

Subject: : AmigaOS4

Topic: : SDL2

Re: SDL2

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@kas1e

I removed angle/center stuff from the vertex shader (which are not used for point/line/rects) and also the glPointSize, and ran testdraw2 few times: for me, OGLES2 is faster than MiniGL in rects and lines. MiniGL is 2x faster in points.

Regarding fragment shader: SDL2 tells OpenGL all textures are internally GL_RGBA. Now, we have ARGB texture in memory and so I believe we need to reorder the color channels so that OpenGL gets what it was promised. This actually works (try testscale, for example). However target textures are partially broken: the smiley face (testrendercopyex) clearly suffers from wrong color channels. However, the background doesn't, so it seems strange to me. Their texture format is identical.