
Subject: Re: What libraries would be needed/recommended for multimedia in U++?
Posted by [fudadmin](#) on Tue, 24 Jul 2007 10:00:24 GMT

[View Forum Message](#) <> [Reply to Message](#)

unodgs wrote on Tue, 24 July 2007 10:37FFMpeg seems to be the best media library. It is used by many apps and codecs (like ffdshow). It handles almost all media streams and it's cross-platfom. I'm trying to use it in UltimatePlayer 2.0. However there is one problem: it doesn't support visual c++ compiler as it uses gcc assembler syntax. So the library must be precompiled both in gcc and visual formats and then attached to the upp. This implicates two next problems There must be a maintainer who take care of building the library and the size of upp package as a whole.

Another problem is upp's c++ wrapper. It is definitely a must if we're trying to encourage others to use it.

That's my opinion.

Then we are several weeks away from UStreamer, aren't we ?

P.S. I always feel that people around U++ will always go deeper...
