

Subject: : Odyssey

Topic: : Odyssey 1.23: AOS4 source code on GitHub

Re: Odyssey 1.23: AOS4 source code on GitHub

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URL:

@kas1e

Hmm. Those OpenGL instructions sound like you still use Cairo in software mode, and then upload the end result to an OpenGL texture. That's not what we want, and yes, compositing would be faster in this case.

We want to set up an OpenGL Cairo context that uses the cairo-gl backend. That way all rendering is done on the GPU via OpenGL. I did a quick search, but couldn't find an example on how to set up a cairo-gl surface. Will need to keep looking...

EDIT: I found an example, [here](#). Looks like the key is `cairo_glx_device_create()` or similar (e.g., `cairo_egl_device_create()` might be easier given Huno's EGL lib), and `cairo_gl_surface_create_for_texture()`.

Hans