

Overview

The Event Video Playback HMI NuGet package provides ready-to-use WPF controls for displaying and controlling video playback in your HMI applications. This guide covers installation, configuration, and usage.

Installation

Prerequisites

- Visual Studio 2019 or later
- TwinCAT HMI Framework (for HMI projects) or standalone **WPF application**
- .NET 8 Framework
- NuGet Package Manager

Install via NuGet

Option 1: Package Manager Console

```
Install-Package EventVideoPlayback.HMI
```

Option 2: NuGet Package Manager UI

1. Right-click on your project in Solution Explorer
2. Select **Manage NuGet Packages**
3. Click on **Browse** tab
4. Search for "EventVideoPlayback.HMI"
5. Click **Install**

Option 3: Beckhoff USA Community Package Feed

Add the Beckhoff USA Community package feed to your NuGet sources:

1. Tools > Options > NuGet Package Manager > Package Sources
2. Click the + button
3. Name: Beckhoff USA Community
4. Source: <https://packages.beckhoff-usa-community.com/nuget/v3/index.json>
5. Click **OK**

Then search for and install the package.

Video Player Control

Basic Usage

Add the video player control to your XAML:

```
<Window x:Class="YourNamespace.MainWindow"
    xmlns="http://schemas.microsoft.com/winfx/2006/xaml/presentation"
    xmlns:x="http://schemas.microsoft.com/winfx/2006/xaml"
    xmlns:evp="clr-namespace:EventVideoPlayback.HMI.Controls;assembly=EventVideoPlayback.HMI"
    Title="Event Video Playback" Height="600" Width="800">

    <Grid>
        <evp:EventVideoPlayer x:Name="videoPlayer"
            VideoSource="{Binding CurrentVideoPath}"
            AutoPlay="True"
            ShowControls="True"
            Volume="0.5" />
    </Grid>
</Window>
```

Control Properties

Property	Type	Default	Description
VideoSource	string	null	Path to the video file to play
AutoPlay	bool	false	Automatically start playback when source is set
ShowControls	bool	true	Display playback controls
Volume	double	0.5	Volume level (0.0 to 1.0)
IsMuted	bool	false	Mute audio
Loop	bool	false	Loop video playback
Stretch	Stretch	Uniform	How video is stretched to fill control

Control Methods

```
// Play the video
videoPlayer.Play();
```

```
// Pause the video  
videoPlayer.Pause();  
  
// Stop the video  
videoPlayer.Stop();  
  
// Seek to specific position (in seconds)  
videoPlayer.Seek(10.5);  
  
// Load a new video  
videoPlayer.LoadVideo("C:\\Videos\\MachineEvent_001.mp4");  
  
// Take a snapshot  
videoPlayer.SaveSnapshot("C:\\Snapshots\\snapshot.png");
```

Events

```
// Video loaded and ready to play  
videoPlayer.VideoLoaded += (sender, e) =>  
{  
    Debug.WriteLine($"Video loaded: {e.VideoPath}");  
};  
  
// Playback started  
videoPlayer.PlaybackStarted += (sender, e) =>  
{  
    Debug.WriteLine("Playback started");  
};  
  
// Playback paused  
videoPlayer.PlaybackPaused += (sender, e) =>  
{  
    Debug.WriteLine("Playback paused");  
};  
  
// Playback completed  
videoPlayer.PlaybackCompleted += (sender, e) =>  
{  
    Debug.WriteLine("Playback completed");  
};  
  
// Error occurred  
videoPlayer.ErrorOccurred += (sender, e) =>  
{  
    MessageBox.Show($"Error: {e.ErrorMessage}", "Video Error");  
};
```

Complete Example Application

XAML (MainWindow.xaml)

```
<Window x:Class="VideoPlaybackDemo.MainWindow"
    xmlns="http://schemas.microsoft.com/winfx/2006/xaml/presentation"
    xmlns:x="http://schemas.microsoft.com/winfx/2006/xaml"
    xmlns:evp="clr-namespace:EventVideoPlayback.HMI.Controls;assembly=EventVideoPlayback.HMI"
    Title="Event Video Playback Demo"
    Height="700" Width="1000"
    Loaded="Window_Loaded">

    <Grid Background="#lalala">
        <Grid.RowDefinitions>
            <RowDefinition Height="Auto"/>
            <RowDefinition Height="*"/>
            <RowDefinition Height="Auto"/>
        </Grid.RowDefinitions>

        <!-- Header -->
        <Border Grid.Row="0" Background="#D32F2F" Padding="15">
            <TextBlock Text="Event Video Playback Viewer"
                FontSize="24"
                FontWeight="Bold"
                Foreground="White" />
        </Border>

        <!-- Video Player -->
        <evp:EventVideoPlayer Grid.Row="1"
            x:Name="videoPlayer"
            Margin="10"
            ShowControls="True"
            Volume="0.7" />

        <!-- Video List and Controls -->
        <Grid Grid.Row="2" Margin="10">
            <Grid.ColumnDefinitions>
                <ColumnDefinition Width="*"/>
                <ColumnDefinition Width="Auto"/>
            </Grid.ColumnDefinitions>

            <!-- Video List -->
            <ListBox Grid.Column="0"
                x:Name="videoListBox"
                SelectionChanged="VideoListBox_SelectionChanged"
                Background="#2a2a2a"
                Foreground="White"
                Padding="5"
                Height="150">
                <ListBox.ItemTemplate>
                    <DataTemplate>
                        <StackPanel Orientation="Horizontal">
                            <TextBlock Text="#" Margin="0,0,10,0"/>
                            <TextBlock Text="{Binding Name}" />
                        </StackPanel>
                    </DataTemplate>
                </ListBox.ItemTemplate>
            </ListBox>
        </Grid>
    </Grid>

```

```

        </StackPanel>
    </DataTemplate>
</ListBox.ItemTemplate>
</ListBox>

<!-- Control Buttons --&gt;
&lt;StackPanel Grid.Column="1" Margin="10,0,0,0" VerticalAlignment="Center"&gt;
    &lt;Button Content="Refresh List"
        Click="RefreshList_Click"
        Padding="15,5"
        Margin="0,0,0,5"
        Background="#D32F2F"
        Foreground="White"
        BorderThickness="0"
        Cursor="Hand" /&gt;
    &lt;Button Content="Open Folder"
        Click="OpenFolder_Click"
        Padding="15,5"
        Margin="0,0,0,5"
        Background="#424242"
        Foreground="White"
        BorderThickness="0"
        Cursor="Hand" /&gt;
    &lt;Button Content="Take Snapshot"
        Click="TakeSnapshot_Click"
        Padding="15,5"
        Background="#424242"
        Foreground="White"
        BorderThickness="0"
        Cursor="Hand" /&gt;
&lt;/StackPanel&gt;
&lt;/Grid&gt;
&lt;/Grid&gt;
&lt;/Window&gt;
</pre>

```

Code-Behind (MainWindow.xaml.cs)

```

using System;
using System.IO;
using System.Linq;
using System.Windows;
using System.Diagnostics;
using EventVideoPlayback.HMI.Controls;

namespace VideoPlaybackDemo
{
    public partial class MainWindow : Window
    {
        private const string VIDEO_FOLDER = @"C:\TwinCAT\EventVideoPlayback\Videos";

        public MainWindow()

```

```

    {
        InitializeComponent();
    }

    private void Window_Loaded(object sender, RoutedEventArgs e)
    {
        // Subscribe to video player events
        videoPlayer.VideoLoaded += VideoPlayer_VideoLoaded;
        videoPlayer.ErrorOccurred += VideoPlayer_ErrorOccurred;
        videoPlayer.PlaybackCompleted += VideoPlayer_PlaybackCompleted;

        // Load initial video list
        RefreshVideoList();
    }

    private void RefreshVideoList()
    {
        try
        {
            if (!Directory.Exists(VIDEO_FOLDER))
            {
                MessageBox.Show($"Video folder not found: {VIDEO_FOLDER}",
                    "Error",
                    MessageBoxButton.OK,
                    MessageBoxImage.Error);
                return;
            }

            var videoFiles = Directory.GetFiles(VIDEO_FOLDER, "*.*")
                .Select(f => new FileInfo(f))
                .OrderByDescending(f => f.CreationTime)
                .ToList();

            videoListBox.ItemsSource = videoFiles;

            // Auto-select first video
            if (videoFiles.Any())
            {
                videoListBox.SelectedIndex = 0;
            }
        }
        catch (Exception ex)
        {
            MessageBox.Show($"Error loading video list: {ex.Message}",
                "Error",
                MessageBoxButton.OK,
                MessageBoxImage.Error);
        }
    }

    private void VideoListBox_SelectionChanged(object sender, System.Windows.Controls.SelectionChangedEventArgs e)
    {

```

```

        if (videoListBox.SelectedItem is FileInfo fileInfo)
        {
            videoPlayer.LoadVideo(fileInfo.FullName);
        }
    }

    private void RefreshList_Click(object sender, RoutedEventArgs e)
    {
        RefreshVideoList();
    }

    private void OpenFolder_Click(object sender, RoutedEventArgs e)
    {
        try
        {
            if (Directory.Exists(VIDEO_FOLDER))
            {
                Process.Start("explorer.exe", VIDEO_FOLDER);
            }
            else
            {
                MessageBox.Show($"Folder not found: {VIDEO_FOLDER}" ,
                    "Error",
                    MessageBoxButton.OK,
                    MessageBoxIcon.Warning);
            }
        }
        catch (Exception ex)
        {
            MessageBox.Show($"Error opening folder: {ex.Message}" ,
                "Error",
                MessageBoxButton.OK,
                MessageBoxIcon.Error);
        }
    }

    private void TakeSnapshot_Click(object sender, RoutedEventArgs e)
    {
        try
        {
            string snapshotPath = Path.Combine(
                VIDEO_FOLDER,
                $"Snapshot_{DateTime.Now:yyyyMMdd_HHmmss}.png"
            );

            videoPlayer.SaveSnapshot(snapshotPath);

            MessageBox.Show($"Snapshot saved to:\n{snapshotPath}" ,
                "Snapshot Saved",
                MessageBoxButton.OK,
                MessageBoxIcon.Information);
        }
    }
}

```

```

        catch (Exception ex)
    {
        MessageBox.Show($"Error saving snapshot: {ex.Message}",
                      "Error",
                      MessageBoxButtons.OK,
                      MessageBoxIcon.Error);
    }
}

private void VideoPlayer_VideoLoaded(object sender, VideoLoadedEventArgs e)
{
    // Optional: Update UI when video loads
    Title = $"Event Video Playback - {Path.GetFileName(e.VideoPath)}";
}

private void VideoPlayer_ErrorOccurred(object sender, VideoErrorEventArgs e)
{
    MessageBox.Show($"Video playback error:\n{e.ErrorMessage}",
                  "Playback Error",
                  MessageBoxButtons.OK,
                  MessageBoxIcon.Error);
}

private void VideoPlayer_PlaybackCompleted(object sender, EventArgs e)
{
    // Optional: Auto-play next video
    if (videoListBox.SelectedIndex < videoListBox.Items.Count - 1)
    {
        videoListBox.SelectedIndex++;
    }
}
}

```

Integration with TwinCAT HMI

For TwinCAT HMI projects, the control can be integrated with symbol bindings:

```

<evp:EventVideoPlayer VideoSource="{Binding PLC.VideoPath, Mode=OneWay}"
                      AutoPlay="{Binding PLC.AutoPlayEnabled, Mode=OneWay}"
                      Volume="{Binding HMI.VolumeLevel, Mode=TwoWay}"/>

```

Styling and Customization

Custom Control Template

You can customize the appearance of the video player:

```
<evp:EventVideoPlayer x:Name="videoPlayer">
    <evp:EventVideoPlayer.Style>
        <Style TargetType="evp:EventVideoPlayer">
            <Setter Property="Background" Value="#lalala"/>
            <Setter Property="Foreground" Value="White"/>
            <Setter Property="BorderBrush" Value="#D32F2F"/>
            <Setter Property="BorderThickness" Value="2"/>
        </Style>
    </evp:EventVideoPlayer.Style>
</evp:EventVideoPlayer>
```

Performance Tips

1. **Preload Videos:** Load videos in background threads to avoid UI freezing
2. **Hardware Acceleration:** Ensure GPU acceleration is enabled
3. **File Formats:** Use H.264 (avc1) codec for best compatibility
4. **Resolution:** Match video resolution to display size
5. **Memory Management:** Dispose of video player when not in use

Troubleshooting

Video Won't Play

- Verify the video file exists and is accessible
- Check that the codec is supported (H.264 recommended)
- Ensure .NET 8 runtime is installed
- Try playing the video in Windows Media Player to verify it's valid

Control Not Visible

- Check that the NuGet package is correctly installed
- Verify XAML namespace declaration
- Ensure the control has proper Width/Height or is in a sized container

Performance Issues

- Reduce video resolution
- Use hardware acceleration
- Close other resource-intensive applications
- Check CPU and GPU usage

Best Practices

1. **Error Handling:** Always subscribe to ErrorOccurred event
2. **Resource Cleanup:** Dispose of video player when closing window
3. **File Validation:** Verify video files exist before loading
4. **User Feedback:** Show loading indicators for long operations
5. **Testing:** Test with various video formats and resolutions

Next Steps

- Review [PLC Library Usage](#) to trigger video recordings
- Configure [Service Settings](#) for optimal performance
- Check [Getting Started](#) for installation help