

Subject: : AmigaOS4

Topic: : DevilutionX - Diablo 1

Re: DevilutionX - Diablo 1

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URL:

@kas1e

Both binaries have serial debug on, I think it slows down at least the SDL1 version because there are mouse events logged.

Regarding SDL2, what happens if texture format is changed to ARGB8888? See this line:

<https://github.com/diasurgical/devilut...ceX/miniwin/misc.cpp#L169>

ARGB8888 the only one supported by renderer so using that should avoid one conversion step. If I understand correctly:

- 1) engine uses 8-bit surface to draw
- 2) which is then converted to 24-bit texture by engine
- 3) which is converted to 32-bit texture by SDL2
- 4) which is uploaded to VRAM (with or without DMA)

Finally there is a frame limiter: <https://github.com/diasurgical/devilut...3b855/SourceX/dx.cpp#L257>

Not sure if it's activating or not.