
Subject: : AmigaOS4

Topic: : SDL1 open issues

Re: SDL1 open issues

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@Capehill

In meantime found some fork, where one man trying to replace sdl1 on sdl2 in irrlicht. There is new ClrrDeviceSDL2.cpp():

<https://github.com/okuoku/irrlicht-gen...rlicht/ClrrDeviceSDL2.cpp>

So i adapt it to current source, but to find out that it's so much slower than sdl1 version, that its just unreal. I made a few tests for some example

winxp, amd 1.6ghz, sdl1 : 30fps, sdl2: 14fps

win10, icore6 2.7ghz, sdl1: 110fps, sdl2: 60fps

amigaos4, x5k, sdl1: 28fps, sdl2: 2fps (!)

So while on win32 builds everything twice slower, on amigaos4 everything just stops :)

Yeah, it mean that this sdl2 migration doing something very wrong, and strangely on amigaos4 it not just twice slower, but almost stop everything.

I think its about ClrrDeviceSDL::present() realisation and how the surface and blitting done, see there some SDL_CreateRGBSurfaceWithFormatFrom with SDL_PIXELFORMAT_ARGB8888 as default , and some strange SDL_RenderCopy().. Imho something there cause those heavy issues (And still strange, why on amigaos4 it made not just slower, but just everything about to stop, mouse jerky, whole system overloaded, etc).