Subject: Re: What libraries would be needed/recommended for multimedia in U++?
Posted by fudadmin on Mon, 23 Jul 2007 09:16:51 GMT

First recommendation was:
waxblood wrote on Mon, 23 July 2007 07:08Maybe Ogre? http://www.ogre3d.org/

It focuses on having a well-designed object-oriented model with extensive documentation, rather than mere number of features. It will become Blender real-time rendering engine, too.

David

And my question was: Does any video player use ogre3d?
In fact, I understand multimedia support something like "ffmpeg" or "theora" libraries, something like audio-video streams and codecs. Other opinions?