
Subject: : AmigaOS4

Topic: : SDL2

Re: SDL2

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URL:

@Capehill

Regarding the sound issue (and general slowdowns) in ScummVM i think i've found the culprit.

While it has (or so it looks like) nothing really to do with SDL (but i might be wrong, of course. since only SDL apps seems to be affected), i'd like to ask if you could run a little test for me?

Could you please run this script?

It will add 5 Notification windows to your system (and return an error in a console window, because more than five won't work).

You can click them away easily, but leave them be for now.

```
/*  
Message queue test  
*/
```

OPTIONS RESULTS

ADDRESS RINGHIO

```
'REGISTERAPP APP=Test_APP1 ICON="SYS:System/RexxMast" Test_APP1'
```

```
SAY RESULT
```

```
'REGISTERAPP APP=Test_APP2 ICON="SYS:System/RexxMast" Test_APP2'
```

```
SAY RESULT
```

```
'REGISTERAPP APP=Test_APP3 ICON="SYS:System/RexxMast" Test_APP3'
```

```
SAY RESULT
```

```
'REGISTERAPP APP=Test_APP4 ICON="SYS:System/RexxMast" Test_APP4'
```

```
SAY RESULT
```

```
'REGISTERAPP APP=Test_APP5 ICON="SYS:System/RexxMast" Test_APP5'
```

```
SAY RESULT
```

```
'REGISTERAPP APP=Test_APP6 ICON="SYS:System/RexxMast" Test_APP6'
```

```
SAY RESULT
```

ADDRESS RINGHIO

```
'RINGHIO PRI=10 UPDATE APP=Test_APP1 NOLOG TITLE="Test_APP1" Message Queue Test (1)'
```

```
SAY RESULT
```

```
'RINGHIO PRI=10 UPDATE APP=Test_APP2 NOLOG TITLE="Test_APP1" Message Queue Test (2)'
```

```
SAY RESULT
```

```
RINGHIO PRI=10 UPDATE APP=Test_APP3 NOLOG TITLE="Test_APP1" Message Queue Test (3)
SAY RESULT
'RINGHIO PRI=10 UPDATE APP=Test_APP4 NOLOG TITLE="Test_APP1" Message Queue Test (4)
SAY RESULT
'RINGHIO PRI=10 UPDATE APP=Test_APP5 NOLOG TITLE="Test_APP1" Message Queue Test (5)
SAY RESULT
'RINGHIO PRI=10 UPDATE APP=Test_APP6 NOLOG TITLE="Test_APP1" Message Queue Test (6)
SAY RESULT

EXIT 0
```

Now start ScummVM, no game needed, as you will encounter slowdowns with, i'd say, a delay of a second inbetween.

With a game, e.g. BASS you'll encounter audio dropouts and video playback delay, also with that one second delay inbetween.

I don't know why that happens or what is causing it, but it seems those five Notification windows drag a lot from the GUI/GFX system (as it seems, because cpu load stays the same for me)

I just want to understand why and what is happening, so i could file a bugreport against Notification (or SDL) 😞

Of course, i'm on Enhancer, so if you don't get the slowdowns, it's still a good test, then i'd know that one of the last updates dragged a regression in.

Thank you very much

edit:

Needless to say, if i remove the five windows, ScummVM runs without issues