
Subject: : AmigaOS4

Topic: : SDL1 open issues

Re: SDL1 open issues

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URL:

@Capehill

I just added:

```
printf(
"surface->getRedMask() = %08x, surface->getGreenMask() = %08x, surface->getBlueMask() = %08x, surface-
>getAlphaMask() = %08xn", surface->getRedMask(), surface->getGreenMask(), surface->getBlueMask(),
surface->getAlphaMask());
```

Rigth at begining of our block, and that what i have when i run example and it renders to half of screen with a wrong colors:

```
surface->getRedMask() = 00007c00
surface->getGreenMask() = 000003e0
surface->getBlueMask() = 0000001f
surface->getAlphaMask() = 00008000
```

Now, I see in the SDL1 code:

<https://sourceforge.net/p/irrlicht/cod...rrlicht/ClrrDeviceSDL.cpp>

In that ClrrDeviceSDL::present , that at begining they do that:

```
sdlSurface->format->BitsPerPixel=surface->getBitsPerPixel();
sdlSurface->format->BytesPerPixel=surface->getBytesPerPixel();
if ((surface->getColorFormat()==video::ECF_R8G8B8) ||
    (surface->getColorFormat()==video::ECF_A8R8G8B8))
{
    sdlSurface->format->Rloss=0;
    sdlSurface->format->Gloss=0;
    sdlSurface->format->Bloss=0;
    sdlSurface->format->Rshift=16;
    sdlSurface->format->Gshift=8;
```

```

SDL_Surface->format->Bshift=0;
if (surface->getColorFormat()==video::ECF_R8G8B8)
{
    SDL_Surface->format->Aloss=8;
    SDL_Surface->format->Ashift=32;
}
else
{
    SDL_Surface->format->Aloss=0;
    SDL_Surface->format->Ashift=24;
}
}
else if (surface->getColorFormat()==video::ECF_R5G6B5)
{
    SDL_Surface->format->Rloss=3;
    SDL_Surface->format->Gloss=2;
    SDL_Surface->format->Bloss=3;
    SDL_Surface->format->Aloss=8;
    SDL_Surface->format->Rshift=11;
    SDL_Surface->format->Gshift=5;
    SDL_Surface->format->Bshift=0;
    SDL_Surface->format->Ashift=16;
}
else if (surface->getColorFormat()==video::ECF_A1R5G5B5)
{
    SDL_Surface->format->Rloss=3;
    SDL_Surface->format->Gloss=3;
    SDL_Surface->format->Bloss=3;
    SDL_Surface->format->Aloss=7;
    SDL_Surface->format->Rshift=10;
    SDL_Surface->format->Gshift=5;
    SDL_Surface->format->Bshift=0;
    SDL_Surface->format->Ashift=15;
}
}

```

So they do check what video formats textures have, and set `SDL_Surface`'s format to necessary value because of this. Question is what and to which we need to set, if we don't use `SDL_Surface`. I.e. can we call `SDL_UpdateTexture()+SDL_RenderCopy()` with necessary format taken from the above check ?

I just removed from the above checks all `SDL_Surfaces` sets, and just put prints, so in our case (i.e. with your code and when it draws half of screen with wrong colors), its `video::ECF_A1R5G5B5` format. That explain probably "half of screen" drawing and wrong colors as well. Need somehow to tell to `SDL_UpdateTexture()+SDL_RenderCopy()` what format we use.