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Subject: : AmigaOS4

Topic: : SDL2

Re: SDL2

Author: : Capehill

Date: : 2020/1/26 9:01:26

URL:

@kas1e

Quote:

About the issue with wrong colors: we seem to find out from where it comes, it maybe PC vs no PC video modes (maybe on

When application request a surface from SDL it's supposed to use it correctly. It seems that it's using colorchannels wrongly, making some assumptions or shortcuts somewhere.

Quote:

And about OpenGL speed .. Strange, but it shouldn't be that slower... Need to test MorphOS version how it with their

You can build a profiling version of MiniGL if that helps but it's probably down to W3D.

Quote:

Also, I notice another issue when using "OpenGL" renderer: remember I say that it starts to be "white", but it starts to be white after some frame. I.e. firstly I see the DOSBox logo, then how console draws, and then bah, all white. If I will many many times switch between window and fullscreen

Do you mean OpenGL context and not SDL\_Renderer with "opengl" backend here?

Sounds like a texture configuration issue. Maybe texture is not correctly created after context creation or something.

