Subject: VideoPlayerCtrl using OpenGL + ffmpeg + portaudio
Posted by jjacksonRIAB on Thu, 15 Jul 2021 00:36:48 GMT
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It seems to play a good portion of what I throw at it but it also can develop Audio/Video sync issues and some videos flat out refuse to play. So what I will say is there is a lot of room for improvement, but this is my first attempt at anything like this and I learned a lot on the way but suggestions for improvements would be very welcome and if someone wants to go another direction, feel free to see if any of the code in there is useful for your own video control.

Notes:
This has not been tested on Windows at all and the dependencies are not satisfied.
It requires installation of: avcodec avformat avutil swscale swresample and portaudio

Location of packages
https://github.com/BornTactical/AudioPackage
https://github.com/BornTactical/VideoPackage
https://github.com/BornTactical/VideoCtrlTest
https://github.com/BornTactical/VideoCtrl

TO DO:
It needs volume control.
Sync issues need to be ironed out.
Some videos segfault.
CPU usage could be improved.
Windows support would be nice.
Support rendering surfaces other than just OpenGL.

I decided to release this early because I'm feeling a bit out of my league on it.