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Subject: Re: VideoPlayerCtrl using OpenGL + ffmpeg + portaudio

Posted by [jjacksonRIAB](#) on Thu, 15 Jul 2021 12:47:47 GMT

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So to clarify my understanding in an ideal scenario you want as much as possible in the GPU especially in the case of mobile devices. The majority of your budget is spent in decoding, not blitting, and mobile devices would not be able to decode certain types of videos at all without acceleration. If there is a way to provide for a pipeline that decodes and renders to the GPU without involving the CPU at all, that would be ideal. Barring that, maybe it's not useful to put it back in GL if I'm already using software scaling via SwScale and software color conversion.

If we wanted to go the software drawing route, I don't know what U++ provides for color conversion, I believe everything is RGB and YUV is not supported.

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