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Subject: MediaPlayer compiler error  
Posted by [o\\_wild](#) on Wed, 24 Aug 2011 03:42:47 GMT  
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Hi,  
When I build MediaPlayer project with gcc, message shows:

I have already installed libav-0.7 and libSDL-1.2.14-10.fc14.  
How to solve this problem?  
Thanks.

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Subject: Re: MediaPlayer compiler error  
Posted by [koldo](#) on Wed, 24 Aug 2011 05:51:39 GMT  
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[o\\_wild](#) wrote on Wed, 24 August 2011 05:42:Hi,  
When I build MediaPlayer project with gcc, message shows:

I have already installed libav-0.7 and libSDL-1.2.14-10.fc14.  
How to solve this problem?  
Thanks.  
Hello [o\\_wild](#)

In file MediaFile.h, line 198 there is  
AVAudioConvert \*reformat\_ctx;  
Is it there where you get the error?

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Subject: Re: MediaPlayer compiler error  
Posted by [o\\_wild](#) on Wed, 24 Aug 2011 10:18:52 GMT  
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Yes.  
Best regards,  
[o\\_wild](#)

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Subject: Re: MediaPlayer compiler error  
Posted by [koldo](#) on Wed, 24 Aug 2011 19:48:12 GMT  
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Hello [o\\_wild](#)

ASAP I will upload an update of the package.

It is not really a complete version but at least it is an update.

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Subject: Re: MediaPlayer compiler error  
Posted by [o\\_wild](#) on Tue, 29 May 2012 13:37:07 GMT  
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Hi, so long not see. I tested the latest version of this package in Windows XP, with SDL and ffmpeg the safe way. A series of errors show that some types are unrecognised. For example, ConditionVariable, Thread (MediaFile.h). Where are definitions?

BTW, I changed these lines in SDLWrapper.h

from

```
#include <SDL/SDL.h>
#include <SDL/SDL_thread.h>
#include <SDL/SDL_syswm.h>
```

to

```
#ifdef COMPILER_MSC
#include <SDL.h>
#include <SDL_thread.h>
#include <SDL_syswm.h>
#endif
#ifdef COMPILER_GCC
#include <SDL/SDL.h>
#include <SDL/SDL_thread.h>
#include <SDL/SDL_syswm.h>
#endif
#endif
```

Best regards,  
Wilde

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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
```

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