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Subject: : Odyssey

Topic: : Odyssey's MediaPlayer thread

Re: Odyssey's MediaPlayer thread

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Date: : 2020/3/26 4:32:34

URL:

@kas1e, Ami603 & Capehill

Nice progress!

Looking at the problems to fix:

Quote:

1. when move window we flicker
2. aspect ratio (see when we resize video resized wrong)
3. when move outside of left screen (at least left), we have no clipping so some mess on screen.
4. sometime some "black line artifact" appears:

<http://kas1e.mikendezign.com/aos4/mmediaplayer/artifact.jpg>

What RastPort does `_rp(obj)` get? Is it actually drawing to the window's bitmap? Or directly to the screen? It looks like it's drawing directly to the screen, or it wouldn't be able to draw outside the window on a screen with compositing effects enabled. That's going to cause flickering when moving, because the `intuition.library` will be using the window's bitmap to overwrite yours.

Try switching to using the window's rastport instead (`OWBBrowser_VideoBlit()` has a window pointer). Or, at least double-check what rast-port `_rp()` gets.

Also, the code should use `DoHookClipRects()` to composite into the rastport rather than to the window directly (see `fillWindowWithBitMap()` in `CompositeYUVBlitStream.c` from the examples I linked to). Doing so will make sure that the rendering is clipped correctly, including on screens with compositing effects disabled. Otherwise, you might draw over something you shouldn't.

Hans