

Movian - Bug #493

Stuttering with tvheadend playback

05/07/2011 10:53 PM - Paul Nolan

Status:	Rejected	Start date:	05/07/2011
Priority:	Low	Due date:	
Assignee:	Andreas Smas	% Done:	0%
Category:	Video playback	Estimated time:	0.00 hour
Target version:	3.0	Platform:	
Found in version:	2.99.351.ga5eea		
Description			
<p>Hi Andreas</p> <p>When i use showtime to play content from tvheadend, all is ok as long as the playback window is relatively small. If I increase the size of the window, or maximise it, then playback starts to stutter after around 15-20 seconds.</p> <p>AMD Athlon(tm) II P320 Dual-Core Processor M880G [Mobility Radeon HD 4200] Showtime 2.99.351.ga5eea</p> <p>How to debug?</p> <p>Thanks</p>			

History

#1 - 05/08/2011 05:42 PM - Andreas Smas

This is probably the GPU beeing to slow to paint using Showtimes video shaders.

I think Showtime needs to be able to figure out when the GPU is too slow and show that as a warning.

#2 - 05/08/2011 05:42 PM - Andreas Smas

- Category set to Video playback
- Status changed from New to Accepted
- Assignee set to Andreas Smas
- Priority changed from Normal to Low
- Target version set to 2.99

#3 - 05/25/2011 11:01 PM - Andreas Smas

- Status changed from Accepted to Rejected

I won't address this anytime soon. Sorry.

#4 - 06/09/2011 10:03 PM - Paul Nolan

I am not convinced that it is a slow GPU problem as I can view tvheadend streams through the browser using vlc plugin fullscreen with no problems at all... .

#5 - 06/10/2011 08:26 AM - Andreas Smas

- Found in version set to 2.99

Showtime uses its own OpenGL shaders to do YUV -> RGB conversion and scaling.
While i'm pretty sure that vlc would use X11 Video extension or something like that.

Those might be differently accelerated by the GPU

#6 - 06/10/2011 08:26 AM - Andreas Smas

- Found in version changed from 2.99 to 2.99.351.ga5eea

#7 - 06/10/2011 11:46 PM - Andreas Smas

- Target version changed from 2.99 to 3.0

#8 - 07/30/2011 12:12 AM - Paul Nolan

This appears to be cured in git 94da7f9. . . .

:=)