm doesn't make use of certain drawing routines (and as thus nothing is optimized) or the fact that composite is not as fast in comparison as i thought it might be.