Subject: Re: Ultimate Player
Posted by koldo on Thu, 14 May 2009 14:33:02 GMT

Hello unodgs

Oh no!. I thought that perhaps the video player status was more advanced than in http://www.ultimatepp.org/forum/index.php?t=tree&th=2566 &#page_top.

In that post you indicated a problem with ffmpeg and Visual C++.

Would you agree if in the Visual C++ version it would exist a ffmpeg.dll file?
It would be the same solution U++ uses for SDL.

If this is ok we could do the same done in SDL to comply with LGPL license: including the source in a plugin folder (less than 3Mb .zip) and give instructions to compile the .dll.

Best regards
Koldo