Subject: SDL20GL TopWindow handling
Posted by Sgifan on Thu, 31 Oct 2013 10:31:09 GMT
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Hi,

Quick question: Why are TopWindow not handled as separate SDL2 windows (as SDL20 support this) ?

BTW: Would a 'RAINBOW' section in the forums be usefull ?

Subject: Re: SDL20GL TopWindow handling
Posted by mirek on Thu, 31 Oct 2013 13:22:23 GMT
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Sgifan wrote on Thu, 31 October 2013 06:31Hi,

Quick question: Why are TopWindow not handled as separate SDL2 windows (as SDL20 support this) ?

BTW: Would a 'RAINBOW' section in the forums be usefull ?

Working on it It was not original goal (android does not have windows), but now it seems like quite a good idea.

Subject: Re: SDL20GL TopWindow handling
Posted by mirek on Thu, 31 Oct 2013 13:28:12 GMT
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Sgifan wrote on Thu, 31 October 2013 06:31Hi,

Quick question: Why are TopWindow not handled as separate SDL2 windows (as SDL20 support this) ?

BTW: Would a 'RAINBOW' section in the forums be usefull ?

I guess we can start a thread about SDL20GL in Developer's corner.

If you are interested in this backend and willing to help, I would have some things to investigate for you

Mirek

Subject: Re: SDL20GL TopWindow handling
Posted by Sgifan on Thu, 31 Oct 2013 15:21:33 GMT
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As for help I'm not sure i'm able to help much in such kind of deeply U++ internals embedeed code.

I know a bit of SDL and also OpenGL, but how the GUI mechanisms in U++ are working is much more difficult for me to embrace.

For instance animated GUI would be nice, but in this case we would need some kind of retained mode or scene graph, and i'm not quite sure how this would fit in the way U++ works.

Subject: Re: SDL20GL TopWindow handling
Posted by mirek on Thu, 31 Oct 2013 18:34:52 GMT
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Sgifan wrote on Thu, 31 October 2013 11:21
I know a bit of SDL and also OpenGL, but how the GUI mechanisms in U++ are working is much more difficult for me to embrace.

Well, right now I am trying to solve OpenGL puzzle... I have implemented two rendering paths, "fixed" (as in GL 1.0) and GLES 2.0 compatible (hopefully) code using shaders. Strange thing is that in "fixed" mode, rendering colored rectangles is order of magnitude faster than with shader, no matter what I am trying to do...

Mirek

Subject: Re: SDL20GL TopWindow handling
Posted by Sgifan on Thu, 31 Oct 2013 21:31:30 GMT
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Maybe take a look at http://www.raywenderlich.com/3664/

Your shaders look simple enough but try to lower the precision in the frag shader (lowp instead of mediump as i see in the current code (GLES specific))

Also using VBO seems to help a lot for speed.

Subject: Re: SDL20GL TopWindow handling
Posted by mirek on Fri, 01 Nov 2013 06:33:34 GMT
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Sgifan wrote on Thu, 31 October 2013 17:31
Also using VBO seems to help a lot for speed.

Well, my understanding of VBO is that the advantage is that complex vertex mesh data can reside on GPU between frames - which is not exactly our case here. (Or is it?)