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Subject: Re: Let's test VLCPlayer and help to find some bugs

Posted by [sergeynikitin](#) on Sat, 17 Sep 2011 23:59:50 GMT

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I am not in any way wish to offend or reproach.

I used the video output on really slow hardware (CPU Atom 1600MHz)

Application - videokiosk

Videokiosk is under Linux (Ubuntu 10.10)

I did not need advanced features SDL.

I wanted a very specific video output playlist.

Videokiosk contained about 60-70 controls. I just took the project from the bazaar, designed to test the MediaPlayer. Added there needed controls, and installed on a terminal equipped with a touchscreen.

The result was sad. Even in the video 360 on 200 points, when you click on the application, the video freezes at 0.5 - 1 second. Then, after all buttons released, gradually catching up with video sound, for 1-2 minutes.

This was unacceptable.

In the current VLC Player is organized as follows:

1. The sound comes directly without any processing of libvlc.

2. Libvlc displays video on SDL surface, which is output to the screen via SDLCtrl.

In the libvlc have the opportunity to do a separate thread, without disturbing the flow of front-end U++.

In any case, thanks for the MediaPlayer, which showed the possibility of the video output of U++, and pointing the way for further movement.

But here I put VLC player only for the purpose of obtaining advice on the problem.

I'm going to put in Bazaar VLCPlayer and invite you to co-authors and co-maintainers.

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