

Subject: : Odyssey

Topic: : hardware accelerated video playback in Odyssey

Re: hardware accelerated video playback in Odyssey

Author: : LiveFort

Date: : 2014/6/9 15:43:04

URL:

@FAB.

It turns out that using 32bit ARGB instead of 24bit RGB make big difference in mplayer, so if your using 24bit RGB internally in your OWB video player, you should change it.
Anyway software scaling is always slow.