

## Replicant - Issue #1943

### Tune media player for software rendering

07/22/2019 08:22 PM - dl lud

<b>Status:</b>	New	<b>Start date:</b>	07/22/2019
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>	dl lud	<b>% Done:</b>	0%
<b>Category:</b>	Graphics	<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>	replicant 10.0	<b>Spent time:</b>	0.00 hour
<b>Resolution:</b>		<b>Grant:</b>	
<b>Device:</b>		<b>Type of work:</b>	C programming, Unknown

#### Description

Android 9 Media Player Service includes tweaks to compensate for the poor rendering performance on the emulator. For instance:

[MediaPlayerService.cpp:152](#)

```
mMinBufferCount = 12; // to prevent systematic buffer underrun for emulator
```

We may want to re-use these on Replicant devices that run on software rendering.

#### History

##### #1 - 07/07/2020 09:30 AM - dl lud

- Target version changed from Replicant 9.0 to replicant 10.0

##### #2 - 03/24/2021 01:36 PM - \_J3^ RELATIVISM

- Type of work C programming, Unknown added