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Subject: : Odyssey

Topic: : Odyssey 1.23 progress: r5 beta07

Re: Odyssey 1.23 progress

Author: : kas1e

Date: : 2020/4/2 17:50:00

URL:

@white

Quote:

What Odyssey uses to play videos

It uses FFMPEG, which used via acinerella wrapper (to make usage of ffmpeg more easy). And all that is used by MediaPlayer coded to use morphos/amigaos/aros internals (AHI, MUI and stuff).

When MediaPlayer shown in the window together with other HTML element, it mean that whole blitting done by Cairo, and damn Cairo is not hardware accelerated on our part, and used software based image-surface (so all blitting done by CPU). And even if FFMPEG and our CPU decode frames of video faster much, still when we in usuall window mode with all other html elements, blitting done by slow Cairo and that slow things down.

With fullscreen we bypass Cairo blitting, and do blit directly to the mui window, by compositing video techneq (on morphos they use older overlay via CGX5 in the same part).

Maybe it possible to bypass Cairo when blitting video in the window together with other html elements, but that surely harder, and it unknown if it will works at all or will it give any benefits.