Subject: Bass audio library issue?
Posted by cdoty on Sun, 27 Apr 2008 08:23:20 GMT
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While trying to add the Bass audio library to a program, I found a problem calling a function in the library. I'm using the Windows version of U++ (and Bass audio library). I'm using the included MinGW compiler.

I'm using Bass 2.4 from:
http://www.un4seen.com/

The call to Bass_Init() locks. I've tested it in either console or gui mode. I've built a standard console mode application under VC6, and it works fine.

I cannot find any documented cases of problems with MinGW and Bass.

File Attachments
1) ConsoleTest.zip, downloaded 452 times

Subject: Re: Bass audio library issue?
Posted by mirek on Sun, 27 Apr 2008 14:05:10 GMT
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Most likely it does not work with mingw...

Realistically, for any real work in Win32, save yourself troubles and download MS WIN32 SDK and use MSC.

Mirek

Subject: Re: Bass audio library issue?
Posted by cdoty on Sun, 27 Apr 2008 19:07:45 GMT
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luzr wrote on Sun, 27 April 2008 09:05Most likely it does not work with mingw...

Yep probably a MinGW or linker issue. I switched to FMod, and it works without any problems. And to be fair, I do have VC8 on my main development computer, but haven't tried it. FMod is probably a better choice, since it supports more operating systems.

luzr wrote on Sun, 27 April 2008 09:05Realistically, for any real work in Win32, save yourself troubles and download MS WIN32 SDK and use MSC.

I was interested in using Bass or FMod, as a way of playing Shoutcast streams. I'm trying to create the project:

1) As an excuse to learn more about U++; by developing something that I'm interested in.

2) Possibly share as an example of using U++.

3) As a example that I want to develop with Juce also, to see a direct comparison between the two frameworks.

I wouldn't be so quick to sell U++ short. The development of the application is coming along quickly. And, it's really nice to be able to get the station list or playlist, without having to write hundreds of lines of socket code. I expect a similar time savings when it comes to displaying the results.

Subject: Re: Bass audio library issue?
Posted by mrjt on Sun, 27 Apr 2008 23:18:11 GMT
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cdoty wrote on Sun, 27 April 2008 20:07
luzr wrote on Sun, 27 April 2008 09:05Realistically, for any real work in Win32, save yourself troubles and download MS WIN32 SDK and use MSC.
...I wouldn't be so quick to sell U++ short.
I think Mirek was just suggesting that you use the MSC compiler, the debugging is much, much better. Personally I find MingW only really useful for finding all the sytax errors that Gcc will throw up on Linux.

I certainly wouldn't advise using Win32 API
