

Subject: : AmigaOS4

Topic: : SDL2

Re: SDL2

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@Capehill

I run both versions in fullscreen mode, to see via Ranger what kind of screen modes created with old and new sdl2. And now there are differences between new sdl2 and 1-year-old sdl2: width, height, and depth all the same. But Flags, compositing, and drop-shadows are different! That surely the thing which causes differences.

That what I have for the old SDL2 (fast) version:

Flags: Quiet HiRes

Compositing: Disabled

Drop Shadows: Disabled

And that what I have for the new SDL2 (slow) version:

Flags: Quiet HiRes AutoScroll SharePens OffScrDrag LikeWB

Compositing: Enabled

Drop Shadows: Enabled

So somewhere in the process, we change how fullscreen mode creates. Maybe that was because of that "bad look of asl in milky tracker"?

One of the new Flags, or maybe Drop Shadow cause this IMHO.