Subject: Ultimate Player
Posted by unodgs on Sat, 07 Jan 2006 14:10:45 GMT
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At http://dgs.pac.pl there is a side effect of my grid control developement - ultimate player - app for playing mp3.

It uses my grid control, which allows you to move columns, drag rows and select many blocks (ctrl + mouse move).
I used sqlite to store the playlists. I chose fmod (www.fmod.org) as a mp3 playing engine. (I had problems (creshes) with bass library).

Of course this player can't be replacement for advanced winamp (and others players) users, but as I said it was written only to test my grid comonent (but I feel I will develop it more .

I put the sources in the near future as soon as my grid is finished.

Anyway have a look at it please, report any bug and enjoy

BTW: Mirek could you check now if there is still high cpu usage?

Subject: Re: Ultimate Player
Posted by gprentice on Sat, 07 Jan 2006 22:04:51 GMT
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Looks nice Daniel! (all except for the scrollbars)
Sounds good too.

Only 2 minor issues - track title is truncated to 30 characters in a couple of places and To-tray didn't work.

Graeme

Subject: Re: Ultimate Player
Posted by unodgs on Sat, 07 Jan 2006 22:45:57 GMT
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Thanks!
Could you be more specific about those scrollbars?

>track title is truncated to 30 characters in a couple of places

hmm, maybe fmod have problems with proper tags extracting.
Could you send me the file which title is truncated (at unodgs@tlen.pl, email size is limited to 10MB..). Thanks in advance.

>and To-tray didn't work.

good there is no callback under the 'To tray' I will implement this later.

Subject: Re: Ultimate Player
Posted by gprentice on Sat, 07 Jan 2006 23:55:31 GMT
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Quote:Could you be more specific about those scrollbars?

We had this discussion before - it's just the U++ style that TheIDE and all U++ apps have - the navy/ dark blue look as opposed to the lightish blue of standard Windows scrollbars. I tried creating my own scrollbar colour scheme and came to the conclusion that the standard Windows scheme at least has minimal interference with the main look of an application, it's neither nice nor ugly. When I added enough items to the ultimate player to get scrollbars, it immediately struck me once again that I prefer the Windows default benign look. The best colour scheme I could come up with of my own was light purple outline, white-ish interior and black arrows and handles.

Trying to use this http://www.nutrocker.co.uk/scrollbarcolor.html
to create nice scrollbar colour scheme is mission impossible for me.

Regarding 30 characters - the track title was
"SCHUBERT:Fantasie for Violin and Piano in C-, Op.post.159, D.934" from here
http://www.classicalarchives.com/schubert.html

but it's 22 MB even when 7 Zipped (almost same as non-zipped size) and I can't really send it anyway coz it's not free - but there are some free downloads on that site that probably have long titles e.g. search for "free" here
http://www.classicalarchives.com/brahms.html

You have to log in to get them.

Actually I may have just found a slight bug in your player. I played a ".mid" file - I had to type in *.mid in the filename section to see it. After I played it, the Ultimate player wouldn't play anything else!! - clicking stop and selecting another track and it always tried to play the mid file.
Now I go and add another (mp3) file to the playlist and it's stuck on that file ...

Graeme

Subject: Re: Ultimate Player
Posted by unodgs on Sun, 08 Jan 2006 10:43:30 GMT
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>We had this discussion before..
Ok, I wasn't sure if you were talking about grid scrollbars or volume and position indicator which can be treat as some kind of scrollbars. Anyway, try to paint the image with scrollbars you would like to have. Maybe then it would be easier to Mirek modify (if u++ comminity accept new look) the scrollbar paint routine.

> I played a ".mid" file

Thanks for info. Frankly I have only played the mp3 streams... My player is definitely unfinished, but I wanted to encourage the others to public their work here.
Anyway, expect new version soon

Subject: Re: Ultimate Player
Posted by gprentice on Mon, 09 Jan 2006 08:42:59 GMT
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Quote:Anyway, try to paint the image with scrollbars you would like to have. Maybe then it would be easier to Mirek modify (if u++ comminity accept new look) the scrollbar paint routine.

Well the only possibility I can see is just the default light blue WinXP colours. I mentioned to Mirek a while ago I might play with the code to try to get the original look back but for now it's a low priority so I'm probably going to wait for skinning or chameleon or whatever it is to see if that solves it. I know plenty of Windows users set their own non-default colour schemes - like purple and yellow ... but I don't know what happens to scrollbars when you do that.

Quote:Thanks for info. Frankly I have only played the mp3 streams... My player is definitely unfinished, but I wanted to encourage the others to public their work here.
Anyway, expect new version soon

No rush - it works as it is. I've hardly even learnt to use any U++ widgets yet coz I've been too busy writing boring help files

Graeme

Subject: Re: Ultimate Player
Posted by hojtsy on Wed, 25 Jan 2006 15:38:50 GMT

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The grid control you describe seems very useful. Any chance to put it into u++ library? Please.

Subject: Re: Ultimate Player
Posted by unodgs on Wed, 25 Jan 2006 18:33:59 GMT
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>The grid control you describe seems very useful. Any chance to put it into u++ library? Please.

Yes, that was my plan When I finish ultimate player 1.02 I will public the sources of grid control and UP (as a example how to use it).
I need to make some fixes to the interface of gridctrl, clean up the code, prepare docs, etc.. (I will try to do this ASAP)

Subject: Re: Ultimate Player
Posted by hojtsy on Wed, 25 Jan 2006 21:48:25 GMT
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I have a few questions about your GridControl: Is it derived from ArrayCtrl? That would be good, because it would provide all the fancy features of that one. Is the GridControl strongly coupled with sqlite? That would not be that good, because the column & row dragging features might be needed in several places where SQL is not.

Subject: Re: Ultimate Player
Posted by unodgs on Wed, 25 Jan 2006 22:27:13 GMT
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>Is it derived from ArrayCtrl?
No

>That would be good, because it would provide all the fancy features of that one.

That's why I coudn't derive my grid from array ctrl.. That would require too many internal changes. Besides when I was starting to create my grid I didn't know too well the array ctrl (lack of docs, large piece of code to analyse). I think my grid is very easy to use. Of course there are many differences to array ctrl but I don't think it is a big problem because they are new features specific. Anyway I am widely open to any suggestions if you or somebody else don't like/would like to change sth.

>Is the GridControl strongly coupled with sqlite? That would not
>be that good, because the column & row dragging features might
>be needed in several places where SQL is not.

No it isn't at all. It's completely idependent just like array ctrl. To add data from database you just follow the classical way:

```
while(sql.Fetch())
{
  grid.Add(sql);
}

while(sql.Fetch())
{
  grid.Add();
  grid.Set("col1", sql[0])
  grid.Set(1, sql[1])
}
```

Subject: Re: Ultimate Player
Posted by mirek on Thu, 26 Jan 2006 19:42:54 GMT
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hojtsy wrote on Wed, 25 January 2006 16:48Is the GridControl strongly coupled with sqlite? That would not be that good, because the column & row dragging features might be needed in several places where SQL is not.

Actually, I do not believe coupling any widget with concrete db engine (apart from specific Login dialogs etc maybe) makes sense. U++ has pretty refined DB interface that works with MySql, Sqlite, Oracle and OLE/DB, so any reasonable code should rather interface with this.

BTW, there is a ArrayCtrl derived SqlArray widget that is capable of querying/inserting/updating/deleting SQL and even managing master-detail relations.

Subject: Re: Ultimate Player
Posted by aroman on Sun, 16 Apr 2006 21:18:37 GMT
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Hey unodgs,

How's 1.02 coming along? I wonder if you'd be willing to release the source soon? I am interested in modifying it to change how playlists work.

- Augusto

Subject: Re: Ultimate Player
Posted by unodgs on Sun, 16 Apr 2006 22:14:55 GMT
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aroman wrote on Sun, 16 April 2006 17:18Hey unodgs,

How's 1.02 coming along? I wonder if you'd be willing to release the source soon? I am interested in modifying it to change how playlists work.

- Augusto

I had to spend a lot of time with my another project, but since 3 days I'm intensively working on next version of UP (to releax) I'm not sure about releasing the sources because gridctrl is not finished the way I wish it to be.. All in all I'm thinking about creating public uvs repository before releasing official version..

Subject: Re: Ultimate Player
Posted by h3l1 on Thu, 03 Aug 2006 09:24:17 GMT
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Hi,

really cool application . Is there also the possibility to get a version for linux (64-bit)?

Bye
Heli

Subject: Re: Ultimate Player
Posted by unodgs on Sat, 05 Aug 2006 16:02:50 GMT
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h3l1 wrote on Thu, 03 August 2006 05:24Hi,

really cool application . Is there also the possibility to get a version for linux (64-bit)?

Bye
Heli
Thanks! There will be version for linux! My frined told me that he won't test it until linux version comes up . I'm not sure about 64bit version - I don't use such a version of my linux. But I plan to release sources so probably there won't be any problem to compile it on dedicated platform oneself.

Subject: Re: Ultimate Player
Posted by tojocky on Sun, 10 May 2009 05:09:06 GMT

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Hello Daniel,

Is published source code of Ultimate Player? I'm interesting how it is realized!

Interesting player!

Subject: Re: Ultimate Player
Posted by unodgs on Mon, 11 May 2009 06:20:26 GMT
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tojocky wrote on Sun, 10 May 2009 01:09Hello Daniel,
Is published source code of Ultimate Player? I'm interesting how it is realized!
Interesting player!
I will copy it from my private svn to bazzar tomorrow (I have to check if it still compiles). I had a big plans for it - I even started adding video playing using ffmpeg. But as usual no time to finish it.

Subject: Re: Ultimate Player
Posted by koldo on Mon, 11 May 2009 20:24:43 GMT
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Hello unodgs

Ultimate player with video would be excelent.

If there is something I can do for to help please tell me.

Best regards
Koldo

Subject: Re: Ultimate Player
Posted by unodgs on Tue, 12 May 2009 20:22:07 GMT
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Ok. I put ultimate player sources in bazzar. To compile it please download FMod and update your builder paths. After first run of UP please close it and run it again otherwise you'll get a crash when adding music. I was trying to find out why it happens but for now I don't know. It seems to be creating sqlite schema related. I'll try to provide a fix for this ASAP.

As for video. Feel free to do whatever you want The first nice step would be having ffmpeg as a plugin for Upp. Then probably adding video would be much easier and we could remove FMod (although I found it a very good lib).

UP can be run on win32 only right now, but it seems to be not a huge problem to make it work on linux.

If you'd have any problems just write.

Subject: Re: Ultimate Player
Posted by tojocky on Wed, 13 May 2009 07:36:39 GMT
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unodgs wrote on Tue, 12 May 2009 23:22Ok. I put ultimate player sources in bazzar. To compile it please download FMod and update your builder paths. After first run of UP please close it and run it again otherwise you'll get a crash when adding music. I was trying to find out why it happens but for now I don't know. It seems to be creating sqlite schema related. I'll try to provide a fix for this ASAP.

As for video. Feel free to do whatever you want The first nice step would be having ffmpeg as a plugin for Upp. Then probably adding video would be much easier and we could remove FMod (although I found it a very good lib).

UP can be run on win32 only right now, but it seems to be not a huge problem to make it work on linux.

If you'd have any problems just write.

Thank you Daniel!

I will test it!

Subject: Re: Ultimate Player
Posted by koldo on Thu, 14 May 2009 14:33:02 GMT
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Hello unodgs

Oh no!. I thought that perhaps the video player status was more advanced than in http://www.ultimatepp.org/forum/index.php?t=tree&th=2566 &#page_top.

In that post you indicated a problem with ffmpeg and Visual C++.

Would you agree if in the Visual C++ version it would exist a ffmpeg.dll file?
It would be the same solution U++ uses for SDL.

If this is ok we could do the same done in SDL to comply with LGPL license: including the source in a plugin folder (less than 3Mb .zip) and give instructions to compile the .dll.

Best regards
Koldo

Subject: Re: Ultimate Player
Posted by unodgs on Fri, 15 May 2009 06:16:45 GMT
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Yes, dll is the only option. Sources takes too many space. In current UP there is now video support at all. Sorry for misunderstanding All work on video is a separate project right now. I had a working ffplay as a upp project and I was trying to use directx for video output. Of course sdl would be more suitable here if we want to have portable player.

Subject: Re: Ultimate Player
Posted by koldo on Fri, 15 May 2009 06:30:51 GMT
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Hello unodgs

Quote:Yes, dll is the only option. Sources takes too many space. In current UP there is now video support at all. Sorry for misunderstanding Smile All work on video is a separate project right now. I had a working ffplay as a upp project and I was trying to use directx for video output. Of course sdl would be more suitable here if we want to have portable player.

I have understood that you are doing a U++ video player for windows using directX. Am I right?.

Best regards
Koldo

Subject: Re: Ultimate Player
Posted by unodgs on Fri, 15 May 2009 07:03:28 GMT
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Well I was doing and it was long time ago (none of existing player satisfied me) . Unfortuantely I don't have time to continue the work. It would be great if someone prepare a simple player as an example for upp or modified my UP.

Subject: Re: Ultimate Player
Posted by koldo on Sat, 16 May 2009 15:19:18 GMT
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Hello unodgs

I have compiled UltimatePlayer and it works well.

Best regards
Koldo

Subject: Re: Ultimate Player
Posted by koldo on Sun, 17 May 2009 19:41:24 GMT
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Hello

This weekend I have compiled ffmpeg and ffplay. ffplay is the ffmpeg video player and uses sdl. The documentation to do it is excelent so I have done it without problems.

The next step to do is the video player into an U++ program. The best documentation I have found is in http://www.dranger.com/ffmpeg/ titled "An ffmpeg and SDL Tutorial or How to Write a Video Player in Less Than 1000 Lines". The documentation seems very good but it will require more time to implement it.

I have also tried to insert a mplayer movie in a program window. Very easy to do it using the "mplayer -wid HWND" option, where HWND is the window handle where you want the video put by mplayer.

Unfortunately mplayer license is GPL2. ffmpeg main license is LGPL2.

Best regards
Koldo

Subject: Re: Ultimate Player
Posted by unodgs on Mon, 18 May 2009 06:52:56 GMT
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Excellent! Now we need some kind of wrapper like Video with Play, Stop, Load and similar methods. It would be great if different output types would be possible (OpenGL, DX, SDL) with ability to render on top of them (to support subtitles for example).

Although it's easy to embed mplayer in the upp window I would use ffmpeg directly. It's just faster.

Subject: Re: Ultimate Player
Posted by koldo on Mon, 18 May 2009 08:21:55 GMT

Yes, and the ffmpeg license is much closer to the U++ BSD license so it is more natural to link our programs with it.