

Subject: : AmigaOS4

Topic: : SDL1 open issues

Re: SDL1 open issues

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@Capehill

I now understand why they in SDL1 (and in that SDL2 patch) version do check on all things (i.e. on argb8888 as well, and on rgb565, not only a1555): because Irrlicht have 2 different software renderers. One called exactly like that "softwarerenderer" but its not very accurate. And another one, called "BurningsVideo", which is also software renderer, but this one much more accurate. And there is his file : CSoftwareDriver2.cpp (see 2 at end)

So, when you use SDL in irrlicht, you may choice and "software renderer" and "burnings video", which boch software. And while in first one, a1555 are hardcoded, second one maybe more accurate in that terms.