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Subject: : AmigaOS4

Topic: : SDL1 open issues

Re: SDL1 open issues

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URL:

@kas1e

Ideally, Irrlicht should be configured to render to an ARGB "surface" (I mean video::Image, not SDL\_Surface) which could be then uploaded to the texture. SDL\_Surface would be only an extra step and hopefully unnecessary.

Do you know how to configure Irrlicht renderer?

Texture is created here: <https://github.com/okuoku/irrlight-gen ... /ClrrDeviceSDL2.cpp#L1219>

When surface is matching, then it should be alright.

We try to do this: <https://wiki.libsdl.org/MigrationGuide ... ered frames to the screen>

- 1) Let Irrlicht render its SW surface
- 2) Update texture (pixels travel to VRAM if accelerated renderer used)
- 3) Render texture
- 4) Profit?

So this is SW rendering, how about HW? I suppose Irrlicht speaks also OpenGL?