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Subject: Re: VideoPlayerCtrl using OpenGL + ffmpeg + portaudio

Posted by [jjacksonRIAB](#) on Thu, 15 Jul 2021 12:31:16 GMT

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Xemuth,

Yes, you're right on all points. What I was eventually hoping to use GL for was supporting accelerated color YUV->RGB conversion and hardware scaling but as you notice it uses a cached static SwScale context and the texture resizing that I thought was accelerated actually turns out to be CPU-based anyway. It also uses an ImageBuffer as the backing buffer so it could be easily adapted to work without OpenGL at all. One major thing that that I suspect would kill performance is that decoders ideally operate already in GPU-space and GPU memory so if you start out in that area you want to stay in GPU instead of bringing rendered frames back into CPU-side and then putting them back in the GPU again as GL textures.

Sure, I'd be happy to put it on UppHub.

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