
Subject: : Odyssey

Topic: : Odyssey's MediaPlayer thread

Re: Odyssey's MediaPlayer thread

Author: : kas1e

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URL:

@all

Some good progress! Thanks to advice from Hans Ami603 fix issues with clipping and flicking, and then we were able to fix aspect ratio correction and all that stuff. Check this out:

<https://youtu.be/nna0togcUml>

Plz, if you like the work on this, consider to made donation to Ami603: ami603@terra.es

Also, plz consider making a donation to Capehill at juha.niemimaki@gmail.com , he did a lot too with all that Odyssey stuff now.

So, as you can see on video (especially on youtube), that while we in window mode I hit 100% CPU loading, but when I switch to full screen on the same videos, then it usually 50-60% of loading max.

With "toystory" it also in window mode can hit around 70%, while with fullscreen 40% is max, sometimes even 20.

Probably things can be optimized of course more (as always) but its already pretty good.

Things which still need to fix:

- 1). When we switch to another tab, video still plays
- 2). When iconify back from fullscreen, it's iconified to window mode.
- 3). Need to add checks on the possibility of compositing, and depend on that use it or not use (to avoid crashes on machines which didn't have that).

There is a current file:

<http://kas1e.mikendezign.com/a/owbbrowserclass3.cpp>

@Capehill

Do you think it is there needs for you to check Ami603's version as one more reference? We just want to make everything clean as possible of course, so if we can mix your and Ami603 work together that will be cool.

I also dunno if Ami603's version does support other than 420P, but I assume it does, as everything I tried works.