Subject: Re: Rainbow, first iteration
Posted by kohait00 on Fri, 22 Jul 2011 12:17:05 GMT
View Forum Message <> Reply to Message

@mirek:

I am experimenting with a ImageBuffer hack (including Buffer<>) to pass the fb surface directly as underlaying for Ctrl::framebuffer. the speed improvements for win/linux, fb0/SDL are considerable. especially in terms of responsiveness of the input handling.
while video handling under pc systems wont see much advantage, direct handling in embedded will really profit.

maybe we should really think about making upp directly drawable on fb surface, and making double buffering optional..

i will provide a patch to test it for your self. it is really quick.

@cbpporter: consider using WinAlt, in comparison with Skeleton, to see what exactly is needed. framebuffer is really a good choice as well, if irrlicht can offer a direct surface to draw to..fb based would not profit from optimized draw operations of irrlich though. see progress of MacOS port..it's getting exciting imagine upp running on all the backends..this is a huge advantage.

EDIT: the attached patch is a quick hack to enable the usage of a n arbitrary memory chunk under ImageBuffer. Buffer<> is extended with a ctor and ability to hold not owned memory. ImageBuffer is extended to be constructable from a supplied Buffer<RGBA> plus Size, Ctrl::framebuffer is made public, so it's Buffer can be replaced.

while Linux/SDL somewhat does not show improvements, win/SDL are really responsive. LinuxFb heavily profits from the speed. again, my vote is for making this possible, so upp can run on at least some embeddeds (we would love to use it in our company in such way)

File Attachments

1) patchdirect.svn.patch, downloaded 354 times