
Subject: : E-UAE

Topic: : 2D Hardware Accelerated Compositing RadeonHD

Re: 2D Hardware Accelerated Compositing RadeonHD

Author: : ChrisH

Date: : 2013/4/6 12:59:45

URL:

To the best of my knowledge:

Quote:

Will 2D Hardware Accelerated Compositing with RadeonHD-Cards speed up E-UAE Video-Output?

Not unless (or until) E-UAE is modified to use Compositing. MIGHT be quite easy to do, but no-one has yet picked-up the challenge...

Quote:

specially when games scrolling horizontally. ... RadeonHD-Card should be fast enough to render it or is the problem the emulation of the chipset?

If you are talking about "screen tearing", then that is caused by a mismatch between the screen's actual refresh rate & the emulated Amiga's refresh rate. Some people (like DAX) have used clever CRT tricks to make the screen's refresh rate match (well be a multiple of) the emulated one, to minimise such problems. I recall that RunInUAE's FAQ mentions this.

If you are talking about slow frame rate, then E-UAE is *much* slower when using a scaled resolution (like 640x512). If you are able to use a 'native' resolution (like 320x256) then I could often achieve full frame rate on a 667MHz Sam440. I don't know what a Sam460 is like, but an X1000 can handle 640x480 fine. This problem would be reduced/eliminated if E-UAE was modified to use Compositing (for scaling).