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Subject: : AmigaOS4

Topic: : SDL2

Re: SDL2

Author: : kas1e

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URL:

@Capehill

Quote:

By default renderer batching is not enabled (this is a new thing, added after official 2.0.9 I think) and this hurts at least the opengles2 renderer. Without patching, each primitive is drawn separately by `glDrawArrays`.

So, please try:

```
setenv SDL_RENDER_BATCHING 1
```

Tested : just crashed in `ogles2.library` :)

Quote:

For me `testdraw2 --renderer opengl` didn't actually work. I think `opengl` renderer broke at some point after 2.0.8 release. SDL2 keeps changing and it's sometimes difficult to keep up with them.

But, again, all these "renderer stuff" is about 2D API and we have a pretty good "compositing" backend.

I only tested your `testdraw2` binary from bugreport on `matnis`, and that one for sure works with "`--renderer opengl`" and giving 410fps for me on `minigl.library 2.20`.