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Subject: : Odyssey

Topic: : hardware accelerated video playback in Odyssey

Re: hardware accelerated video playback in Odyssey

Author: : LiveForIt

Date: : 2014/6/10 1:51:14

URL:

@Hans

Quote:

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

I have seen it being referenced by Mesa in a few articles I have been reading, and Mesa is software render (clone of OpenGL) I guess Gallium3D is not a requirement, I have not accurately looked for source code for VDPAU or UVD, so I might be wrong, but anyway we need UVD before anything can use it, VDPAU without UVD is useless.

VDPAU uses UVD but I think you can use UVD without VDPAU, it's just that VDPAU provided one single API for NVIDIA and ATI drivers, and that's what Mplayer uses, so it's a lot of work to implement support for UVD in Mplayer, compared to just providing a VDPAU wrapper of some kind.

Anyway as I have not looked at the source code I might be wrong.

Quote:

- The VDPAU driver, which is built using Gallium3D

An alternative to VDPAU is XvBA but noting important is using XvBA from what I have read.

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