

Subject: : AmigaOS4

Topic: : Porting to AmigaOS4 thread

Re: Porting to AmigaOS4 thread

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URL:

@Capehill

I did a port of liba52 which can decode AC3 or Dolby Digital audio/video.

While i know that this eats \*a lot\* of cpu power (even though liba52 is built to be fast) i'm a little disappointed on it's performance in ScummVM (there is one game for now that uses it to display alternate videos/sound).

The video/sound plays, but with dropouts and slowdowns, so i asked for help on the ScummVM forums.

They pointed me towards doing a profiling of the game in question and see where the slowdown comes from, liba52 (bad luck, nothing can be done about it, apart from gfx hardware rendering, i assume) or within the ScummVM code (which "could" be solved, or at least enhanced, probably).

Since i have never done any profiling i wanted to try it, but alas, i'm stuck.