

Subject: : Odyssey

Topic: : Odyssey 1.23 progress: r5 beta07

Re: Odyssey 1.23 progress

Author: : kas1e

Date: : 2020/3/11 16:32:04

URL:

@samo79

Quote:

Understand, just do you know what is the current state of the salass libs ?

I mean, is everything accelerated already in his implementation and if not everything accelerated yet, atleast does we have already some simple test of his implementation compared to a "plain" one ?

As you say that OWB need to be rewrite in various area for Amiga surface, having a simple test could atleast suggest us if in end the work will worth or not

That what Frederik answer about: <https://www.amigans.net/modules/xforum ... id=116234#forumpost116234>

So " It is just solid coloured shapes though, and if you enable anti-alias only drawing of rectangles is h/w accelerated."

But i do not know what it mean from Odyssey's side. I mean how much Odyssey use "anti-aliased drawing of rectangles" and "solid coloured shapes".

As for tests, he have on his github page and tests as well, all can be downloaded and compiled easy with supplied makefiles (i tried few days ago). And it have some tests too. But once i see that those tests are "too much have amigaos4 native code", i understand that i can't simply replace old cairo with his one.

If only we can redirect somehow image-surfaces to amiga-surfaces, without needs to rewrite odyssey's code