
Subject: : Odyssey

Topic: : Odyssey 1.23 progress: r5 beta07

Re: Odyssey 1.23 progress

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Date: : 2020/3/16 5:45:03

URL:

@all

http://kas1e.mikendezign.com/aos4/ody ... odyssey_1.23r5_beta03.lha

Odyssey 1.23 r5_beta03 - AmigaOS4

-- fixed bug in Odyssey with WebP rendering being in blue color (Cairo expect ARGB, no needs for byteswap)

(c) Petrol. Also, rebuild with newer libWebP v1.1.0

-- major PNG decoding changes:

- 1). Odyssey compiled with 1.6.37 instead of old 1.2.50 libpng + necessary changes in Odyssey's code
- 2). added APNG (animated png) support. Code taken from today's WebKit source code and adapted to our version + added .apng mime-type as well.

Changes applied:

<https://trac.webkit.org/changeset/181553/webkit>

<https://trac.webkit.org/changeset/194503/webkit>

For test visit <https://en.wikipedia.org/wiki/APNG> and see if animation works

-- Ouch! The current version of Cairo we use till now didn't use Semaphores as expected, but pthreads instead !

Removed pthreads usage in favor of os4 semaphores.

That theoretically can bring some speed and may have some impact on MediaPlayer. Also recompiled Cairo with libpng16 as well (but it still old version of cairo, some more work should be done before updating it)

-- actual build dates for \$VER: everywhere (version, aboutbox, and about.html)

-- fix "download-font" script by adding --no-check-certificates to wget (c) khayoz

All updates are on github, so if morphos guys will be not that stubborn they can just copy+paste apng related parts. Probabaly if they have issues with webp then our fix can fits into to. Updated not only odyssey's code, but also SDK (new cairo lib/includes, new libpng lib/includes), so if you will build things from github, then SDK update are must and whole rebuild of whole Odyssey from scratch are must 100% (as it use cairo in all the places, and if you will keep old objects compiled with old cairo includes, it will then bring all sort of bugs). So fresh full recompilation with whole update of SDK are must.