

Subject: : AmigaOS4

Topic: : SDL2

Re: SDL2

Author: : Raziel

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URL:

@Capehill

Quote:

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.

If you ever have some spare time and are willing to do some tests, build ScummVM with the wintermute engine. Get the freely available game [Bickadoodle](#) and set the fps counter to true (all of the wintermute games feature an fps display)

This game will not only showcase the extreme slowdowns in some scenes (due to missing dirty rect and thus updating the whole screen all the time) and the fact that the drawing speed is pretty much the same in OpenGL, ogles2 and composite, but also a rather enervating issue with fullscreen display, as it seems that ScummVM scales to a non-complete resolution to what it gets from the game (say, the gamedisplay, especially the fonts/texts and the fps counter are readable in fullscreen, window has the perfect resolution, though, all is crisp).

We might be able to tackle two things at once?

Or at least i could create a new SDL bug item 😊