Dependancy QtAV

Windows Qt5 :

- Download :
  - QtAV : https://github.com/wang-bin/QtAV/archive/v1.4.1.zip
  - ffmpeg : http://sourceforge.net/projects/qtav/files/depends/FFmpeg/
  - PortAudio :
    - Windows

    http://www.portaudio.com/archives/pa_stable_v19_20140130.tgz

- Unpack the libraries.
- Place yourself inside QtAV 1.4.1 and run QtAV.pro to open it in QtCreator
- Then you have to link ffmpeg and PortAudio to compile QtAV
  - Click on “Projets”
  - In “ Build Environment”
    - Open Details
    - Then add the following environment path :

    `CPATH=`**`ffmpeg_path`**`\include;`**`portaudio_path`**`\include;%CPATH%`

    `LIBRARY_PATH=`**`ffmpeg_path`**`\lib;`**`portaudio_path`**`\lib;`
    `%LIBRARY_PATH%`

  - Now you can compile
  - Place yourself in “build-QtAV-Desktop_Qt_5_3_MinGW_32bit-Debug”
    - and run the script sdk_install.bat
- place yourself in

  `path_to_ffmpeg/bin`

  and copy everything to : `Qt/5.3/mingw/bin`
- `If you have the following : “Cannot find : -lQt5AVd” go in : Qt/5.3/mingw/lib`
  - `copy : libQtAVd1.a and rename to libQt5AVd.`

If something went wrong go check : https://github.com/wang-bin/QtAV/wiki/Use-QtAV-In-Your-Projects

https://github.com/wang-bin/QtAV/wiki/Build-QtAV

Mac OS X :

Compiling and building QtAV :

- Download :
  - QtAV : https://github.com/wang-bin/QtAV/archive/v1.4.1.zip
  - ffmpeg : http://sourceforge.net/projects/qtav/files/depends/FFmpeg/

- Unpack the libraries “library” .
- Place yourself inside QtAV 1.4.1 and run QtAV.pro to open it in QtCreator.
- Then you have to link ffmpeg and PortAudio to compile QtAV :
  - Click on “Projets”
  - In “ Build Environment”
    - Open Details
    - Then add the following environment path :

`CPATH=`**`ffmpeg_path`**`/include:`**`OpenAL_path`**`/Headers:$CPATH`

`LIBRARY_PATH=`**`ffmpeg_path`**`/lib:$LIBRARY_PATH`

(example with Mac OS X Yosemite with XCode) :

`ffmpeg_path` `= /Users/William/Documents/Projet_OCT/Library/ffmpeg-2.3-OSX-x64/`

`OpenAL_path` `= /Applications/Xcode.app/Contents/Developer/Platforms/MacOSX.platform/Developer/SDKs/MacOSX10.10.sdk/System/Library/Frameworks/OpenAL.framework/Headers`

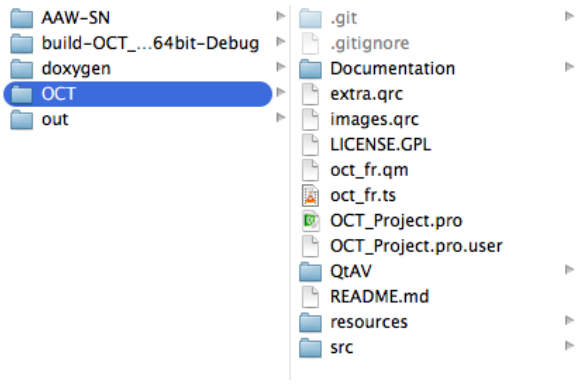
  - Make sure you changed the default build path of the QtAV project to a newly created one to avoid building issues.
  - Add ffmpeg libs to “/usr/local/lib/” :
    - place yourself into ffmpeg libs directory and type in terminal the following commands :
      - “**sudo cp libswresample.0.dylib /usr/local/lib**”
      - “**sudo cp libavresample.1.dylib /usr/local/lib**”
      - “**sudo cp libavdevice.55.dylib /usr/local/lib**”
      - “**sudo cp libavfilter.4.dylib /usr/local/lib**”
      - “**sudo cp libavcodec.55.dylib /usr/local/lib**”
      - “**sudo cp libavformat.55.dylib /usr/local/lib**”
      - “**sudo cp libswscale.2.dylib /usr/local/lib**”
      - “**sudo cp libavutil.52.dylib /usr/local/lib**”
      - “**sudo cp libpostproc.52.dylib /usr/local/lib**”

  - You can now compile the QtAV project.

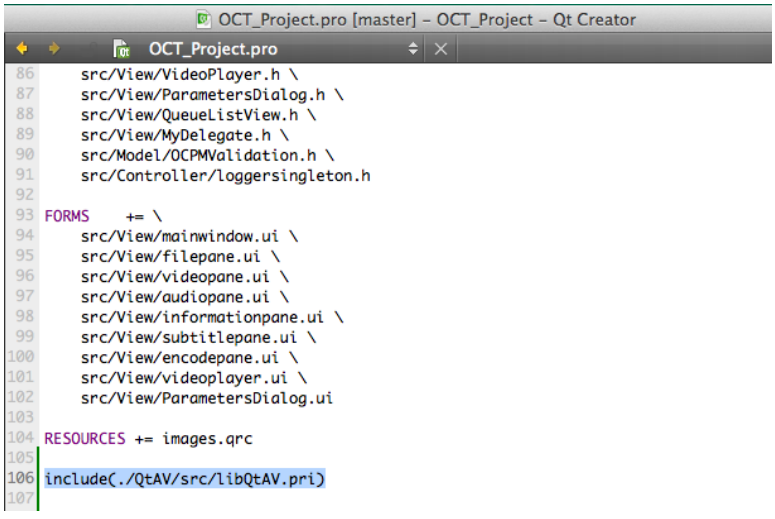
Compiling and building OCT_Project with QtAV librairies :

Now we need to manually add ffmpeg and QtAV freshly build libraries to the path of the OCT project.

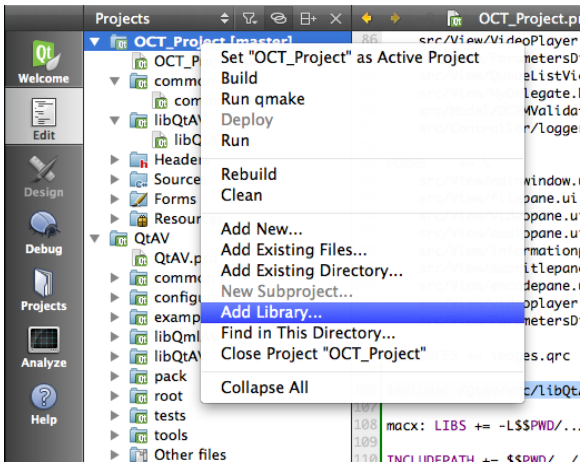
- Copy QtAV source directory (not the freshly build) to the root directory of the OCT project. Then place yourself inside this directory. You should see a similar result as the following screenshot :



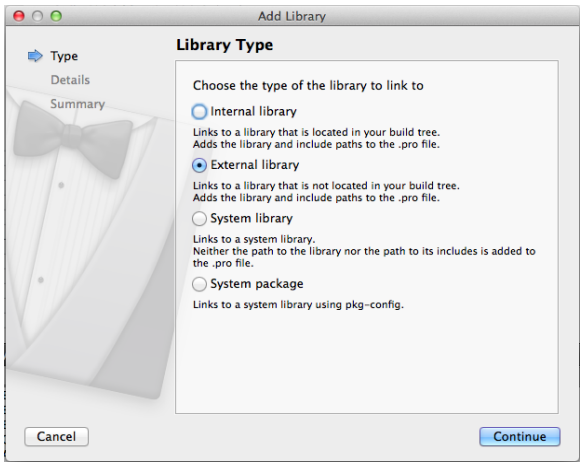
- Next, edit the OCT_Project.pro file to add the following line “include(./QtAV/src/libQtAV.pri)”. You should obtain a similar result as shown in the following screenshot :



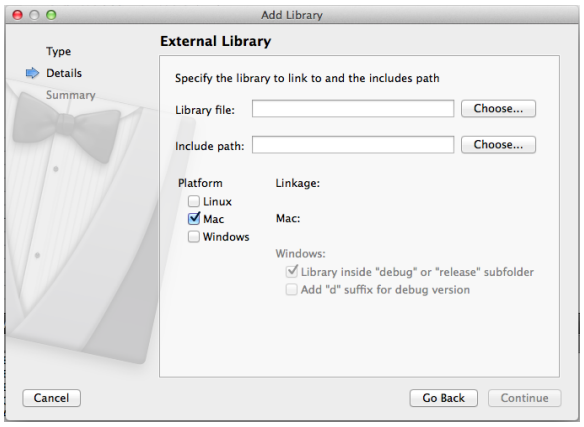
- Now we are going to add the “lavcodec” library from ffmpeg. To do so, right click on “OCT_Project” as shown in the following screenshot :



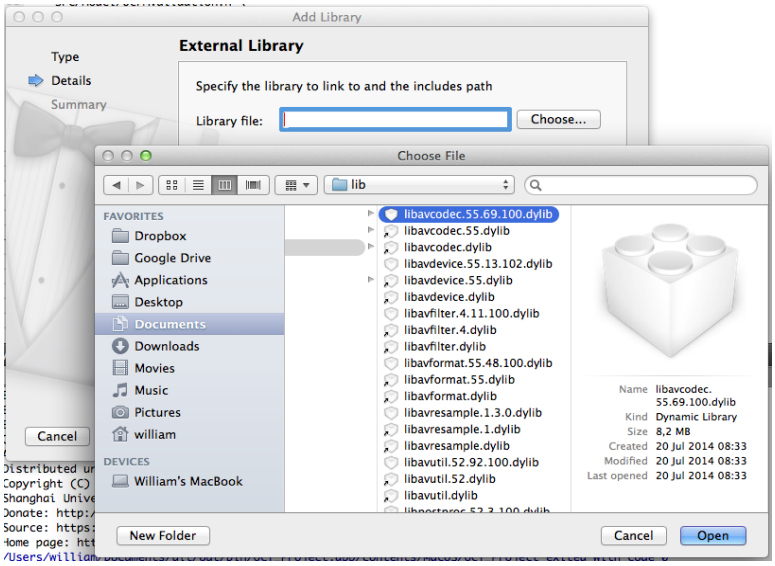
- Click on “Add Library” as shown in the previous screenshot. You should see a similar dialog as displayed in the following screenshot :



- Select “External library” and click on “continue”.
- You should see the following window :



- In this window click on the first “choose” beside the “Library file” field and add the displayed library in the following screenshot :



- Then click on “Open”. Make sure you only checked “mac” then click on “Continue”.
- Lastly place yourself in the freshly build QtAV directory :
  - Set the file “sdk_install.sh” as executable by entering into a terminal the following command “chmod a+x sdk_install.sh” then run it without admin rights (“./sdk_install.sh”).
- Finally you can compile the OCT project in Qt Creator.