

Subject: : AmigaOS4

Topic: : radeonHD video hw acceleration

Re: radeonHD video hw acceleration

Author: : LiveForIt

Date: : 2013/1/9 21:48:26

URL:

@Hans.

It's interesting, so what you really want is not to convert the YUV422 into RGB, but keep components divided and use shader to mix it all.

I don't know have you thinking about doing it, B/W contrast or Y component, will need to shade the color more black or more white, will you need two textures with alpha? Black texture and a white texture and just manipulate the alpha?

If I remember correct the Y component plane is larger than UV component planes, so it will need to scale to fit each other, so it's not loss less format.