Returns a set of current Surface features. Each feature is a bit in the flags bitmask. Typical flags are HWSURFACE, RLEACCEL, SRCALPHA, and SRCCOLORKEY.

Here is a more complete list of flags. A full list can be found in SDL\_video.h

SWSURFACE 0x00000000 # Surface is in system memory

HWSURFACE 0x00000001 # Surface is in video memory

ASYNCBLIT 0x00000004 # Use asynchronous blits if possible

Available for pygame.display.set\_mode()

ANYFORMAT 0x10000000 # Allow any video depth/pixel-format

HWPALETTE 0x20000000 # Surface has exclusive palette

DOUBLEBUF 0x40000000 # Set up double-buffered video mode

FULLSCREEN 0x80000000 # Surface is a full screen display

OPENGL 0x00000002 # Create an OpenGL rendering context

OPENGLBLIT 0x0000000A # Create an OpenGL rendering context

# and use it for blitting. Obsolete.

RESIZABLE 0x00000010 # This video mode may be resized

NOFRAME 0x00000020 # No window caption or edge frame

Used internally (read-only)

HWACCEL 0x00000100 # Blit uses hardware acceleration

SRCCOLORKEY 0x00001000 # Blit uses a source color key

RLEACCELOK 0x00002000 # Private flag

RLEACCEL 0x00004000 # Surface is RLE encoded

SRCALPHA 0x00010000 # Blit uses source alpha blending

PREALLOC 0x01000000 # Surface uses preallocated memory

Color depth increase the better the color of the Image