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Subject: : AmigaOS4

Topic: : SDL2

Re: SDL2

Author: : Capehill

Date: : 2019/3/23 19:29:12

URL:

@Raziel

Quote:

residualvm does

Yes, it seems. But ScummVM should be easy to get running with shaders, well the loader at least. I don't have games installed at the moment, really.

Quote:

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.

Hmm, ScummVM doesn't have a generic FPS display does it? I think you should be able to see the difference if you allow ScummVM to scale the display up. Scaling effect is virtually "free" with compositing when compared to pure SW rendering.

@Daytona675x

Quote:

texture2D is deprecated since GLSL 1.30 and its replacement is the overloaded GLSL function texture()

Thanks for the info, I have been reading an older OpenGL ES 2.0 book and didn't know that.

@Raziel

Try the first line: <https://github.com/scummvm/scummvm/blob/master/src/opengl/shader.cpp#L57>