

Subject: : Odyssey

Topic: : hardware accelerated video playback in Odyssey

Re: hardware accelerated video playback in Odyssey

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URL:

@tlosm

Composition is just technology for scaling and displaying a bitmap.
There are many layers of hardware acceleration.

OpenGL depends on UVD, UVD is the key for hardware accelerated video decoding.

If you use OpenGL or Composition to display it does not make any difference, if you have UVD support or not.