

Debugging FFMpeg under Windows

While you can build FFMpeg libraries in order to use them under Windows (as I pointed out in a previous post), it's pretty hard to debug them because you can't step in the libraries' dll. It seems that there is no easy solution.

One of the reason I got recently interested in FFMpeg was the prospect to debug "everything" because certain situations with DirectShow and C# are very hard to debug without the source of quartz.dll (yes, we have the symbol files but "assembly-level" debugging of multi-threaded code is not something that you do for fun).

Anyway, I think I'll start working on a high-level wrapper for most of the FFMpeg libraries functionalities. We'll see how things evolve.

btw, I have also written a simplified version of output_example.c; it's working but I used the same "do-it-yourself" marshalling as in my first draft. Hopefully, I'll have something more appealing in the near future.