
Subject: : AmigaOS4

Topic: : SDL1 open issues

Re: SDL1 open issues

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@kas1e

Is there difference between accelerated and software renderer?

You could try to measure:

```
if (!SoftwareRendered)
    return true;

Uint32 a = SDL_GetTicks();

if (SDL_UpdateTexture(ScreenTexture, NULL /* update whole texture */, surface->lock(), surface->getPitch
()) != 0) {
    // SDL_GetError
}

Uint32 b = SDL_GetTicks();

if (SDL_RenderCopy(ScreenRenderer, ScreenTexture, NULL, NULL) != 0) {
    // SDL_GetError
}

Uint32 c = SDL_GetTicks();

SDL_RenderPresent(ScreenRenderer);

Uint32 d = SDL_GetTicks();

printf("Update %u, Copy %u, Present %u\n", b - a, c - b, d - c)

return true;
```