

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 :
 - Windowshttp://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 :

- 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`

- add ffmpeg libs to "/usr/local/lib" :
 - place yourself into ffmpeg libs and do :
 - `"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 project.
- Place yourself in to `ffmpeg_path`
(example: `"/Users/William/Documents/Projet_OCT/Library/ffmpeg-2.3-OSX-x64/"`).

- Copy everything from **“bin”** to **“bin” of QtCreator** (example **“Users/William/Qt5.3.2/5.3/clang_64/bin”**).
- Copy everything from **“include”** to **“include” of QtCreator**.
- Copy everything from **“lib”** to **“lib” of QtCreator**.