Subject: Let's test VLCPlayer and help to find some bugs
Posted by sergeynikitin on Sat, 10 Sep 2011 07:53:56 GMT
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I had to make a fast video player. Player of the Bazaar came to me not because of performance (target application is executed at a very slow hardware under Linux)

I made a video player using libvlc and SDL. (looking at the code MediaPlayer Koldo, by the way thanks Koldo).

It turned out that I expected. Performance acceptable.

The problem that I was able to cope with:
If I add a child Layout Layouts, then when the program starts, go error "Invalid Memory Access".

Friends, help!

File Attachments
1) VLCPlayer.tar.gz, downloaded 561 times

Subject: Re: Let's test VLCPlayer and help to find some bugs
Posted by sergeynikitin on Sat, 10 Sep 2011 07:55:25 GMT
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Test Application

File Attachments
1) VLCPlayerTest.tar.gz, downloaded 553 times

Subject: Re: Let's test VLCPlayer and help to find some bugs
Posted by koldo on Sat, 17 Sep 2011 22:13:31 GMT
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Hello Sergey

I would like to ask you some questions:
- How is libVLC used?: SDL puts the video and audio output, and libVLC puts the file streams decoding?
- Where are the performance problems?
- Do you use the library in Linux or in Windows?
- Do you use SDL process handling?

Thank you in advance.

Subject: Re: Let's test VLCPlayer and help to find some bugs
Posted by sergeynikitin on Sat, 17 Sep 2011 23:59:50 GMT
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I am not in any way wish to offend or reproach.
I used the video output on really slow hardware (CPU Atom 1600MHz)
Application - videokiosk
Videokiosk is under Linux (Ubuntu 10.10)
I did not need advanced features SDL.
I wanted a very specific video output playlist.

Videokiosk contained about 60-70 controls. I just took the project from the bazaar, designed to test the MediaPlayer. Added there needed controls, and installed on a terminal equipped with a touchscreen.

The result was sad. Even in the video 360 on 200 points, when you click on the application, the video freezes at 0.5 - 1 second. Then, after all buttons released, gradually catching up with video sound, for 1-2 minutes.
This was unacceptable.

In the current VLC Player is organized as follows:
1. The sound comes directly without any processing of libvlc.
2. Libvlc displays video on SDL surface, which is output to the screen via SDLCtrl.
In the libvlc have the opportunity to do a separate thread, without disturbing the flow of front-end U++.

In any case, thanks for the MediaPlayer, which showed the possibility of the video output of U++, and pointing the way for further movement.

But here I put VLC player only for the purpose of obtaining advice on the problem.

I'm going to put in Bazaar VLCPlayer and invite you to co-authors and co-maintainers.

Subject: Re: Let's test VLCPlayer and help to find some bugs
Posted by sergeynikitin on Sun, 18 Sep 2011 00:30:28 GMT
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message deleted

Subject: Re: Let's test VLCPlayer and help to find some bugs
Posted by sergeynikitin on Mon, 19 Sep 2011 06:22:01 GMT
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pls move forum thread to Bazaar.

Subject: Re: Let's test VLCPlayer and help to find some bugs
Posted by fudadmin on Mon, 19 Sep 2011 10:34:18 GMT
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sergeynikitin wrote on Mon, 19 September 2011 07:22pls move forum thread to Bazaar.
done

Subject: Re: Let's test VLCPlayer and help to find some bugs
Posted by sergeynikitin on Mon, 19 Sep 2011 21:28:42 GMT
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Thanks

Subject: Re: Let's test VLCPlayer and help to find some bugs
Posted by sergeynikitin on Mon, 19 Sep 2011 22:23:24 GMT
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VLCPlayer and VLCPlayerTest uploaded to Bazaar.

Subject: Re: Let's test VLCPlayer and help to find some bugs
Posted by koldo on Tue, 20 Sep 2011 09:39:19 GMT
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Hello Sergei

Quote:I am not in any way wish to offend or reproach.

Oh no! . It was just to learn.

PD: Sorry if sometimes I sound tough... it is not my intention 95% of times

Subject: Re: Let's test VLCPlayer and help to find some bugs
Posted by sergeynikitin on Tue, 20 Sep 2011 10:58:35 GMT
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Maybe it's my english....