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.

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 05:42Hi,
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?

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

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.

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

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
```