

Subject: : Odyssey

Topic: : hardware accelerated video playback in Odyssey

Re: hardware accelerated video playback in Odyssey

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URL:

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what i read from Mesa's site is that Mesa just support software render for testing and experiement. For system using X Windows Xlib API. systems that don't have access to some kind of hardware acceleration can use Mesa Emulation to get Open GL functions.

but this is just extra features, Mesa uses hardware acceleration and supports the OpenGL 3.1 specification

<http://www.mesa3d.org/faq.html>