Hello unodgs

Quote:Yes, dll is the only option. Sources takes too many space. In current UP there is now video support at all. Sorry for misunderstanding Smile All work on video is a separate project right now. I had a working ffplay as a upp project and I was trying to use directx for video output. Of course sdl would be more suitable here if we want to have portable player.

I have understood that you are doing a U++ video player for windows using directX. Am I right?.

Best regards
Koldo