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Subject: : AmigaOS4

Topic: : SDL1 open issues

Re: SDL1 open issues

Author: : kas1e

Date: : 2019/8/25 20:01:11

URL:

@Capehill

Quote:

Is there difference between accelerated and software renderer?

Tried to replace `SDL_CreateRenderer(ScreenWindow, -1, 0);` on `SDL_CreateRenderer(ScreenWindow, -1, SDL_RENDERER_ACCELERATED);` give no changes visually, same.

Quote:

You could try to measure:

That log i have when running:

Quote:

Update 9, Copy 0, Present 5

Update 8, Copy 0, Present 1

Update 8, Copy 0, Present 0

Update 8, Copy 0, Present 0

Update 8, Copy 0, Present 0

Update 9, Copy 0, Present 0

Update 9, Copy 0, Present 0

Update 8, Copy 0, Present 0

Update 8, Copy 0, Present 0

Update 8, Copy 0, Present 0

Update 8, Copy 0, Present 0

Update 8, Copy 0, Present 0

Update 7, Copy 0, Present 0

Update 7, Copy 0, Present 1

Update 7, Copy 0, Present 1

Update 7, Copy 0, Present 0

Update 7, Copy 0, Present 1

Update 8, Copy 0, Present 0

What i can't get currently, its why on win32 in terms of speed there is not such massive slowdown with 1:1 same code. We test pretty much of SDL2 apps already over our SDL2 , so strange..

On win32 when i put the same measure code, i have such output:

Quote:

Update 3, Copy 4, Present 7

Update 2, Copy 0, Present 1

Update 3, Copy 0, Present 1

Update 2, Copy 0, Present 1

Update 3, Copy 0, Present 0

Update 3, Copy 0, Present 1

Update 3, Copy 0, Present 2

Update 2, Copy 0, Present 1

Update 2, Copy 0, Present 1

Update 3, Copy 0, Present 0

Update 3, Copy 0, Present 0

Update 3, Copy 0, Present 0

Update 3, Copy 0, Present 1

Update 2, Copy 0, Present 2

Update 2, Copy 0, Present 1

Update 2, Copy 0, Present 1

Update 2, Copy 0, Present 1

Update 3, Copy 0, Present 0

Update 3, Copy 0, Present 0

Update 3, Copy 0, Present 0

Update 3, Copy 0, Present 0

Update 3, Copy 0, Present 1

Update 2, Copy 0, Present 1

Update 2, Copy 0, Present 1

Update 2, Copy 0, Present 1

Update 3, Copy 0, Present 0

And no slowdowns

ps. just in case i check debugbuffer : nope, there is nothing which can slow things down that much.

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edit: there definetely something with that sdl2 code: i find out that on win32 descructor never called !