Subject: Re: MediaPlayer is out
Posted by koldo on Sat, 25 Dec 2010 19:27:00 GMT

Hello Mirek

Quote:YUV->RGB might be a problem. I would even say that a bit of SSE2 code inlines will be necessary...

Yes, it is possible (I do not say easy) to use hardware acceleration.

An approach would be to use Direct2D or perhaps OpenGL.