Subject: Re: MediaPlayer is out
Posted by dolik.rce on Wed, 05 Jan 2011 10:28:59 GMT

koldo wrote on Wed, 05 January 2011 10:06Hello Honza

This post is about MediaPlayer. If you want to do other things please open a new post.

I do not understand you: I informed many months ago about this project and its advance. I

One week ago we chatted in ICQ about it and I opened the package to you, to do a join effort. Now you break your word and do it by yourself without any previous comment. For me it is dishonest, it is a backstab.

It is true anybody can take, lets say, all U++ project and open tomorrow a new project in Sourceforge, a new web page, change a few things including the name and logo, and begin a new project. It is legal. The license permits it. It is called fork. But if there is no previous provocation and if the original project has been fair and all project contributors have had opportunities proportional to their effort, to open a fork is not fair.

For sure I am of the old school. But if U++ project acts this way I do not want to be here.

Hi Koldo,

Please don't get me wrong. The package I posted here definitely does not focus on the same things as the MediaPlayer and I did not have any intentions to steal your credit.

The purpose why I did this was to learn better the ffmpeg internals to be able to help you with the portaudio sound, just as we talked about. I was also interested in the possibilities of SetSurface, as it would allow to drop SDL completely, which we agreed to be a worthy goal. So that is a reason why I didn't concentrate only on audio but also put in the video part. Working directly on your sources was just too difficult for me to begin with, so I decided to create the simplest possible implementation to learn how the things work.

I wouldn't call this fork. Yes, I was partly inspired by parts of your code, but the main part was based on an ffmpeg example source (about saving video frames to picture files). The whole thing is a stub, mere learning tool or demo, not suitable for use for any other purpose. I was hoping that you would look at it and reuse (or just get inspired by) the important parts, that is the audio output and sws_scale&SetSurface usage.

I believe this is just misunderstanding and that you will understand my reasons and intentions now.

Best regards,
Honza