

Subject: : Odyssey

Topic: : Odyssey 1.23 progress: r5 beta07

Re: Odyssey 1.23 progress

Author: : kas1e

Date: : 2019/3/13 18:03:56

URL:

@samo

Quote:

There are no special condition ...

haha ! "sometime it crash" :)

Quote:

sometimes it crash while streaming an HTML5 video, sometimes not, but it also drain the whole system memory and this is pretty obvious when, for example, you are listening a radio streaming ... after a while the whole system hang because Odyssey will drain the whole memory ! .. so the more phisical memory you have mounted in your system, more time you can listen a radio ...

That what i expect sadly : no test case, but "sometime it crash" => how to fix it if i can't reproduce it on my machine ?

Quote:

As for the HTML5 video in general, as far as i remember Odyssey used Cybergraphics from MorphOS, so probably we are actualt emulating it via Picasso96, that means we doesn't have overlay,

No, not emulating of cgx over picasso96 mean we don't have overlay, its we don't have overlays code at all there , and i do not have sources of the players they use on morphos which they wrote specially for, and which was written not by Fab, and it wasn't shared.

Quote:

and we poor users with old Radeon 9200 equiped system need to survive with that slooower video without fullscreen

I on x5000 also don't have fullscreen, and also it plays slow.

But you can be sure that i will not worry about writing new overlay code for old cards. Even and if i ever will do anything there, is adding radeonhd/warp3dnova support, but not spending limited time and motivation for supporting old gfx cards.