
Subject: Re: MediaPlayer is out
Posted by [mirek](#) on Sat, 25 Dec 2010 09:55:17 GMT
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Sorry, no sample, but I guess the function singature tells it all

```
void SetSurface(SystemDraw& w, int x, int y, int cx, int cy, const RGBA *pixels)
```

YUV->RGB might be a problem. I would even say that a bit of SSE2 code inlines will be necessary... (Then there are also issues of rescaling... which I am afraid in SW is not fast enough).

Mirek
