
Subject: Re: MediaPlayer compiler error
Posted by [koldo](#) on Tue, 29 May 2012 21:00:43 GMT
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Hello Wilde

Thanks for your interest.

I have compiled and run actual Media_demo package without problems.

To do that you will need to copy SDL and ffmpeg folders. I prefer to put them under uppsrc/plugin. You can find a copy in <http://sourceforge.net/projects/upp/files/GPL-sources/> , files SDL plugin_LGPL.7z and Ffmpeg plugin_LGPL.7z.

I have checked that actual SDLWrapper.h file is right. It contains this:

```
#ifndef _SDL_SDLWrapper_h_
#define _SDL_SDLWrapper_h_
```

```
#if defined(_WIN32)
#include <SDL.h>
#include <SDL_thread.h>
#include <SDL_syswm.h>
#else
#include <SDL/SDL.h>
#include <SDL/SDL_thread.h>
#include <SDL/SDL_syswm.h>
#endif
```

```
#undef main
```

```
#define INT64_C(val) val##LL
#define UINT64_C(val) val##ULL
```

```
#endif
```