

Subject: : Odyssey

Topic: : Odyssey 1.23 progress: r5 beta07

Re: Odyssey 1.23 progress

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URL:

@samo

With Cairo updating not all that fancy : I sure can update to the latest version, but it will be not hardware accelerated.

The version which Fredrik has, have amiga-specific surface, and there where things hardware accelerated. But Odyssey, use "image surface" all over the places, so to support even tiny bit of acceleration, it needs to changes in Odyssey's code in all the place to switch from image surface to amiga surface, and maybe then it can give some benefits (but no one know how much).

Probabaly after updating all the libs, that stuff need to be considered (i.e. to try to replace in the odyssey image-surface on amiga-surface to be able to use fredrik's version).