
Subject: Re: What libraries would be needed/recommended for multimedia in U++?
Posted by [waxblood](#) on Mon, 23 Jul 2007 21:13:34 GMT

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fudadmin wrote on Mon, 23 July 2007 18:48waxblood wrote on Mon, 23 July 2007 17:15

...

Anyway, the future is 3D. At some point, U++ will target some 3D rendering library, and we will have opengl boxes for buttons.

...

David

is 3D rendering==multimedia?

edit:

Does windows media player deal with 3D buttons?

Edit2:

Is windows media player main purpose to deal with 3D buttons?

well, strictly speaking, obviously not, but I was thinking about this (you wanted a fine video player for Linux, didn't you?):

<http://elisa.fluendo.com/>

and, for sure, this is not Windows Media Player, it's what it SHOULD be

3D means also translucency effects, 2d filters, etc... all kind of things you normally find in Flash sites with fancy video players... it's just a way to 'incorporate' multimedia while taking advantage of hardware accelerated graphics.

If on Linux forums discussion about Compiz/Beryl is all the rage there must be some some reason.

David