

Subject: : Odyssey

Topic: : hardware accelerated video playback in Odyssey

Re: hardware accelerated video playback in Odyssey

Author: : Hans

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URL:

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Quote:

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

I'm not sure with what you mean by "OpenGL depends on UVD," because OpenGL doesn't need UVD at all.

Linux's UVD support has two components:

- Low-level support in the 2D driver
- The VDPAU driver, which is built using Gallium3D

So, we are indeed going to need Gallium3D first.

Hans