

Subject: : Odyssey

Topic: : Odyssey 1.23 progress: r5 beta07

Re: Odyssey 1.23 progress

Author: : kas1e

Date: : 2019/3/13 18:31:31

URL:

@samo

Quote:

Mmm so what is the player we are using now ?
I though it was the one developed by Fab

They use 2 players :

one inbuild in webkit (as we use) which render through Cairo, and which is why it slow things even on x5000, i.e. when i play youtube on x5000 i also have about 15 fps. I do not know how to speed that one up, maybe only by writing hardware accelerated cairo backend, dunno.

And another one, which is triggered when you press full view or fullscreen do not remember, and where they have cgx overlay, and that part is not written by fab if i remember right, and wasn't shared.

So if i remember right (but that need to be cheked, or some morphos users can fix me), in the normal, usuall window mode, youtube also slow for morphos users, as use playback through cairo. But once they tick "fullscreen", then fullwindow open, and this one is "overlay", and then things go fast. But in window mode it the same suck for them as for us.

Quote:

if you agree let's testing atleast these radio streaming crap ..

If it just JS, then its probabaly just webkit issues or something, which i can't fix.