

Subject: : AmigaOS4

Topic: : Help me in compiling latest pixman and cairo graphics

Re: Help me in compiling latest pixman and cairo graphics

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URL:

@Salas00

From all the past work you do on Cairo with amiga-native surface with HW acceleration, do you think it is real to made some compositing based acceleration inside of the image-surface part of Cairo? (odyssey's Cairo part based on image-surface)

I mean theoretically, you think it's close to unreal, or doable? By default, image-surface is software rendering, interesting to know if we can add inside of it, just for amigaos4, some compositing based acceleration.