
Subject: : AmigaOS4

Topic: : SDL1 open issues

Re: SDL1 open issues

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URL:

@kas1e

It should be something like this, no allocations, no locks:

```
if (!SoftwareRendered)
    return true;

if (SDL_UpdateTexture(ScreenTexture, NULL /* update whole texture */, surface->getData(), surface->getPitch()) != 0) {
    // SDL_GetError
}

if (SDL_RenderCopy(ScreenRenderer, ScreenTexture, NULL, NULL) != 0) {
    // SDL_GetError
}

SDL_RenderPresent(ScreenRenderer);
return true;
```

But the above code is not compiled. I'm assuming here that the incoming data ("surface") is of same size and format as texture ("ScreenTexture").

PS. please make a ticket for window focus issue.