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Subject: : AmigaOS4

Topic: : Mplayer AltiVec test version for G4 and PA6T-1682M

Re: Mplayer AltiVec test version for G4 and PA6T-1682M

Author: : LiveForIt

Date: : 2014/4/5 10:41:11

URL:

@Hans

I did some calculations on Amigaworld, it steams the the PCI bus should be OK at peek load, it most be the way I'm rendering into the graphic memory instead of letting DMA handle it.

Quote:

Overlay:  $640 \times 480 \times 2 = 614\,400$  bytes / per frame

Composition (ARGB):  $640 \times 480 \times 4 = 1\,228\,800$  bytes / per frame.

Overlay:  $768 \times 576 \times 2 = 884\,736$  bytes / per frame

Composition (ARGB):  $768 \times 480 \times 4 = 1\,474\,560$  bytes / per frame.

Overlay:  $800 \times 600 \times 2 = 960\,000$  bytes / per frame

Composition (ARGB):  $800 \times 600 \times 4 = 1\,920\,000$  bytes / per frame.

Overlay:  $1280 \times 720 \times 2 = 1\,843\,200$  bytes / per frame

Composition (ARGB):  $1280 \times 720 \times 4 = 3\,686\,400$  bytes / per frame.

Overlay:  $1920 \times 1080 \times 2 = 4\,147\,200$  bytes / per frame

Composition (ARGB):  $1920 \times 1080 \times 4 = 8\,294\,400$  bytes / per frame.

50 frames per second.

The max bus speed on PCI 33Mhz is 133 MB/s ~ 2.66 Mb/frame

The max bus speed on PCI 66Mhz is 266 MB/s ~ 5.32 Mb/frame

I'm guessing that max pci bus values are more of theoretical value then actual value, as the bus is shared between devices.

I'm just afraid If I changed it to buffered memory, it might effect the speed on X1000.

As PCIe is really fast and buffered copy might just be hindrance instead of a benefit.  
What do you think.