

Subject: : AmigaOS4

Topic: : SDL2

Re: SDL2

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URL:

@Capehill

I tried, built with the workaround and side by side tested some of the more demanding games...there is, unfortunately, no visible or feelable difference.

Where the intro on one game needs 52 seconds with pure SDL2/OpenGL it needs 50 seconds with ogles2, while both stress out the cpu to max (might have also been a slow finger when pressing the stopwatch).

The same have i witnessed when using compositing.

Seems the engines doesn't really use the shaders...