

## Audacious - Feature #671

### Converting sdlout.cc to SDL2

October 23, 2016 20:58 - Jim Turner

<b>Status:</b>	Rejected	<b>Start date:</b>	October 23, 2016
<b>Priority:</b>	Minor	<b>Due date:</b>	
<b>Assignee:</b>		<b>% Done:</b>	0%
<b>Category:</b>	plugins/sdlout	<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>	3.9		
<b>Affects version:</b>	3.8		
<b>Description</b>			
<p>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.</p> <p>As an asside, 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!</p> <p>Regards,</p> <p>Jim Turner</p>			

#### 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](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