
Subject: Re: What libraries would be needed/recommended for multimedia in U++?
Posted by [waxblood](#) on Mon, 23 Jul 2007 09:38:02 GMT

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Quote:waxblood wrote on Mon, 23 July 2007 07:08

Quote:

Maybe 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

fudadmin wrote

Quote:Does any video player use ogre3d?

When I mentioned Ogre3D I was just referring to a 3D engine...

I've done a little research and I've found there are video plugins for Ogre, though.

see [http://www.ogre3d.org/wiki/index.php/VideoPlugin#Directshow_ Plugin_.28Win32.29](http://www.ogre3d.org/wiki/index.php/VideoPlugin#Directshow_Plugin_.28Win32.29)

Too bad FFmpeg Plugin is not supported or updated.

Don't know much about legal stuff, but Theora plugin author in this thread warns about using patented codecs

<http://www.wreckedgames.com/forum/index.php?topic=352.0>

pjcast wrote

Quote: If your app provides playback of patented/non-free codecs, you will have to pay royalties.

Anyway, if Blender is going to adopt Ogre, I presume there will be more support for video stuff

David