
Subject: : AmigaOS4

Topic: : SDL2

Re: SDL2

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URL:

@Capehill

Good idea!

There is when i run it with texture_renderer=opengl:

http://kas1e.mikendezign.com/aos4/dos...n_gl4es_glsnoop_trace.txt

First frame shows fine, and when those repeat-blocks go:

Quote:

```
Shell Process 'dosbox_gl4es': OGL2ES2_glBindTexture: target 0xDE1 (GL_TEXTURE_2D), texture 256
Shell Process 'dosbox_gl4es': OGL2ES2_glTexSubImage2D: target 0xDE1 (GL_TEXTURE_2D, level 0,
xoffset 0, yoffset 0, width 640, height 400, format 0x80E1 (GL_RGBA_EXT), type 0x1401
(GL_UNSIGNED_BYTE), pixels 0x5de66008
Shell Process 'dosbox_gl4es': OGL2ES2_glClear: mask 0x4000 [COLOR]
Shell Process 'dosbox_gl4es': OGL2ES2_glBindTexture: target 0xDE1 (GL_TEXTURE_2D), texture 0
Shell Process 'dosbox_gl4es': OGL2ES2_glDrawArrays: mode 0x5 (GL_TRIANGLE_STRIP), first 0, count 4
Shell Process 'dosbox_gl4es': OGL2ES2_glFinish
Shell Process 'dosbox_gl4es': OGL2ES2_aglSwapBuffers
```

Its already white. That what come before those blocks, made the first rendered frame be visibly, and then white-screen time for each frame.

For sake of interest, i also capture NOVA only, maybe it will give us some more ideas. There is only relevant part:

When frame start to be shown (visibly fine), and then when repeat blocks coming its all white already:

http://kas1e.mikendezign.com/aos4/dos...r/nova_relevant_trace.txt

EDIT: All i can see there, that there 2 glColor calls, one with

red 1.000000, green 1.000000, blue 1.000000, alpha 1.000000

and another ones with

red 0.000000, green 0.000000, blue 0.000000, alpha 1.000000

Not sure if it related of course.