

Subject: : AmigaOS4

Topic: : DevilutionX - Diablo 1

Re: DevilutionX - Diablo 1

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URL:

@DJBase

I am sure it's not SDL guilty, as our SDL matured enough and it almost all "native" inside. Some things do pretty decent FPS. Currently what is left from SDL its name of functions, with amigaos4 native stuff inside :)

I think it can be anything else. Need to check how much it gives on current PC hardware, then on sam460, on pegasos2, to check how much it gives on real 68060, on a vampire, on morphos (the run WOS version), etc, etc. I somehow think it just codes of that rewrite done as it has done.

But to add, for both version I didn't use 8-bit screens, I use 16 and 32 bits, maybe that a bit reduce speed. But still, it can't drop by fps that much because of it.

Not sure if we need to worry and spend our time on it, maybe once loading/save will be implemented... But then 80 fps more than enough.

If you have time, check on other hardware (and on PC too, they probably provide win32 binaries), so we will know truth.