Subject: Re: What libraries would be needed/recommended for multimedia in U++?
Posted by waxblood on Mon, 23 Jul 2007 16:15:32 GMT

fudadmin wrote on Mon, 23 July 2007 11:56But, would you recommend ogre3d if someone want to write a video player

Let's say I would definitely recommend Ogre3D to someone willing to develop visual (3D) effects for some audio player. 2D filters are also good. Ogre3D is just a 3D engine, so in fact I was just proposing it as a visualization library for 3D stuff (GLCtrl doesn't offer many 3D magics...). I've learned just today it can be used to display videos in Windows and only Theora in Linux (but I can't say how well).

Anyway, the future is 3D. At some point, U++ will target some 3D rendering library, and we will have opengl boxes for buttons.
Besides, graphics cards just nowadays are *very* powerful, so even if using HW accelerated functions you don't have the absolute precision of a software library like AGG now, maybe you will have it in the near future.

Quote:
1. Why ogre3d is not part of?==> "Xiph.Org is a collection of open source, multimedia-related projects."
http://xiph.org/about/

it seems there they talk only about Ogg Vorbis/Theora stuff... not 3D for sure.

David