Subject: Re: VideoPlayerCtrl using OpenGL + ffmpeg + portaudio
Posted by Xemuth on Thu, 15 Jul 2021 10:55:08 GMT
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Hello jjacksonRIAB,

Thanks for sharing ! I wont really be able to talk about how you did it.

But I have a question concerning OpenGL. Correct me if I'm wrong but it seems you use OpenGL as a way to render your current frame on screen via a texture binding. However, AFAIK using OpenGL here seems to be overkilled for somes reasons :
- Since texture must be loaded in current VRAM, it mean at every frame you send data to VRAM (I think it's exepensive)
- Even if your frame / view don't move at all, OpenGL do a lot of calculation every frame to determine pixel position.   (again it expensive)
- OpenGL allow double buffering (even triple buffering with a bit of trickiness) but you seems to not exploit it.
- Even if you seems to use really basic openGL function, may older computer (old openGL version) will struggle to run (maybe wont) the player. (I think about
  Raspberry, if I remember well, the Pi3 support a really old openGL version on it. Maybe it wont work ? I will test it...).

as you say, "Support rendering surfaces other than just OpenGL" is a really good point to do. Have you planned to share this Ctrl on UppHub ?