

Subject: : AmigaOS4

Topic: : SDL2

Re: SDL2

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@Capehill

Do you aware if SDL2 has any kind of global "fps limiter"? Why I ask, is that SDL always hit 100% CPU with many games (probably because want to take maximum fps from it), and so sometime audio may "Sutter" because of that, our whole WB responsibility crawls a bit. So I think about how to limit globally it to at least not hog more than 95% of CPU, and we will have 5% left for "system tasks operational in the same fast speed".