
Subject: VLCPlayer compile only with libvlc v. 1.1.10 and later
Posted by [sergeynikitin](#) on Tue, 20 Sep 2011 16:18:39 GMT

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I've tested VLCPlayer only under Linux and only with libvlc ver.1.1.11
(libvlc interface have changed from version 1.0.9) therefore sorry. Use last version of lib.

Subject: Re: VLCPlayer compile only with libvlc v. 1.1.10 and later
Posted by [Zbych](#) on Fri, 23 Sep 2011 13:54:20 GMT

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Hi Sergey,

I couldn't link VLCPlayer until I replaced link option "-lvlc" with library "vlc".

File Attachments

1) [zrzut_ekranu.png](#), downloaded 1064 times

Subject: Re: VLCPlayer compile only with libvlc v. 1.1.10 and later
Posted by [sergeynikitin](#) on Sat, 24 Sep 2011 20:47:12 GMT

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Thanks for testing! I'll try your variant.

(BTW, what OS and version of libvlc do you use?)

Subject: Re: VLCPlayer compile only with libvlc v. 1.1.10 and later
Posted by [sergeynikitin](#) on Sat, 24 Sep 2011 20:55:29 GMT

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It seems libvlc runs in the application stack. As a result, the number of controls on the screen along with VLCPlayerCtrl is very limited.

I get about 30-40 buttons. (I put on-screen keyboard as ParentCtrl).

The simplest solution, which is still running - make VLCPlayer in a separate pop-up window.

Actually, I uploaded the code here the player mainly, hoping to help the community in solving problems with memory.

Subject: Re: VLCPlayer compile only with libvlc v. 1.1.10 and later

Posted by [Zbych](#) on Sun, 25 Sep 2011 19:58:24 GMT

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sergeynikitin wrote on Sat, 24 September 2011 22:47 Thanks for testing! I'll try your variant.

(BTW, what OS and version of libvlc do you use?)

I've tested your player on ubuntu 11.10 (beta, gcc 4.6). On 11.04 it links ok. Maybe gcc 4.6 is more sensitive to the order of parameters.

Unfortunately player crashes on both systems just after start (invalid memory access).

Subject: Re: VLCPlayer compile only with libvlc v. 1.1.10 and later

Posted by [Zbych](#) on Sun, 25 Sep 2011 20:32:42 GMT

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Player crashes, because it doesn't check whether libvlc_*_new functions return NULL.

Subject: Re: VLCPlayer compile only with libvlc v. 1.1.10 and later

Posted by [sergeynikitin](#) on Sun, 25 Sep 2011 22:11:17 GMT

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Stack...

Memory problem....

But with this and am struggling.

Try to remove the bottom Layout all the buttons, except for one or two ...

Subject: Re: VLCPlayer compile only with libvlc v. 1.1.10 and later

Posted by [Zbych](#) on Mon, 26 Sep 2011 07:00:17 GMT

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sergeynikitin wrote on Mon, 26 September 2011 00:11 Stack...

Memory problem....

No, I've just forgotten to install VLC (but I had libvlc) .

You should add checking of all pointers returned by libvlc_*_new functions and show error message when they return NULL.

Subject: Re: VLCPlayer compile only with libvlc v. 1.1.10 and later
Posted by [sergeynikitin](#) on Mon, 26 Sep 2011 07:41:47 GMT
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Yes!
VLCPlayer needed:
- libvlc
- vlc
- libsdl

Subject: Re: VLCPlayer compile only with libvlc v. 1.1.10 and later
Posted by [sergeynikitin](#) on Mon, 26 Sep 2011 09:09:43 GMT
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Last version uses SDL_Thread. Therefore it can be compiled without MT flag.

Subject: Re: VLCPlayer compile only with libvlc v. 1.1.10 and later
Posted by [Didier](#) on Sat, 26 Apr 2014 16:12:21 GMT
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Hello Sergey,

I will need the VLCPlayer package to display a webcam inside an application.

I just tried to compile the VlcPlayerTest package and it doesn't compile (under linux) : There are some namespace issues.

I can take a shot at making corrections if you want ;)

Thank's

Subject: Re: VLCPlayer compile only with libvlc v. 1.1.10 and later
Posted by [sergeynikitin](#) on Tue, 29 Apr 2014 04:42:26 GMT
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This package has been made as part of a larger work, and successfully solved tasks assigned to it.
The result was a complex product, and not always compiled.
I'll be happy. I hope for your help.
This is why I put pack on bazaar.

Subject: Re: VLCPlayer compile only with libvlc v. 1.1.10 and later
Posted by [Didier](#) on Sat, 03 May 2014 21:12:36 GMT
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Hello Sergey,

I already did some (minor) modifications to solve namespace issues in VLCPlayer ... and SDL package.

Everything compiles, but it always crashes in VLC lib methods : I haven't had time to inspect what goes wrong for the moment.