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Subject: : AmigaOS4

Topic: : SDL1 open issues

Re: SDL1 open issues

Author: : Capehill

Date: : 2019/8/25 9:28:22

URL:

@kas1e

Quote:

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

I don't understand why, because if I'm reading the correct code, Irrlicht SW renderer is hard-coded to 16-bit:  
<https://github.com/okuoku/irrrlicht-gen...t/CSoftwareDriver.cpp#L33>

It would be interesting to know would Irrlicht work nicely if this hard-coded format was changed to 32-bit. Maybe it's slower to render 32-bit but it should look nicer too.

Second option is to modify texture format to 16-bit (same as Irrlicht's). But not even SDL software renderer support this exact format with 1-bit alpha so it means (as far as I know) that SDL will do colour conversion step during texture update.

Third option is to manually convert colour format but I don't like this one.

Quote:

Need somehow to tell to SDL\_UpdateTexture()+SDL\_RenderCopy() what format we use.

No. We have already told SDL which colour format we want to use when we created the texture. It is application's responsibility to provide valid data.

[https://wiki.libsdl.org/SDL\\_UpdateTexture](https://wiki.libsdl.org/SDL_UpdateTexture) "pixels - the raw pixel data in the format of the texture"