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Subject: : AmigaOS4

Topic: : SDL1 open issues

Re: SDL1 open issues

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Date: : 2019/8/25 19:12:51

URL:

@Capehill

I anyway tried with your code and a1555 , results are : on win32, both sdl1 and sdl2 the same by speed. Maybe sdl2 on 1-2 fps less.

But the same code on amigaos4 with sdl2 , crawl a lot ! Just give 2-3 fps, instead of 30 as with SDL1.

I think there some other bug flying around in that SDL2 patch. Strange that on amigaos4 it that reacts, and on win32 not.

There is my current version:

<http://kas1e.mikendezign.com/aos4/irrlicht/ClrrDeviceSDL.cpp>

As said its ok on win32, same as sdl1 by speed. Just on amigaos4 by some reassons give 2-3 fps. Maybe something with events, which somehow ok for win32 and not for aos4 ?