

1 使用eclipse的UI工具，将video.3gp push到sdcard+



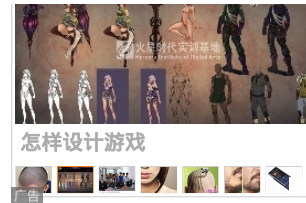
(http://doandroid.info/wp-content/uploads/2011/10/Screenshot-

12.png)

2 撰写相应的jni文件

```
1  /*
2  * Copyright 2011 - Churn Labs, LLC
3  *
4  * Licensed under the Apache License, Version 2.0 (the "License");
5  * you may not use this file except in compliance with the License.
6  * You may obtain a copy of the License at
7  *
8  * http://www.apache.org/licenses/LICENSE-2.0 (http://www.apache.org/.
9  *
10 * Unless required by applicable law or agreed to in writing, software
11 * distributed under the License is distributed on an "AS IS" BASIS,
12 * WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied.
13 * See the License for the specific language governing permissions and
14 * limitations under the License.
15 */
16
17 /*
18 * This is mostly based off of the FFMEPEG tutorial:
19 * http://dranger.com/ffmpeg/ (http://dranger.com/ffmpeg/)
20 *
21 * With a few updates to support Android output mechanisms and to update
22 * places where the APIs have shifted.
23 */
24
25 #include <jni.h>
26 #include <string.h>
27 #include <stdio.h>
28 #include <android/log.h>
29 #include <android/bitmap.h>
30
31 //包含ffmpeg库头文件，这些文件都直接放于jni目录下
```

帮助 (help)



在线课程



(http://www.baidu.com/cb.php?c=lgF_pyfqHmknjsnjD0lZ0qnfK9ujYzP1mznWR10Aw-



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作者：韦玮



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作者：韦玮

```
31 #include <libavcodec/avcodec.h>
32 #include <libavformat/avformat.h>
33 #include <libswscale/swscale.h>
34
35 #define LOG_TAG    "FFMPEGSample"
36 #define LOGI(...)  __android_log_print(ANDROID_LOG_INFO, LOG_TAG, __VA_ARGS__)
37 #define LOGE(...)  __android_log_print(ANDROID_LOG_ERROR, LOG_TAG, __VA_ARGS__)
38
39 /* Cheat to keep things simple and just use some globals. */
40 //全局对象
41 AVFormatContext *pFormatCtx;
42 AVCodecContext *pCodecCtx;
43 AVFrame *pFrame;
44 AVFrame *pFrameRGB;
45 int
46 videoStream;
47
48 /*
49  * Write a frame worth of video (in pFrame) into the Android bitmap
50  * described by info using the raw pixel buffer.  It's a very inefficient
51  * draw routine, but it's easy to read. Relies on the format of the
52  * bitmap being 8bits per color component plus an 8bit alpha channel.
53  */
54
55 //定义的静态方法，将某帧AVFrame在Android的Bitmap中绘制
56 static
57 void fill_bitmap(AndroidBitmapInfo* info, void* pixels, AVFrame *pFrame)
58 {
59     uint8_t *frameLine;
60
61     int yy;
62     for (yy = 0; yy < info->height; yy++) {
63         uint8_t* line = (uint8_t*)pixels;
64         frameLine = (uint8_t *)pFrame->data[0] + (yy * pFrame->linesize[0]);
65     }
66 }
```


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内容举报

```
--
67     int
68     xx;
69     for
70     (xx = 0; xx < info->width; xx++) {
71         int
72         out_offset = xx * 4;
73
74         int
75         in_offset = xx * 3;
76
77         line[out_offset] = frameLine[in_offset];
78         line[out_offset+1] = frameLine[in_offset+1];
79         line[out_offset+2] = frameLine[in_offset+2];
80         line[out_offset+3] = 0;
81     }
82     pixels = (char*)pixels + info->stride;
83 }
84
85 //定义java回调函数，相当与 com.churnlabs中的ffmpegsample中的MainActivity类中的onNativeCall
86 void
87 Java_com_churnlabs_ffmpegsample_MainActivity_openFile(JNIEnv
88 this)
89 {
90     int
91     ret;
92     int
93     err;
94     int
95     i;
96     AVCodec *pCodec;
97     uint8_t *buffer;
98     int
99     numBytes;
100
101     //注册所有的函数
102     av_register_all();
103     LOGE("Registered formats");
104     //打开sdcard中的vid.3gp文件
105
106     err = av_open_input_file(&pFormatCtx, "file:/sdcard/vid
107     LOGE("Called open file");
108     if(err!=0) {
```



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内容举报



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```
102         LOGE("Couldn't open file");
103         return;
104     }
105     LOGE("Opened file");
106
107     if(av_find_stream_info(pFormatCtx)<0) {
108         LOGE("Unable to get stream info");
109         return;
110     }
111
112     videoStream = -1;
113     //定义设置videoStream
114     for
115     (i=0; i<pFormatCtx->nb_streams; i++) {
116         if(pFormatCtx->streams[i]->codec->codec_type==CODE
117             videoStream = i;
118             break;
119         }
120     }
121     if(videoStream==-1) {
122         LOGE("Unable to find video stream");
123         return;
124     }
125
126     LOGI("Video stream is [%d]", videoStream);
127
128     //定义编码类型
129     pCodecCtx=pFormatCtx->streams[videoStream]->codec;
130     //获取解码器
131     pCodec=avcodec_find_decoder(pCodecCtx->codec_id);
132     if(pCodec==NULL) {
133         LOGE("Unsupported codec");
134         return;
135     }
136     //使用特定的解码器打开
137     if(avcodec_open(pCodecCtx, pCodec)<0) {
138         LOGE("Unable to open codec");
```



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```

138         return;
139     }
140     //分配帧空间
141     pFrame=avcodec_alloc_frame();
142     //分配RGB帧空间
143     pFrameRGB=avcodec_alloc_frame();
144     LOGI("Video size is [%d x %d]", pCodecCtx->width, pCodecCtx->height);
145     //获取大小
146     numBytes=avpicture_get_size(PIX_FMT_RGB24, pCodecCtx->width, pCodecCtx->height);
147     //分配空间
148     buffer=(uint8_t *)av_malloc(numBytes*sizeof(uint8_t));
149
150     avpicture_fill((AVPicture *)pFrameRGB, buffer, PIX_FMT_RGB24, pCodecCtx->width, pCodecCtx->height);
151
152 }
153 //定义java回调函数，相当与 com.churnlabs中的ffmpegsample中的MainActivity类中的drawFrame方法
154 void
155 Java_com_churnlabs_ffmpegsample_MainActivity_drawFrame(JNI
156 this, jlong bitmap)
157 {
158     AndroidBitmapInfo info;
159     void* pixels;
160     int ret;
161     int err;
162     int i;
163     int frameFinished = 0;
164     AVPacket packet;
165     static
166     struct SwsContext *img_convert_ctx;
167     int64_t seek_target;
168
169     if
170     ((ret = AndroidBitmap_getInfo(env, bitmap, &info)) < 0) {
171         LOGE("AndroidBitmap_getInfo() failed ! error=%d", ret);
172         return;
173     }

```

内容举报

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```
174     }
175     LOGE("Checked on the bitmap");
176
177     if
178     ((ret = AndroidBitmap_lockPixels(env, bitmap, &pixels)) <
179      LOGE("AndroidBitmap_lockPixels() failed ! error=%c
180     }
181     LOGE("Grabbed the pixels");
182
183     i = 0;
184     while((i==0) && (av_read_frame(pFormatCtx, &packet)>=0)
185         if(packet.stream_index==videoStream) {
186             avcodec_decode_video2(pCodecCtx, pFrame, &frameFinished,
187
188             if(frameFinished) {
189                 LOGE("packet pts %llu", packet.pts);
190                 // This is much different than the tutorial, sws_scale
191                 // replaces img_convert, but it's not a complete drop
192                 // This version keeps the image the same size but sw
193                 // RGB24 format, which works perfect for PPM output.
194                 int
195                 target_width = 320;
196                 int
197                 target_height = 240;
198                 img_convert_ctx = sws_getContext(pCodecCtx->pix_fmt,
199                 pCodecCtx->pix_fmt,
200                 target_width, target_height, PIX_FMT_RGB24,
201                 NULL, NULL, NULL);
202                 if(img_convert_ctx == NULL) {
203                     LOGE("could not initialize conversion
204                     return;
205                 }
206                 sws_scale(img_convert_ctx, (const
207                 uint8_t* const*)pFrame->data, pFrame->linesize, 0, pCodecC
208
209                 // save_frame(pFrameRGB, target_width, target_height,
210                 fill_bitmap(&info, pixels, pFrameRGB);
211                 i = 1;
```

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```

210         }
211     }
212 }
213 av_free_packet(&packet);
214 }
215
216 AndroidBitmap_unlockPixels(env, bitmap);
217 }
218
219 //内部调用函数,不对外,用来查找帧
220 int
221 seek_frame(int
222 tsms)
223 {
224     int64_t frame;
225
226     frame = av_rescale(tsms, pFormatCtx->streams[videoStream->time_base.numerator],
227 frame/=1000;
228
229     if(avformat_seek_file(pFormatCtx, videoStream, 0, frame, 1, AVSEEK_VALUE))
230         return
231     0;
232 }
233
234 avcodec_flush_buffers(pCodecCtx);
235
236 return
237 1;
238 }
239
240 //定义java回调函数,相当与 com.churnlabs中的ffmpegsample中的MainActivity类中的drawFrameAt方法
241 void
242 Java_com_churnlabs_ffmpegsample_MainActivity_drawFrameAt(JNIEnv* env, jobject this, jstring bitmap, jint secs)
243 {
244     AndroidBitmapInfo info;
245     void* pixels;
246     int ret;
247     ret = AndroidBitmap_lockPixels(env, bitmap, &pixels);
248     if(ret != 0)
249         return;
250     int width = AndroidBitmapInfo_getWidth(&info);
251     int height = AndroidBitmapInfo_getHeight(&info);
252     int i, j;
253     for(i = 0; i < height; i++)
254     {
255         for(j = 0; j < width; j++)
256         {
257             int x = j * 4;
258             int y = i * 4;
259             int z = 0;
260             int w = 0;
261             int b = 0;
262             int r = 0;
263             int g = 0;
264             int a = 0;
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```
245     int
246     err;
247     int
248     i;
249     int
250     frameFinished = 0;
251     AVPacket packet;
252     static
253     struct SwsContext *img_convert_ctx;
254     int64_t seek_target;
255
256     if
257     ((ret = AndroidBitmap_getInfo(env, bitmap, &info)) < 0) {
258         LOGE("AndroidBitmap_getInfo() failed ! error=%d",
259             ret);
260         return;
261     }
262     LOGE("Checked on the bitmap");
263
264     if
265     ((ret = AndroidBitmap_lockPixels(env, bitmap, &pixels)) <
266         0) {
267         LOGE("AndroidBitmap_lockPixels() failed ! error=%d",
268             ret);
269         return;
270     }
271     LOGE("Grabbed the pixels");
272
273     seek_frame(secs * 1000);
274
275     i = 0;
276     while
277     ((i == 0) && (av_read_frame(pFormatCtx, &packet) >= 0)) {
278         if(packet.stream_index == videoStream) {
279             avcodec_decode_video2(pCodecCtx, pFrame, &frameFinished,
280                                     &packet.data);
281
282             if(frameFinished) {
283                 // This is much different than the tutorial, sws_scale
284                 // replaces img_convert, but it's not a complete drop
285                 // This version keeps the image the same size but swi
286                 // RGB24 format, which works perfect for PPM output.
287
288                 int
289                 target_width = 320;
290                 int
```

内容举报

返回顶部

```

target_height = 240;

    img_convert_ctx = sws_getContext(pCodecCtx->pix_fmt,
        target_width, target_height, PIX_FMT_RGB24,
        NULL, NULL, NULL);
    if(img_convert_ctx == NULL) {
        LOGE("could not initialize conversion");
        return;
    }
    sws_scale(img_convert_ctx, (const uint8_t* const*)pFrame->data, pFrame->linesize, 0, pCodecCtx->height-1,
        pFrameRGB->data, pFrameRGB->linesize);

    // save_frame(pFrameRGB, target_width, target_height,
    fill_bitmap(&info, pixels, pFrameRGB);

    i = 1;
}

}

av_free_packet(&packet);
}

AndroidBitmap_unlockPixels(env, bitmap);
}

```

3 撰写相应的Android.mk文件

```

1  LOCAL_PATH := $(call my-dir)
2
3  include $(CLEAR_VARS)
4
5  LOCAL_MODULE := ffmpegutils
6  LOCAL_SRC_FILES := native.c
7
8  LOCAL_C_INCLUDES := $(LOCAL_PATH)/include
9  LOCAL_LDLIBS := -L$(NDK_PLATFORMS_ROOT)/$(TARGET_PLATFORM)/lib
10
11 include $(BUILD_SHARED_LIBRARY)

```

内容举报

返回顶部



帮助
(h)
p=



 内容举报 返回顶部

这里需要注意一下文件的目录情况，我截图说明一下。

([http://doandroid.info/wp-content/uploads/2011/10/Screenshot-](http://doandroid.info/wp-content/uploads/2011/10/Screenshot-22.png)

22.png)

在Android.mk中有意个LOCAL_C_INCLUDES :=\$(LOCAL_PATH)/include指明了相应的FFmpeg的头文件路径。故在代码中包含

```
1  #include <libavcodec/avcodec.h>
2  #include <libavformat/avformat.h>
3  #include <libswscale/swscale.h>
```

帮助
(h
p=

就可以。

4 调用ndk-build，生成libffmpegutils.so文件，将这个文件拷贝到/root/develop/android-ndk-r6/platforms/android-8/arch-arm/usr/lib目录，使得我们在下面使用Android AVD2.2的时候，可以加载到这个so文件。

5 撰写相应的Eclipse项目代码，由于在native.c文件中指明了项目的工程名词以及类名词还有函数名词，故我们的项目为com.churnlabs.ffmpegsample下面的MainActivity.java文件

```
1  package
   com.churnlabs.ffmpegsample;
2
3
4  import
   android.app.Activity;
5
6  import
   android.graphics.Bitmap;
7
8  import
   android.os.Bundle;
```

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 内容举报 返回顶部

```
9      import android.view.View;
10
11      import android.view.View.OnClickListener;
12
13      import android.widget.Button;
14
15      import android.widget.ImageView;
16
17      public class MainActivity extends Activity {
18
19          private static native void openFile();
20
21          private static native void drawFrame(Bitmap bitmap);
22
23          private static native void drawFrameAt(Bitmap bitmap, int secs);
24
25          private Bitmap mBitmap;
26
27          private int mSecs = 0;
28
29      {
30          static
31
32          System.loadLibrary("ffmpegutils");
33
34      }
35
36      /** Called when the activity is first created. */
37      @Override
38      public
39
40      void onCreate(Bundle savedInstanceState) {
41
42          super.onCreate(savedInstanceState);
43
44          //setContentView(new VideoView(this));
45
46          setContentView(R.layout.main);
47
48
49
50          mBitmap = Bitmap.createBitmap(320, 240, Bitmap.Config.ARGB_4444);
51
52          openFile();
53
54
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内容举报

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```
45         public
46         void onClick(View v) {
47             drawFrame(mBitmap);
48             ImageView i = (ImageView)findViewById(R.id.
49                 i.setImageBitmap(mBitmap);
50         }
51     });
52
53     Button btn_fwd = (Button)findViewById(R.id.frame_fw
54     btn_fwd.setOnClickListener(new
55     OnClickListener() {
56         public
57         void onClick(View v) {
58             mSecs += 5;
59             drawFrameAt(mBitmap, mSecs);
60             ImageView i = (ImageView)findViewById(R.id.
61                 i.setImageBitmap(mBitmap);
62         }
63     });
```

```
        Button btn_back = (Button)findViewById(R.id.frame_t
        btn_back.setOnClickListener(new
        OnClickListener() {
            public
            void onClick(View v) {
                mSecs -= 5;
                drawFrameAt(mBitmap, mSecs);
                ImageView i = (ImageView)findViewById(R.id.
                i.setImageBitmap(mBitmap);
            }
        });
    }
}
```

6 编译运行即可，最终效果图

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(<http://doandroid.info/en>



content/uploads/2011/10/Screenshot3.png

7 项目代码下载：
<https://github.com/churnlabs/android-ffmpeg-sample/zipball/master>
参考：
1 <https://github.com/churnlabs/android-ffmpeg-sample>
2 http://www.360doc.com/content/10/1216/17/474846_78726683.shtml
3 <https://github.com/prajinashi>

发表你的评论

(http://my.csdn.net/weixin_35068028)

tiandaozhang (/tiandaozhang) 2013-01-24 20:02 1楼

([tiandaozhang](#))，生成JNI里面的静态库.a文件的ffmpeg是哪个版本的啊？我将0.8.1版本编译生成的静态库和头文件的放入到里面，提示错误啊！

回复

相关文章推荐

Delphi XE2 新增 System.Zip 单元，压缩和解压缩文件 (<http://blog.csdn.net/sunylat/article/...>)

Delphi XE2 新增 System.Zip 单元, 可用一句话压缩整个文件夹了 单元内主要就是 TZipFile 类, 最方便使用的是它的类方法: TZipFile.ExtractZip...

sunylat (<http://blog.csdn.net/sunylat>) 2013年06月23日 09:47

3760

delphi压缩与解压_不需要特别的控件 (<http://blog.csdn.net/hnbcjzj/article/details/7972607>)

delphi压缩与解压，比较简单，也比较实用，对我来说已经足够，我只想让客户端下载一个压缩文件到本地后解压出来就行，看网上有什么控件的，我的是delphi6没装那控件，在公司管的比较严，要装控件比较...

hnbcjzj (<http://blog.csdn.net/hnbcjzj>) 2012年09月12日 20:28

9117

AI 专业人才缺口上百万，年薪 80 万远超同行？？

就目前来看，国内 AI 人才缺乏且经验不足，为争抢优秀人才，企业背后的暗战早已打响。作为正在谋求一份好工作我，又该如何抉择....

广告

(http://www.baidu.com/cb.php?c=lgF_pyfqnHmknjnvPjn0lZ0qnfK9ujYzP1ndPWb10Aw-5Hc3rHnYnHb0TAq15HfLPWRznb0T1YYrH-bmWwWmHDsmWDsnWR40AwY5HDdnHc4nH0kni60lqF_5v9YIZ0IQza-)

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<http://blog.csdn.net/vrix/article/details/6930095>

14/17

uZR8mLPbUB48ugfEIAqspynEmybz5LNYUNq1LULNzmvRqmhkEu1Ds0ZFb5HD0mhYqn0KsTWYs0ZNGujYkPHTYn1mk0AqGujYknWb3rjDY0APGujYLnWm4n1c0ULI85H00TZbqnW0v0APzm1YdrH0sPf)

一个使用FFmpeg库读取3gp视频的例子-Android中使用FFmpeg媒体库(三) (http://blog.csdn....

在续系列文章在32位的Ubuntu 11.04中为Android NDK r6编译FFmpeg0.8.1版-Android中使用FFmpeg媒体库(一)和在Android中通过jni方式使用编译好的F...

Mirage520 (http://blog.csdn.net/Mirage520) 2012年07月23日 17:18 1848

一个使用FFmpeg库读取3gp视频的例子-Android中使用FFmpeg媒体库 (http://blog.csdn.net/...

在续系列文章在32位的Ubuntu 11.04中为Android NDK r6编译FFmpeg0.8.1版-Android中使用FFmpeg媒体库(一)和在Android中通过jni方式使用编译好的F...

Mirage520 (http://blog.csdn.net/Mirage520) 2011年12月22日 13:55 934

Android基于ffmpeg媒体库小视频录制功能 (http://blog.csdn.net/u013518442/article/details/...

录制30秒、480*480、30帧、比特率700+左右、视频编码H264、音频编码ACC、物理大小5M以内MP4格式的小视频，并上传到优酷个人账户。 ...

u013518442 (http://blog.csdn.net/u013518442) 2015年05月26日 10:49 5199



AI 工程师职业指南

我们请来商汤、杜邦、声智、希为、58同城、爱因互动、中科视拓、鲁朗软件等公司 AI 技术一线的专家，请他们从实践的角度来解析 AI 领域各技术岗位的合格工程师都是怎样炼成的。

(http://www.baidu.com/cb.php?c=lgF_pyfqHmknjzrj00IZ0qnfK9ujYzP1f4Pjnd0Aw-5Hc4nj6vPjm0TAq15Hf4rjn1n1b0T1YvPvnYPyDknHbLnjDsPjTL0AwY5HDdnHc4nH0knj60IgF_5y9YIZ0lQzqMpgwBUvqoQhP8QvGIAPCmgfEmvq_lyd8Q1R4uhF-rA7Wuj0YmhP9PARvujmYmH0vm1qdAdxTvqdThP-5HDknWF9mhkEusKzujYk0AFV5H00TZcqN0KdpYfqHRLPjnvnfKEpyfqHnsnj0YnsKWpyfqP1cvrHnz0AqLUWYs0ZK45HcsP6KWThnqPWnLnWD)

在32位的Ubuntu 11.04中为Android NDK r6编译FFmpeg0.8.1版-Android中使用FFmpeg媒体...

最近想通过FFmpeg库来练习在Android中使用其他第三方库进行开发。本文基本按照Ubuntu 10.10 64bit下使用Android NDK r6编译FFmpeg 0.8.1实现，感谢原...

vrix (http://blog.csdn.net/vrix) 2011年11月02日 21:33 5266

在Android中通过jni方式使用编译好的FFmpeg库-Android中使用FFmpeg媒体库(二) (http://bl...

整体调用逻辑为：1 编译完ffmpeg库 2 使用jni方式撰写c代码，其中需要包含相应的ffmpeg的头文件 3 撰写相应的Android.mk文件，里面指定需要编译的c代码以及需要链接的动...

vrix (http://blog.csdn.net/vrix) 2011年11月02日 21:35 15103

在Android中通过jni方式使用编译好的FFmpeg库-Android中使用FFmpeg媒体库(二) (http://bl...

在继上篇在32位的Ubuntu 11.04中为Android NDK r6编译FFmpeg最新版0.8.1后，本人来给大家展示一下如何在Android中使



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用编译好的FFmpeg库。 ...
Mirage520 (http://blog.csdn.net/Mirage520) 2012年07月23日 17:42 1323

在Android中通过jni方式使用编译好的FFmpeg库-Android中使用FFmpeg媒体库 (http://blog....
原文：http://doandroid.info/?p=471 在继上篇在32位的Ubuntu 11.04中为Android NDK r6编译FFmpeg最新版0.8.1后，本人来给大家...
toddm (http://blog.csdn.net/toddm) 2012年07月26日 12:50 848

在Android中通过jni方式使用编译好的FFmpeg库-Android中使用FFmpeg媒体库(二) (http://bl...
原文：http://doandroid.info/?p=471 在继上篇在32位的Ubuntu 11.04中为Android NDK r6编译FFmpeg最新版0.8.1后，本人来给大家...
yang_hui1986527 (http://blog.csdn.net/yang_hui1986527) 2011年10月13日 02:52 6370

**android媒体库使用demo及相关工具 (http://download.csdn.net/download/...**
<http://download.csdn.net/download/...> 2015年10月26日 16:16 26.63MB [下载](#)

FFPlay是一个使用了 ffmpeg 和 sdl 库的、一个简单的可移植的媒体播放器。 (http://blog.csd...
视频播放器播放一个互联网上的视频文件，需要经过以下几个步骤：解协议，解封装，解码视音频，视音频同步。如果播放本地文件则不需要解协议，为以下几个步骤：解封装，解码视音频，视音频同步。他们的过程如图所示。 ...
wishfly (http://blog.csdn.net/wishfly) 2017年07月17日 17:48 902

Android 媒体库图片，音频，视频，文件的查询 (http://blog.csdn.net/consumer11/article/de...
项目开发中我们要使用到本地SD卡中的媒体文件，例如图片，音频，视频，压缩文件等，ContentResolver 可以很方便的帮助我们查询所有信息。 ...
consumer11 (http://blog.csdn.net/consumer11) 2016年08月01日 09:53 1165



Android添加新的视频格式 - - 媒体库扫描 (http://blog.csdn.net/deng0zhaotai/article/detail...
需求：在mediaprovider数据库中添加l.mov后缀格式的视频文件 可以使用工具MedialInfo_GUI_0.7.67_Windows.3243836749.exe 查看mov文件编码格式类型..
deng0zhaotai (http://blog.csdn.net/deng0zhaotai) 2015年06月03日 14:01 1057

Android搜索视媒体库视频 列表显示选择 (http://blog.csdn.net/cybbz/article/details/4004847...
public class MainActivity extends Activity {public static List data = null;// 视频信息集合Cursor cursor;Bu...
cybbz (http://blog.csdn.net/cybbz) 2014年10月13日 17:29 729

android系统媒体库开发之视频 (http://blog.csdn.net/zj695469296/article/details/50586817)





Android系统为我们建立起多媒体数据库之后，便把多媒体常用的信息，比如歌曲名、文件大小、播放时长、专辑、歌手等常用信息保存在了数据库里，那我们可以直接用多媒体库中的数据，完成这个需求。虽然我们需要...

 zj695469296 (<http://blog.csdn.net/zj695469296>) 2016年01月26日 13:54  302



最简单的基于FFmpeg的移动端例子：Android 视频解码器-单个库版 (<http://blog.csdn.net/leixiaohua1020>)

本文记录另一个安卓平台下基于FFmpeg的视频解码器。与前一篇文章记录的解码器不同，本文记录的解码器不再使用libavcodec.so、libavformat.so等类库，而只使用了一个类库——lib...

 leixiaohua1020 (<http://blog.csdn.net/leixiaohua1020>) 2015年07月25日 11:42  17350



最简单的基于FFmpeg的移动端例子：Android 视频解码器-单个库版 (<http://blog.csdn.net/zhzhangxin0414>)

本文记录另一个安卓平台下基于FFmpeg的视频解码器。与前一篇文章记录的解码器不同，本文记录的解码器不再使用libavcodec.so、libavformat.so等类库，而只使用了一个类库——lib...


 zhangxin0414 (<http://blog.csdn.net/zhangxin0414>) 2016年10月09日 20:13  392

Android开发本地及网络Mp3音乐播放器(十九)通知媒体库更新刚下载的MP3 (<http://blog.csdn.net/iwanghang>)

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