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UPDATE: There is also an in-built music player, which can load online music or SD card for playback "I was inspired by the open source VLC media player for my application's user interface, which was made with Qt. However, since I was using SDL to produce the video output, I created this application with an SDL wrapper to produce nicer and more intuitive video output. Now I can play videos with moving picture and optionally have the music player (by loading either online music or audio files on SD card)", says Ludovico Coub. You can also record audio from the webcam, SD card or microphone, save and play it back with MP3, OGG or AAC format. You can also add photos into the video. Sound effects can also be added in by tweaking the audio settings. There are many features in the app, which you can explore, and you can even try the features by yourself. It's a fun app, with a real multimedia potential. Download Coub - Youtube for video loops right now!Q: android OpenGL 2.0 SurfaceTexture setup I have been struggling with this for the past day and a half. I have a base class of a very simple camera. I have an existing camera class that is written and works great, it just doesn't support 2.0 yet. The camera supports multi-threaded rendering with GLSurfaceView. Now what I want to do is take the 2.0 camera and combine it with the GLSurfaceView in a way that I can draw on the surface in OpenGL. I have a simple class that extends Camera to allow me to use the class outside of GLSurfaceView. I have been trying to use the tutorial at: I am trying to set up a surface texture, however it is not working, the camera draws on the surface just fine. I also had a modified version of the camera class that is written to work with GLSurfaceView that would use the same "surfaceTexture" object that is used in the surfaceCreated() method. It does not work either. I am using the same settings that I am using in my GLSurfaceView, and I have a video example that shows the behavior of the camera. 82157476af

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