

Compiling FFMPEG with lame mp3 support

Playing games with ffmpeg I need to enable support for lame, to be able to encode mp3-s. You must have install LAME (/usr/ports/audio/lame).

So trying to configure ffmpeg to be compiled with LAME support:

```
./configure --enable-libmp3lame
```

returned this error:

ERROR: LAME not found

If you think configure made a mistake, make sure you are using the latest version from SVN. If the latest version fails, report the problem to the ffmpeg-devel@mplayerhq.hu mailing list or IRC #ffmpeg on irc.freenode.net. Include the log file "config.err" produced by configure as this will help solving the problem.

If you have not installed LAME application you must do it, if it is already installed, then the problem is from include files. I had include files right on place, so the fix is to configure ffmpeg for compilation with the following options:

```
./configure --enable-libmp3lame --extra-cflags=-I/usr/local/include --extra-ldflags=-L/usr/local/lib
```

I've noticed that imlib2-config is needed so I've installed imlib2.

```
cd /usr/ports/graphics/imlib2
make install
```

Also I got the following error message, still when try to configure for compilation FFMPEG:

```
sdl-config: not found
```

So SDL lib must be installed:

```
cd /usr/ports/devel/sdl12
make install
```

Now we can compile and install FFMPEG.