

Subject: : AmigaOS4

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

Re: Help me in compiling latest pixman and cairo graphics

Author: : salass00

Date: : 2020/3/27 13:39:07

URL:

@kas1e

Quote:

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)

Not for the image-surface backend. The composite function only works on bitmaps and they have to be situated in VRAM as there is no GART.

In order to make it work the graphics would have to be moved to VRAM and back again for every operation which would be very slow especially for those machines that don't have a DMA engine.