
Subject: : AmigaOS4

Topic: : SDL2

Re: SDL2

Author: : kas1e

Date: : 2020/2/16 16:45:33

URL:

@Capehill

Quote:

Do you mean that when DB window is not active, it will get slower?

No, DB is active when i run it, but like "not fully active", i need to click on wb screen and back on DB to gain speed i have with output=surface by default.

Quote:

Cause is probably this: <https://github.com/dreamer/dosbox-stag> ... src/gui/sdlmain.cpp#L2015

Hm, with "surface" output didn't have that issue, only with "texture". As events the same for all outputs, it probabaly should be same for all (just guess, of course).

Quote:

Regarding OGLES2, you can try that. Render targets are still broken and I just haven't had time to debug those, but I think DB doesn't use render targets (FBOs).

Yeah good, will try then too.

EDIT: you were right as usuall, commenting out CPU_Enable_SkipAutoAdjust() make it works from begining. Drawback is that when i hit WB now, speed didn't drops as should, but that all probabaly mean that on running with "output=texture" we by some reassons loose focus, while with "output=surface" we not.