
Subject: : Odyssey

Topic: : Odyssey 1.23 progress: r5 beta07

Re: Odyssey 1.23 progress

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URL:

@Petrol

Checked that ULONG thing you ask before edit your post : nope, that not it as well.

As for WritePixelFormatAlpha(), graphics.library didn't have such function, so it can't be mixed.

But yes, its all feels something about alpha/colors changes when we use png1.6 instead of 1.2. And it leave some artefacts like it works, just nothing visibly.

See on that video <https://youtu.be/zYRI5QBCo8U>

There one odyssey at bottom with old libpng (see compas animatino works) and one at top with new libpng (instead of compas, there just a dots). But images sure loads, i can see it from snoopy.

EDIT: I think what we see on video it just "fallback" mode. See in those files i point out :

```
DoMethod(obj, MUIM_DrawBackground, mleft, mtop, mwidth, mheight, 0, 0, 0);
```

```
if(data->surface)
{
    src = (char *) cairo_image_surface_get_data(data->surface);
    stride = cairo_image_surface_get_stride(data->surface);
}

// Fall back to builtin animation
if(!src || !stride)
{
    src = (char *) &Throbber;
    stride = THROBBER_WIDTH * sizeof(ULONG);
}
```

So maybe we not in if(data->surface) now by some reassons, and fallback to built in animation (those small dots). And "throbber.cpp" file looks very much as those dots i have now.