Subject: : AmigaOS4
Topic: : Polaris - Mplayer problem
Re: Polaris - Mplayer problem
Author: : Hans
Date: : 2018/11/6 2:03:39
URL:

@MickJT
Quote:

> I'm not good at C. The vo_comp_yuv2.c I have is similar to the one on github: https://github.com/khval/mplayer-amiga ... /src/libvo/vo_comp_yuv2.c
>
> It looks like the test you're talking about is already there. If I hard code "have_readeonhd" to TRUE (typo corrected in my source) as I've done in the test binary above, or was to remove that check altogether, it should still get to "if (have_compositing == FALSE)" and stop on machines that don't support it, however on my Sam Flex machine with a Radeon 9250SE, it passes that bitmap test, so have_bitmap_format and have_compositing are TRUE and I end up with a white window. Is the test being done wrongly?

Yes, it is. If you look at the code, it's using the test_bitmap as both source and destination. The destination bitmap should be an RGBA one, and NOT the source bitmap. Since the operation is COMPOSITE_Src, the composite operation is effectively a no-op, which gets discarded.

The test call should closely match what no_clip_composite() does. Use the same operation, and render to a proper RGBA bitmap (e.g., the window itself or a friend bitmap of the screen).

My example code tests for composited video simply by blitting to the window, and checking the return code. You can fill the YUV bitmap with black before the test so it doesn't look ugly (the example code also shows how to write to YUV420p bitmaps). You can download the examples at the bottom of this page.

Hans