

Subject: : AmigaOS4

Topic: : SDL2

Re: SDL2

Author: : kas1e

Date: : 2021/4/9 19:35:19

URL:

@Capehill

Yeah, you are right, it is compositing. I firstly checked via disabling it from GUI, so it creates with SA_LikeWorkbench screen with all the flags, but with compositing and drop-shadow disabled.

Then i just enable in SDL2 SA_LikeWorkbench back, but disable SA_Compositing, and it also works as expected now. Through is it unclear if it exactly compositing, or DropShadows (they seem disabled and enables both by SA_Compositing or from GUI effects).

And should we add it to SDL2 at all or not it also unclear, because it means no compositing for full-screen if we will disable it? (But then it was disabled all the time even before, so wasn't noticed). Or Compositing when creating a video mode has no reflection with the usage of compositing in renderers at all ?