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Subject: Re: VideoPlayerCtrl using OpenGL + ffmpeg + portaudio

Posted by [jjacksonRIAB](#) on Thu, 15 Jul 2021 14:42:40 GMT

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<https://stackoverflow.com/questions/57242800/how-to-convert-an-ffmpeg-texture-to-open-gl-texture-without-copying-to-cpu-memor>

This gives a bit of a hint on how to stay within the GPU's memory space. Perhaps there should be some kind of reference renderer that stays CPU, using ImageBuffer and SwScaler for scaling/color conversion and then additional renderers that support the full GPU routes through GL/DirectX/Vulkan, supporting YUV->RGB through shader programs.

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