Audacious - OLD, PLEASE USE GITHUB DISCUSSIONS/ISSUES - Feature #671

Converting sdlout.cc to SDL2

October 23, 2016 20:58 - Jim Turner

Status:	Rejected		**Start date:**	October 23, 2016
Priority:	Minor		**Due date:**	
Assignee:			**% Done:**	0%
Category:	plugins/sdlout		**Estimated time:**	0.00 hour
Target version:	3.9			
Affects version:	3.8			

Description

Due to some work (on Fauxdacious v3.8b1) I'm doing (to redo the ffaudio video option using SDL2), I ended up converting the sdlout plugin to SDL2 and thought you might be interested in either just merging or possibly also adding "#if SDL==1" and "#if SDL==2" preprocessor blocks and including both API calls since you already have configure option for "--with-libsdl=1,2" and the included patch is only for SDL2.

As an aside, do you know of a good way off the top of your head to force execution of a function call (ie. SDL_CreateWindow ()) within a plugin to be done in the "main thread", as SDL2 requires windows to be created within the program's "main thread" (else memory gets corrupted)? I can create the window hidden in FFaudio::init (), but it'll only work once unless that plugin is "re-scanned" EVERY time the audacious is started up, but this seems like a really crappy way to do it!

Regards,

Jim Turner

History

#1 - October 25, 2016 00:46 - John Lindgren

What good does this do? sdlout already supports SDL2.

#2 - October 26, 2016 04:25 - Jim Turner

Nothing functionality-wise (currently)

From: https://wiki.libsdl.org/SDL_OpenAudio?highlight=%28%5CbCategoryAPI%5Cb%29%7C%28SDLFunctionTemplate%29: "This function remains for compatibility with SDL 1.2, but also because it's slightly easier to use than the new functions in SDL 2.0. The **new, more powerful, and preferred way to do this** is SDL_OpenAudioDevice()."

I did this in the process of converting my video stuff to SDL2 calls, and wanted to just pass it along, since the SDL guys suggest it, so I just thought I'd pass it along. For all I knew, you might've been planning to update that as you did libav/ffmpeg calls and a lot of other core stuff recently. If you're not interested, then simply disregard.

#3 - December 03, 2016 01:15 - John Lindgren

- Status changed from New to Rejected

The old API **is** slightly easier to use, and I prefer it for that reason.

Files

sdlout_sdl2.cc	8.25 KB	October 23, 2016		Jim Turner
sdlout.diff	2.82 KB	October 23, 2016		Jim Turner