

ffmpeg dll

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qt lib

```
// ffmpeg-dll.pro
#TEMPLATE = app
#CONFIG += console
TEMPLATE = lib
```

dll

```
// main.c
__declspec(dllexport) int __cdecl ffmain(int argc, char const *argv[]){
    return main(argc,argv);
}
```


ffmpeg API

```
// cmdutils.c
// split_commandline
// 785
// prepare_app_arguments(&argc, &argv);
```

python

```
import ctypes as ctypes
import time as time

def ffmpeg():
    dll = ctypes.windll.LoadLibrary(
        "D:/cpp-sdk/FFmpeg-n7.0/ffmpeg-exe-dll/Release/release/ffmpeg-dll.dll"
    )
```

```
ffmpeg_main = dll.ffmain
```

```
ffmpeg_main.argtypes = [ctypes.c_int, ctypes.POINTER(ctypes.c_char_p)]
ffmpeg_main.restype = ctypes.c_int
argv = (ctypes.c_char_p * 10)()
argv[0] = bytes("ffmpeg", "utf-8")
argv[1] = bytes("-f", "utf-8")
argv[2] = bytes("gdigrab", "utf-8")
argv[3] = bytes("-i", "utf-8")
argv[4] = bytes("desktop", "utf-8")
argv[5] = bytes("-vcodec", "utf-8")
argv[6] = bytes("libx264", "utf-8")
argv[7] = bytes("-f", "utf-8")
argv[8] = bytes("flv", "utf-8")
argv[9] = bytes("rtmp://srs-push.qq829.cn:31935/live/557254322", "utf-8")
ret = ffmpeg_main(10, argv)
ctypes.windll.kernel32.FreeLibrary.argtypes = [ctypes.c_void_p]
ctypes.windll.kernel32.FreeLibrary.restype = ctypes.c_int
ctypes.windll.kernel32.FreeLibrary(dll._handle)
return ret
```

```
while ffmpeg() < 0:
    print("ffmpeg error")
    time.sleep(5)
```

📄 #2

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📄 11 📅 2025 18:36:58