

Subject: : Odyssey

Topic: : Odyssey 1.23: AOS4 source code on GitHub

Re: Odyssey 1.23: AOS4 source code on GitHub

Author: : kas1e

Date: : 2020/3/2 13:26:16

URL:

@Hans

Quote:

1. Tweak the build system so that it builds the entire browser in one go, so kas1e can delete the final main.cpp compile and link steps (needs someone who's familiar with CMake)

That one very easy, just i didn't do so because for me was always better to build last main.cpp and linking manually because of often test, and that manual compile/link are very fast, in compare with running "make" again, and waiting all the checks for libs you not need to build.

Quote:

2. IIRC, the video player is a bit crashy...

Mediaplayer files in BAL/Media/WebCore/MorphOS/ "BCMediaPlayerPrivateMorphOS.cpp\_save" file is saved original from Morphos an "BCMediaPlayerPrivateMorphOS.cpp" is aos4-adapted version , which can be totally rewritten of course.

Quote:

3. Implement composited video support in the video player

That one surely good idea. Through, some thing may appear like video player is slow because of cairo, and maybe it will be much better to add compositing support to Cairo, and then whole Odyssey include video player

will be faster.

Also, video player use acinerella which use ffmpeg.

Quote:

4. WebGL is based on OpenGL ES 2, which we have. It would be awesome to have that working too

That one interesting too, and Deadwood back in past say me he build webgl for aros vesion of 1.25 version (through it was buggy because of bugs in aros 3d subsystem which he wasn't in interst to fix then), so that surely possible. Through, we don't know how it all rendered in WebKit, very possible we may hit the wall with DMA. Through have it working even without DMA will be intersting.

To add, the thing which for real want to be fixed also are crash on exit when we on debug.kernel. Happens in javascript's blockfree(), all the time, wtih 0xcccccccc. And probabaly can be a cause of some bugs everywhere.

Another good idea will be to check <http://bugs.os4depot.net/?function=viewissues&softwareid=15> , and check all the non-fixed suggestions, etc. Maybe something worth to be adding as well.