Subject: Some information about the SDL20 (GL) rainbow backend
Posted by Sgifan on Thu, 31 Oct 2013 08:53:08 GMT

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Hi

could we get some hints about the status and goals of the SDL20GL backend ?

There is a SDL20 backend and a SDL20GL backend, I suspect the SDL20 to be obsolete.

I would like to know if we will have a chance to see some alpha compositing possible with this backend. and even animated windows/transitions...

What is the goal exactly ? Android support ? or maybe it is the start of a modernisation of the whole GUI stack.