
Subject: Re: What libraries would be needed/recommended for multimedia in U++?
Posted by [fudadmin](#) on Mon, 23 Jul 2007 22:50:36 GMT

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The more I read about video players, the more I'm convinced that FFmpeg library sits underneath nearly all of the best of them.

I just can't find whether GStreamer includes an alternative to FFmpeg or FFmpeg itself?

Some links:

<http://en.wikipedia.org/wiki/FFmpeg>

<http://en.wikipedia.org/wiki/GStreamer>

<http://en.wikipedia.org/wiki/Xine>

But is it worth going below engines (GStreamer, Xine or alternatives ???) level?

Edit: Or just to use them as backends and don't try too much?
