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Subject: U++ video control to come soon  
Posted by [koldo](#) on Tue, 25 May 2010 14:30:05 GMT  
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Hello all

I am happy to announce the first run of the first pre-alpha version of a new video player control.

The video and audio plays ok in an U++ application.

If everything goes right in few months the multiplatform video and audio playing control derived from DHCtrl will be released.

If some Windows user cannot wait, in few days a nice VLC player control derived from DHCtrl will be released.

Both controls will need almost no code to be run and can be handled in the layout designer.

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Subject: Re: U++ video control to come soon  
Posted by [unodgs](#) on Tue, 25 May 2010 17:37:07 GMT  
[View Forum Message](#) <> [Reply to Message](#)

koldo wrote on Tue, 25 May 2010 10:30Hello all

I am happy to announce the first run of the first pre-alpha version of a new video player control.

That's a great news. I would really like to add video playing to my player

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Subject: Re: U++ video control to come soon  
Posted by [Didier](#) on Tue, 25 May 2010 17:47:43 GMT  
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Great Koldo !

You are definitly a big contributor to UPP.

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Subject: Re: U++ video control to come soon  
Posted by [koldo](#) on Wed, 22 Sep 2010 15:50:53 GMT  
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Hello Mirek and Max

MediaPlayer control is closer now. However I need your advice.

This is a nice screenshot showing the problem.

SDLCtrl is a DHCtrl that has a special feature: it is possible to maintain the aspect ratio. The problem is that not all the control has to be filled with the window.

In the video image you see that the video does not cover all control: the upper and lower gray bands are part of the control but not part of the window.

Is this a good feature for DHCtrl or I try another shortcut?

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#### File Attachments

1) [scr.JPG](#), downloaded 1377 times

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Subject: Re: U++ video control to come soon

Posted by [koldo](#) on Wed, 22 Sep 2010 16:40:24 GMT

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Delete it.

I will change the class to use the shortcut -a control that has a DHCtrl inside and resizes it to maintain its aspect-

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Subject: Re: U++ video control to come soon

Posted by [koldo](#) on Thu, 23 Sep 2010 11:54:27 GMT

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koldo wrote on Wed, 22 September 2010 18:40Delete it.

I will change the class to use the shortcut -a control that has a DHCtrl inside and resizes it to maintain its aspect-

It works .

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I will test it in Linux.

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Subject: Re: U++ video control to come soon

Posted by [mdefede](#) on Thu, 23 Sep 2010 15:02:52 GMT

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Nice work, Koldo

Max

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Subject: Re: U++ video control to come soon  
Posted by [koldo](#) on Fri, 24 Sep 2010 06:47:45 GMT  
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mdelfede wrote on Thu, 23 September 2010 17:02Nice work, Koldo

Max

Oh no!, it is from Pixar .

(Downloaded from Youtube )

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Subject: Re: U++ video control to come soon  
Posted by [mdelfede](#) on Fri, 24 Sep 2010 08:15:07 GMT  
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HEHEHEHEHEHE

I was thinking to hire you for a remake of Avatar

Max

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Subject: Re: U++ video control to come soon  
Posted by [koldo](#) on Fri, 24 Sep 2010 12:20:42 GMT  
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Subject: Re: U++ video control to come soon  
Posted by [koldo](#) on Mon, 27 Sep 2010 13:46:36 GMT  
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koldo wrote on Thu, 23 September 2010 13:54koldo wrote on Wed, 22 September 2010 18:40Delete it.

I will change the class to use the shortcut -a control that has a DHCtrl inside and resizes it to maintain its aspect-  
It works .

I will test it in Linux.  
It runs too (thanks Honza for your support)

With this help it could be included in U++ soon...

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Subject: Re: U++ video control to come soon  
Posted by [koldo](#) on Tue, 05 Oct 2010 06:20:29 GMT  
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In a month the audio and video player control will be ready.

It would include some sweet cookies .

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Subject: Re: U++ video control to come soon  
Posted by [tojocky](#) on Fri, 15 Oct 2010 06:37:58 GMT  
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koldo wrote on Tue, 05 October 2010 09:20In a month the audio and video player control will be ready.

It would include some sweet cookies .  
Hello Koldo,

Have you added this package in bazaar. I'm interested to test!

Thank you in advance,  
Ion Lupascu(tojocky).

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Subject: Re: U++ video control to come soon  
Posted by [koldo](#) on Fri, 15 Oct 2010 07:51:19 GMT  
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tojocky wrote on Fri, 15 October 2010 08:37koldo wrote on Tue, 05 October 2010 09:20In a month the audio and video player control will be ready.

It would include some sweet cookies .  
Hello Koldo,

Have you added this package in bazaar. I'm interested to test!

Thank you in advance,  
Ion Lupascu(tojocky).  
Thank you Ion

Today is not ready to be uploaded as interface will change.

In fact that is now the critical point (+ playing sound in mobile phone videos ).

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Subject: Re: U++ video control to come soon

Posted by [tojocky](#) on Fri, 15 Oct 2010 11:16:26 GMT

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koldo wrote on Fri, 15 October 2010 10:51

Thank you Ion

Today is not ready to be uploaded as interface will change.

In fact that is now the critical point (+ playing sound in mobile phone videos ).

If you need help in testing and development I can do this.

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Subject: Re: U++ video control to come soon

Posted by [koldo](#) on Mon, 01 Nov 2010 21:28:34 GMT

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Hello all

Just an status for your info.

Well, many problems and difficulties..., many.

Control was almost ready but I have had problems with sound decoding impossible to be solved, so I had to change the focus.

Now I work very centered in the ffplay and ffmpeg experience. ffmpeg is simpler but ffplay is complex using SDL threads and timers.

Well, I hope to have the control ready in alpha state this month.

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Subject: Re: U++ video control to come soon

Posted by [Zbych](#) on Mon, 29 Nov 2010 14:00:02 GMT

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koldo wrote on Mon, 01 November 2010 22:28Just an status for your info.

Hi Koldo,

What is the status of your player? Can you post some code examples?

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Subject: Re: U++ video control to come soon

Posted by [koldo](#) on Mon, 29 Nov 2010 15:56:40 GMT

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Hello Zbych

This is the status:

All code has been almost completely redone. Now it is really a refurbished ffplay adapted to SDLCtrl without gotos, static and global vars, and many additions.

MediaPlayer control now loads, plays and pauses all tested audio and video file types .

To be done:

- Video and audio channels check
- Video speed changes sometimes after stop and pause
- Callback functions (WhenFrame, WhenSecond) and other useful methods to be more "programmer friendly".

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Subject: Re: U++ video control to come soon

Posted by [Zbych](#) on Tue, 30 Nov 2010 07:50:36 GMT

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Can you publish this "preliminary" version?

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Subject: Re: U++ video control to come soon

Posted by [koldo](#) on Tue, 30 Nov 2010 10:17:24 GMT

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Zbych wrote on Tue, 30 November 2010 08:50Can you publish this "preliminary" version?

Uuuf, I would do it only if somebody would have a really urgent need. The code is changing so much that most of the testing effort would not be useful.

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Subject: Re: U++ video control to come soon

Posted by [mirek](#) on Thu, 02 Dec 2010 10:13:48 GMT

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koldo wrote on Tue, 30 November 2010 05:17Zbych wrote on Tue, 30 November 2010 08:50Can you publish this "preliminary" version?

Uuuf, I would do it only if somebody would have a really urgent need. The code is changing so much that most of the testing effort would not be useful.

Well, perhaps you might need some help with that... Puttin code to Bazaar (or, if you do not feel like that, to uppdev) would expose it to more eyes, correct?

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Subject: Re: U++ video control to come soon  
Posted by [koldo](#) on Thu, 02 Dec 2010 11:08:35 GMT  
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luzr wrote on Thu, 02 December 2010 11:13koldo wrote on Tue, 30 November 2010 05:17Zbych wrote on Tue, 30 November 2010 08:50Can you publish this "preliminary" version?  
Uuuf, I would do it only if somebody would have a really urgent need. The code is changing so much that most of the testing effort would not be useful.

Well, perhaps you might need some help with that... Puttin code to Bazaar (or, if you do not feel like that, to uppdev) would expose it to more eyes, correct?

Hello Mirek

Weeks ago MediaPLayer had an important crisis... However now coding goes fast, so in few time it will be uploaded to Bazaar.

Meanwhile SDLCtrl can be checked. All feedback is acknowledged.

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Subject: Re: U++ video control to come soon  
Posted by [kohait00](#) on Tue, 26 Apr 2011 21:06:45 GMT  
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Hi Koldo,

i've been tackling the SDL compile issue.. the one with WinMain reference hack. found it to work in SDLExample in examples, just check it out. it does not need the WinMain() { return main(); } hack anymore.

i thought it might be a good way to do the same for SDL package. tried it but MSC version crashes during compile in release mode. debug mode works fine. i did not dare to commit such stuff so i give it out here, maybe we can finally find the reason why ide crashes when compile.

there is also a compile.txt on the environment howto setup, which i used in my case.

EDIT: have tested it again, seems to compile without crash. kinda weird. so maybe this can be committed..

#### File Attachments

1) [SDL.rar](#), downloaded 305 times

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Subject: Re: U++ video control to come soon  
Posted by [koldo](#) on Thu, 28 Apr 2011 08:14:37 GMT  
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Hello Konstantin

Preparing SDL package was a bad experience for me.

Finally to put the things simple to programmers, I decided to prepare an special package for U++ in Windows. It is explained here. With this setup MSC and MinGW compiling has to be very easy and simple.

What are the problems you find with actual package?

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Subject: Re: U++ video control to come soon

Posted by [kohait00](#) on Thu, 28 Apr 2011 08:32:56 GMT

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my problem was to get through all that dll mess, and make it compilable both mingw and msc, both static and shared. while mingw worked out pretty fine msc only provides for shared linkage.

thats why i enhanced the install instructions inside, to point to some pain generators. tried to touch as little as possible with the provided sdl packages, so user does not have to bother there. i think my instructions are more straight forward in this way. this is actually like i install other libs in upp as well.

as of pain generators, especially the #define main SDL\_main issue was boggling me. but still, the sdl guys have reasons for it (since one can specify some commandline goodies to SDL apps) which will be processed by the own main in SDLmain. so i tried to make this work too, without the need to #undef main. now it kinda works.

i noticed that MSC compilation first was making trouble, when using blitz in optimal. but this is known issue. but disabling blitz crashed the ide during compile. and couldnt figure out why. but now it works. maybe there was some recompile problems. could you check that package if the errors occure with you as well?

just msc shared, debug with blitz and optimal without.

i didnt want to mess up things from others. so it's up to you to take that one. but i think it's bit better in terms of installations and handling. more sdl native.

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Subject: Re: U++ video control to come soon

Posted by [koldo](#) on Thu, 28 Apr 2011 09:22:40 GMT

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Hello Konstantin

I have found problems in DrawPixel() and GetPixelPos() that avoid to compile in MinGW-Speed only. They are now solved and will be uploaded today.

With this, without any change, package works well for MSC and MINGW, Debug and Speed.

SDL official binaries/prebuilt packages AFAIK come only for shared. Anyway I have not done any effort in compiling statically (although original SDL is supplied with MSC project files to compile it statically) because the shared one is the more general focus (SDL is LGPL).

As I have indicated before, there is a compilation in  
[https://sourceforge.net/projects/upp/files/GPL-sources/SDL%20plugin\\_LGPL.7z/download](https://sourceforge.net/projects/upp/files/GPL-sources/SDL%20plugin_LGPL.7z/download) just to avoid any problem to U++ programmers.

Of course, forget about SDL\_main or libSDLmain.a.

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**Subject: Re: U++ video control to come soon**  
Posted by [kohait00](#) on Thu, 28 Apr 2011 09:59:32 GMT  
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which package are we talkin about? the one with my changes?

Of course, forget about SDL\_main or libSDLmain.a.

why do you want to spare this out? i think it's got its due.  
thats why i wanted to have an installation with least instrusion into sdl original packages..

so you do plan to keep your bazaar/SDL package as is? just to make up my mind..

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**Subject: Re: U++ video control to come soon**  
Posted by [koldo](#) on Thu, 28 Apr 2011 11:57:36 GMT  
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Hello Konstantin

I preferred to be intrusive with original packages because they are a nightmare for U++ programmers.

With the rebuilt package a programmer will have the demo up and running in less than 5 minutes.

SDL project does releases very slowly. Actual 1.2.14 was released 18 months ago.

However if you find a way - very simple for an U++ beginner - to use original SSL packages, I will be interested .

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Subject: Re: U++ video control to come soon  
Posted by [kohait00](#) on Thu, 28 Apr 2011 12:35:43 GMT  
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well, basicly its downloading the 2 original devel archives from SDL page and placing them in say C:\, 2 because mingw and msc.. if one uses one of em only, well it's one. editing build methods to point to the location and done..

that's what inside the SDL package i posted. it's actually as easy as your package, but the sdl stuff remains untouched.

if you're alright with it i can commit it.. or you can, if you prefer.

the installer instructions are in the package as well.  
here for short.

Quote:  
Medium

Linux

install the SDL 1.2.x package of your distro, dont forget to install the SDL-devel package for headers.

Windows

download binaries / prebuilt packages for msc and mingw  
(<http://www.libsdl.org/download-1.2.php>)

<http://www.libsdl.org/release/SDL-devel-1.2.14-VC8.zip>  
<http://www.libsdl.org/release/SDL-devel-1.2.14-mingw32.tar.gz>

unzip the stuff into 2 separate locations, e.g

C:\SDL-devel-1.2.14-VC8\SDL-1.2.14  
C:\SDL-devel-1.2.14-mingw32\SDL-1.2.14

the build methods need to access those respective folders

MSC build method, add to

PATH: C:\SDL-devel-1.2.14-VC8\SDL-1.2.14\lib  
INCLUDE: C:\SDL-devel-1.2.14-VC8\SDL-1.2.14\include  
LIB: C:\SDL-devel-1.2.14-VC8\SDL-1.2.14\lib

MINGW/TDMGCC build method, add to

PATH: C:\SDL-devel-1.2.14-mingw32\SDL-1.2.14\lib  
C:\SDL-devel-1.2.14-mingw32\SDL-1.2.14\bin  
INCLUDE: C:\SDL-devel-1.2.14-mingw32\SDL-1.2.14\include  
LIB: C:\SDL-devel-1.2.14-mingw32\SDL-1.2.14\lib

the MSC libraries only come in shared linkage flavor, while the mingw flavor can be linked both shared and staticly.

the mingw SDL.dll.a is needed for static linkage and has got that weird name. who knows why. the SDL.dll comes in bin folder, that's why double folder specification is needed for MINGW build method

the WinMain@16 compile problem for mingw (google for it) makes the change of lib link order obligatory, that's why mingw32 is specified explicitly last. this makes the

```
WINAPI WinMain(...){ return main(); }
```

hack obsolete and enables the native usage of SDL means to handle entry point. because SDL redefines your own main to be SDL\_main (see SDL.h), and provides own main, the signature is critical. it must be (which in Upp is matched as well)

```
int main(int argc, char* argv[]);
```

so no need to take care of that

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Subject: Re: U++ video control to come soon

Posted by [kohait00](#) on Wed, 22 Jun 2011 13:03:31 GMT

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i've seen that you have updated the SDL doc, so i just tested it again with non-intusive, means without the #undef main hack. and it works quite fine, but needs a bit more setup in the upp file. so here they come. i think it is better to have as little changes as possible. esp. in SDL case, where the runtime will check for some environment variables in it's own main.

if you're ok with it, just commit.

cheers

PS: some helpful links

See:

<http://www.digitalmars.com/d/archives/digitalmars/D/12078.html>

[http://msdn.microsoft.com/en-us/library/aa267384\(v=vs.60\).aspx](http://msdn.microsoft.com/en-us/library/aa267384(v=vs.60).aspx)

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### File Attachments

1) [SDL.rar](#), downloaded 340 times

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Subject: Re: U++ video control to come soon

Posted by [koldo](#) on Wed, 22 Jun 2011 21:32:04 GMT

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Hello kohait

Have you tested successfully the changes with Gcc, MinGW and MSC, compiling in Debug and Speed mode?

If yes, you can upload it.

I suffered SDLMain once. It is enough .

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Subject: Re: U++ video control to come soon

Posted by [kohait00](#) on Wed, 22 Jun 2011 21:58:58 GMT

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tested with tdmgcc and msc, both debug and optimal, speed not yet.  
will test it tomorrow with gcc under linux.

yes, SDL is weird.. had to deal with it in my thesis some years ago, was a nightmare..

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