
Subject: : AmigaOS4

Topic: : SDL1 open issues

Re: SDL1 open issues

Author: : kas1e

Date: : 2019/8/24 17:28:51

URL:

@Capehill

Quote:

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").

Well, that definately the way to do how you show it. I just copy+paste your code, without any creation of sdsurface. And it even render something to the window (just half of the window , and with wrong colors), but it renderes for sure, and speed is MUCH better.

Should't somewhere sdsurface be created at all , or , there is no needs for ?

And how to deal with "format" then, probabaly still need to call SDL_LockTexture ?

Quote:

PS. please make a ticket for window focus issue.

Yep, will do of course