

Framework

Computergrafik.Online

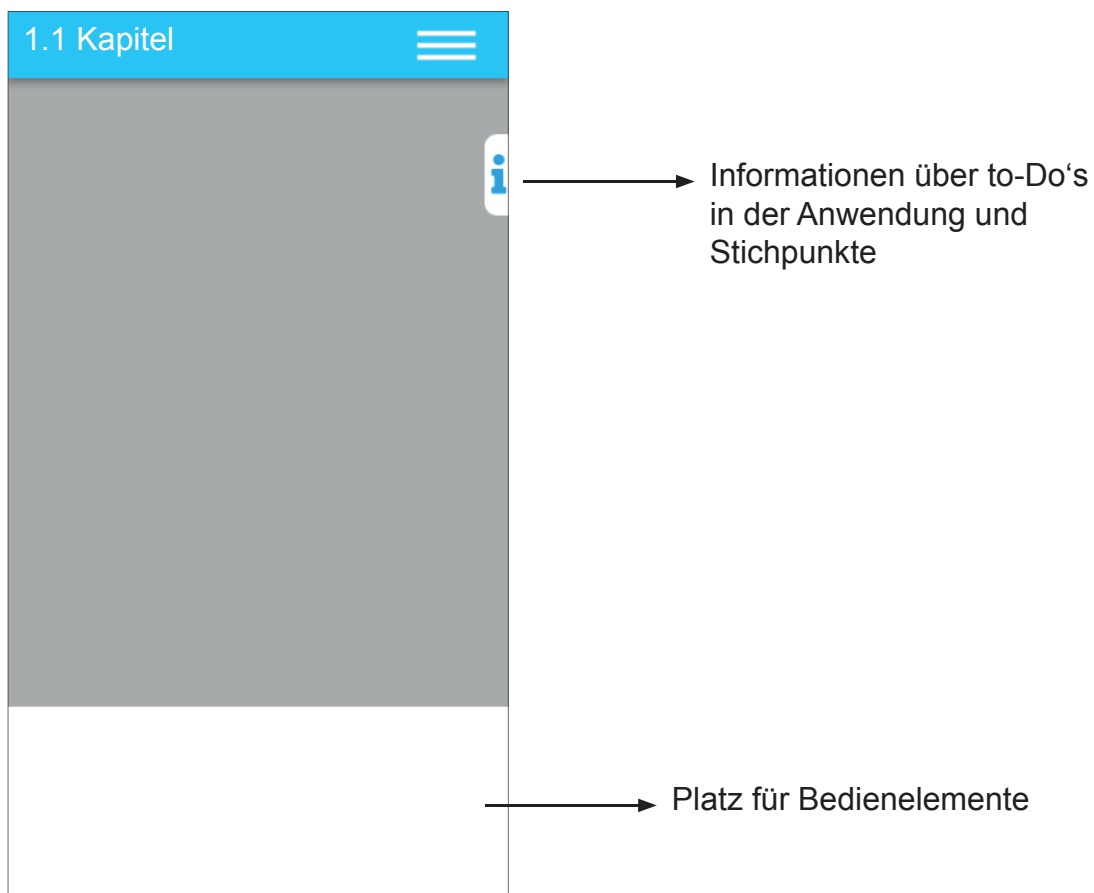
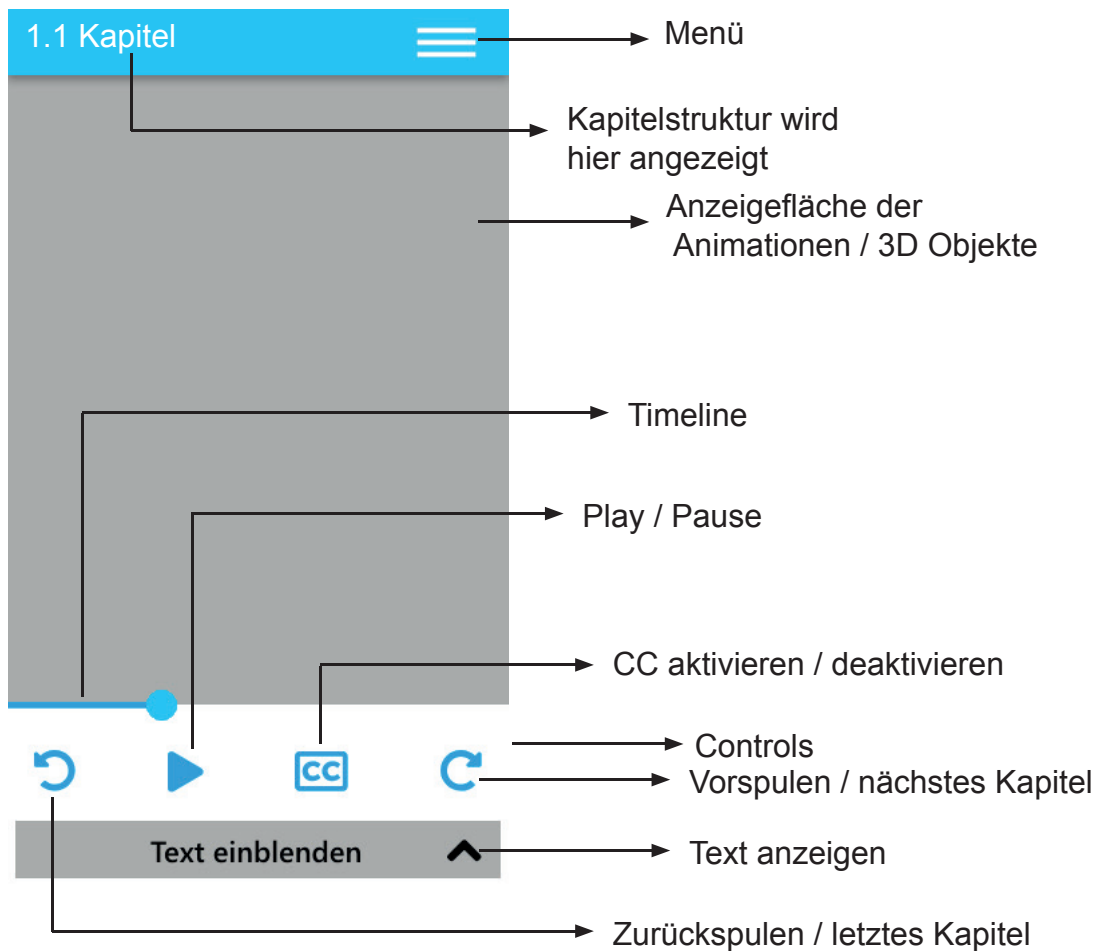
Betreuer: Prof. Jirka Dell'Oro-Friedl

Hochschule Furtwangen University
Fakultät Digitale Medien

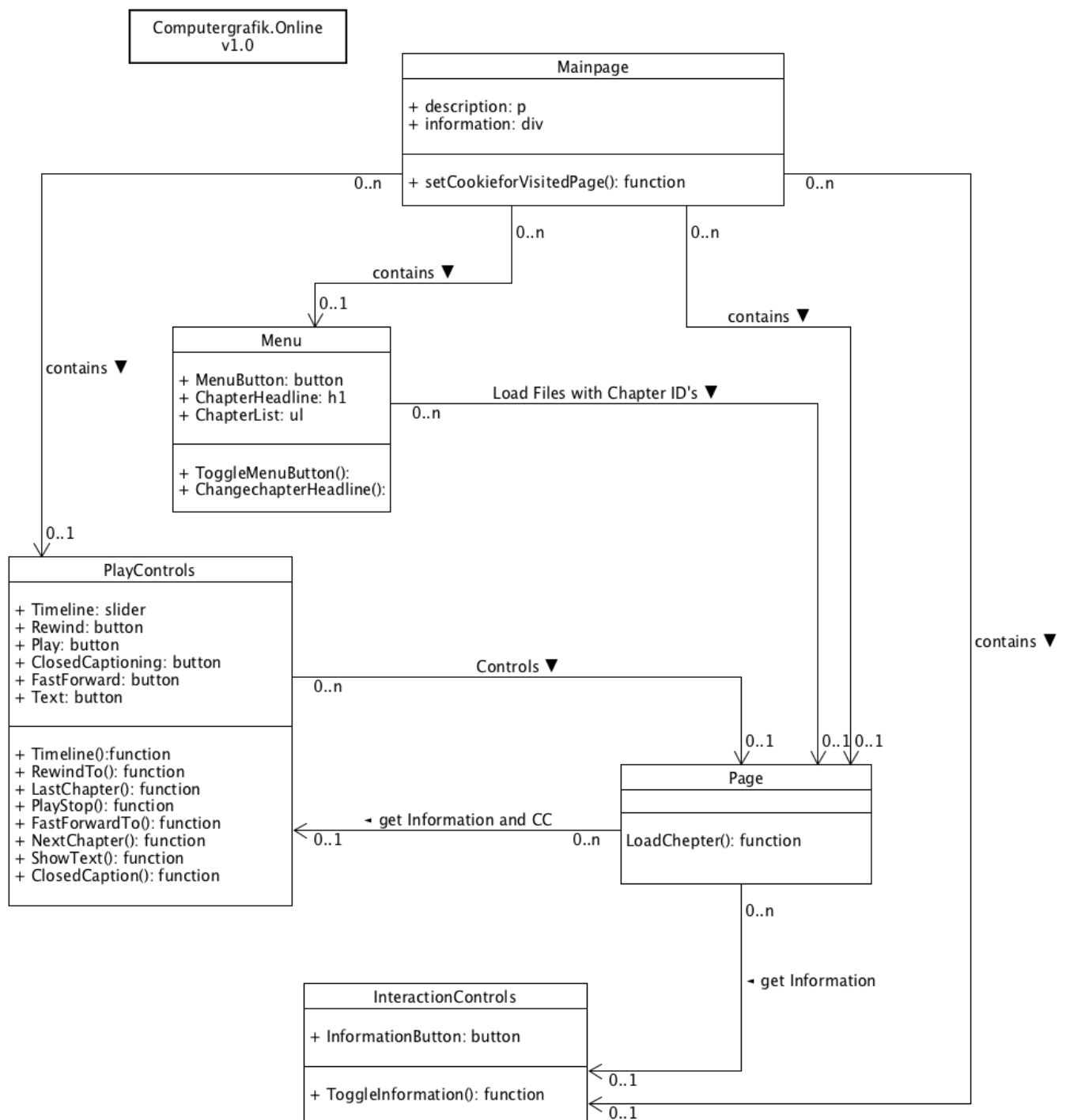
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Autor: Benedikt Grether

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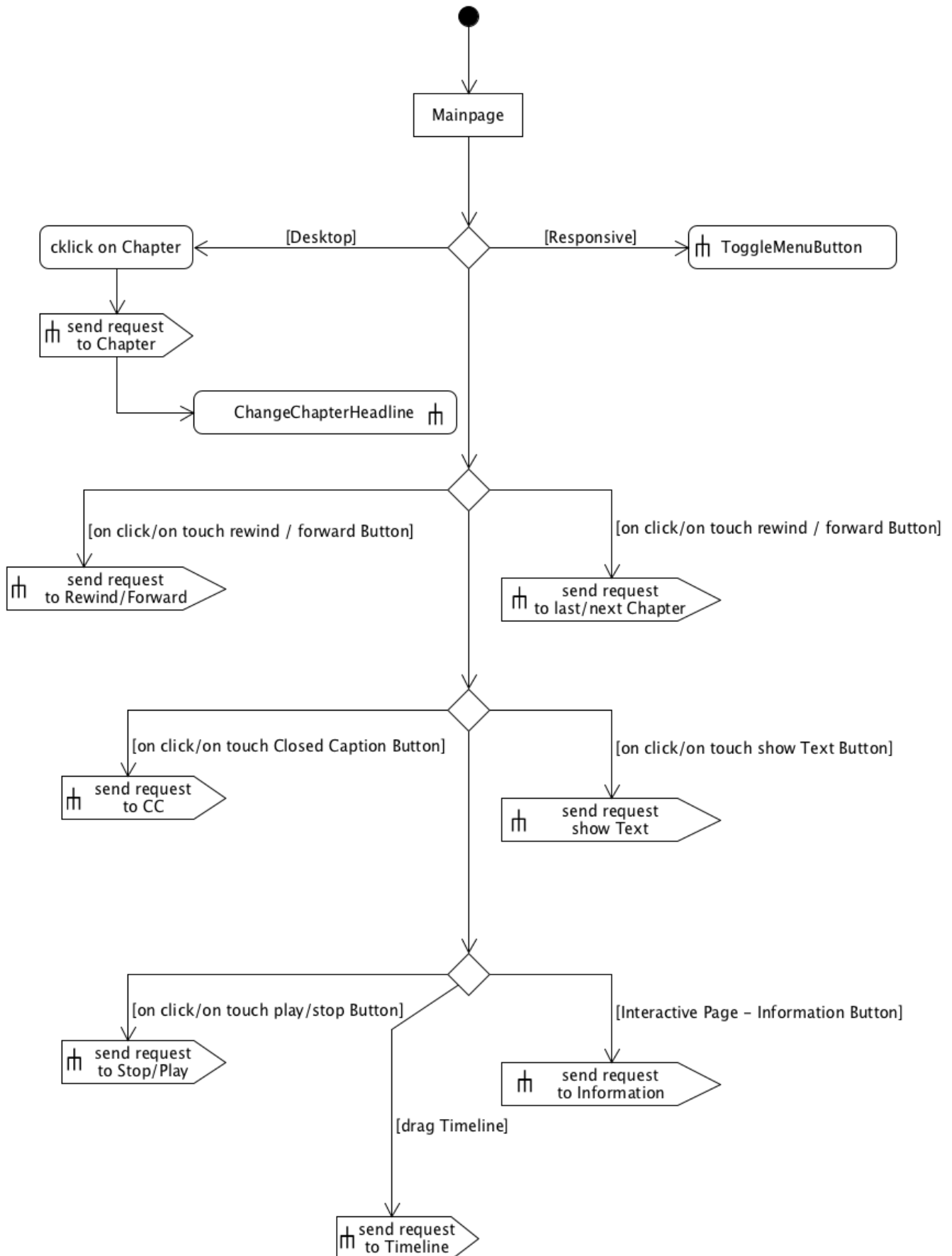
1 - Standart UI



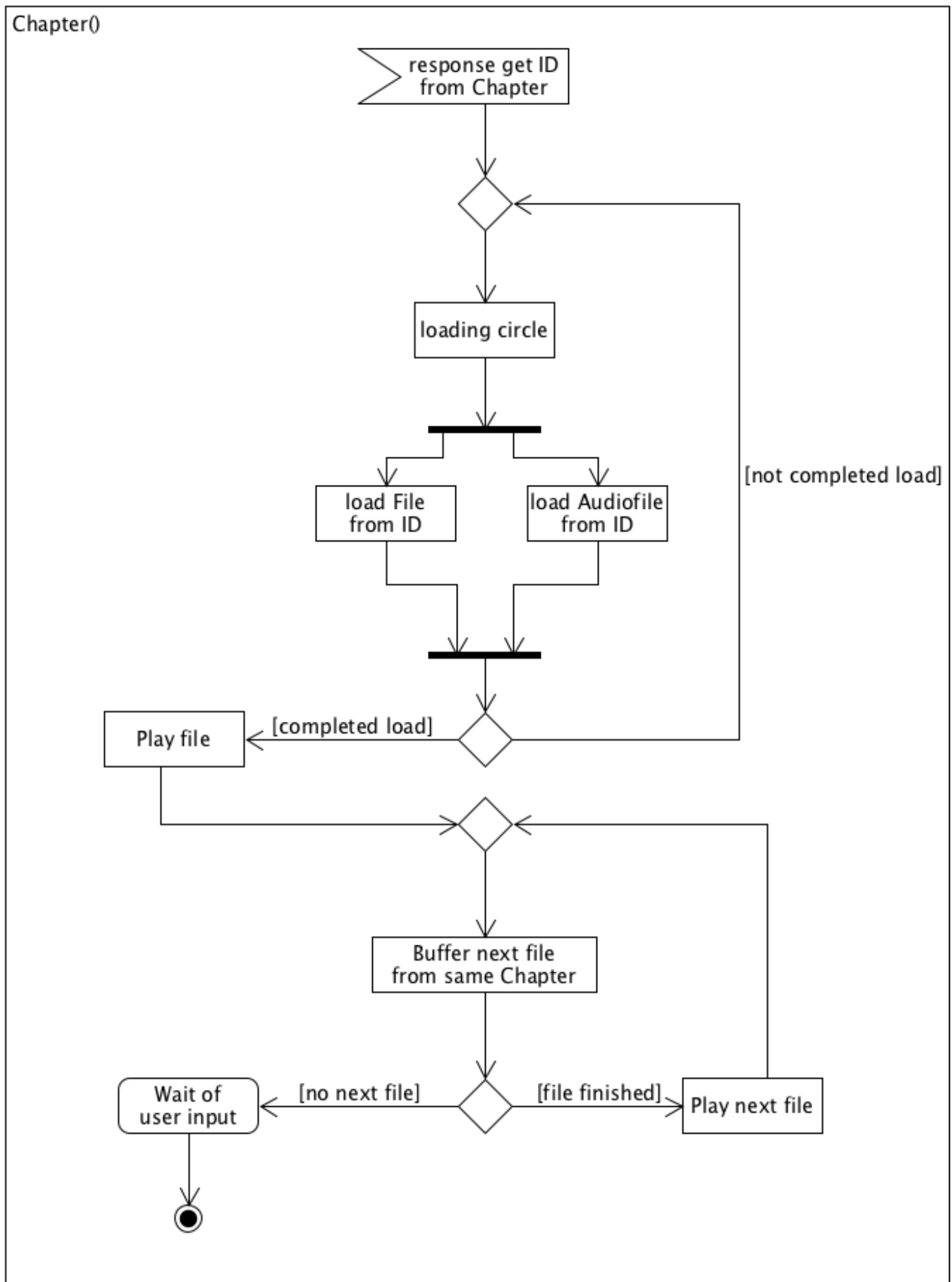
1.1 - Klassendiagramm



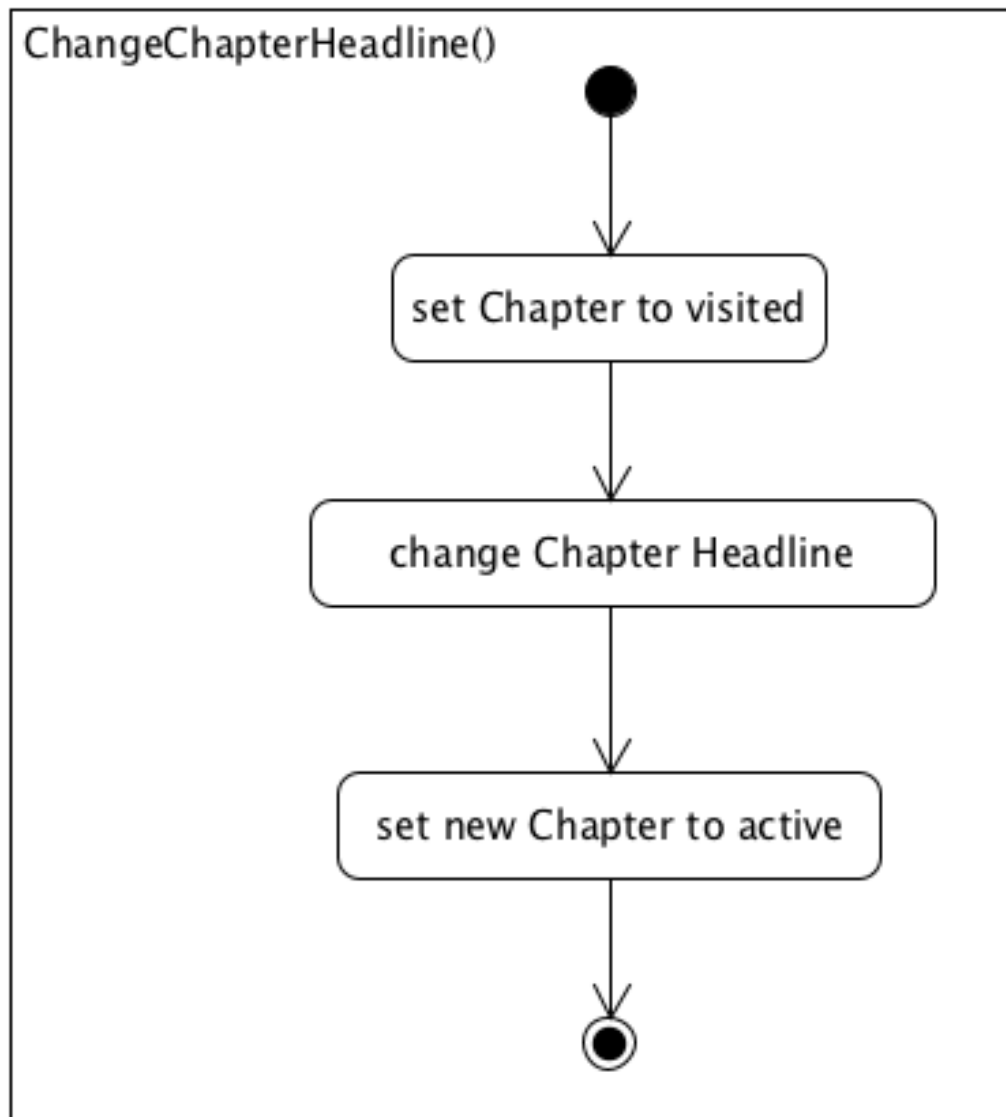
1.2 - Mainpage



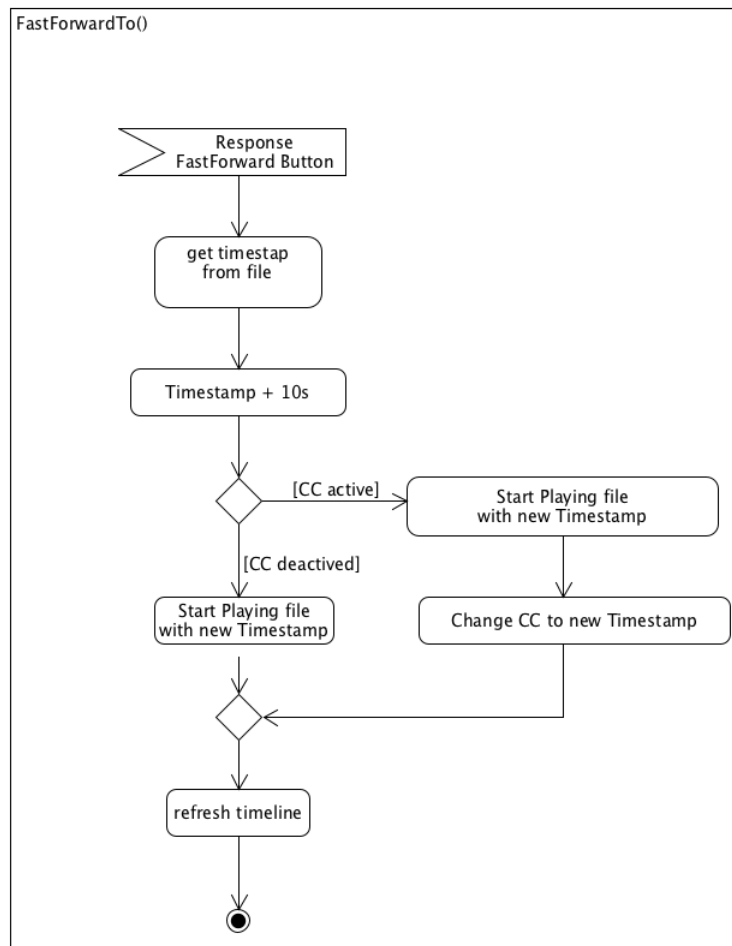
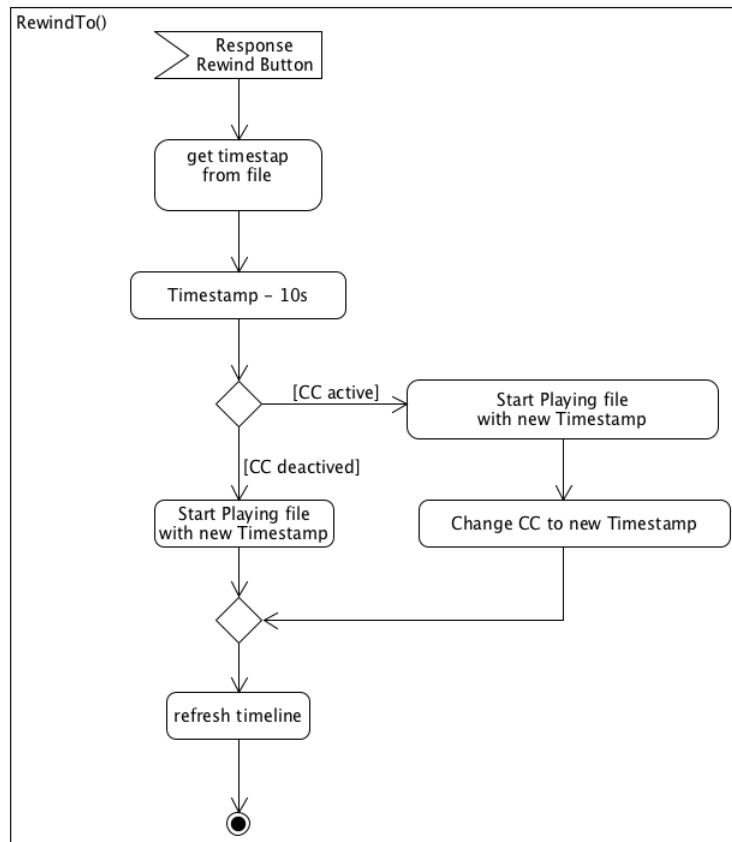
1.3 - Chapter



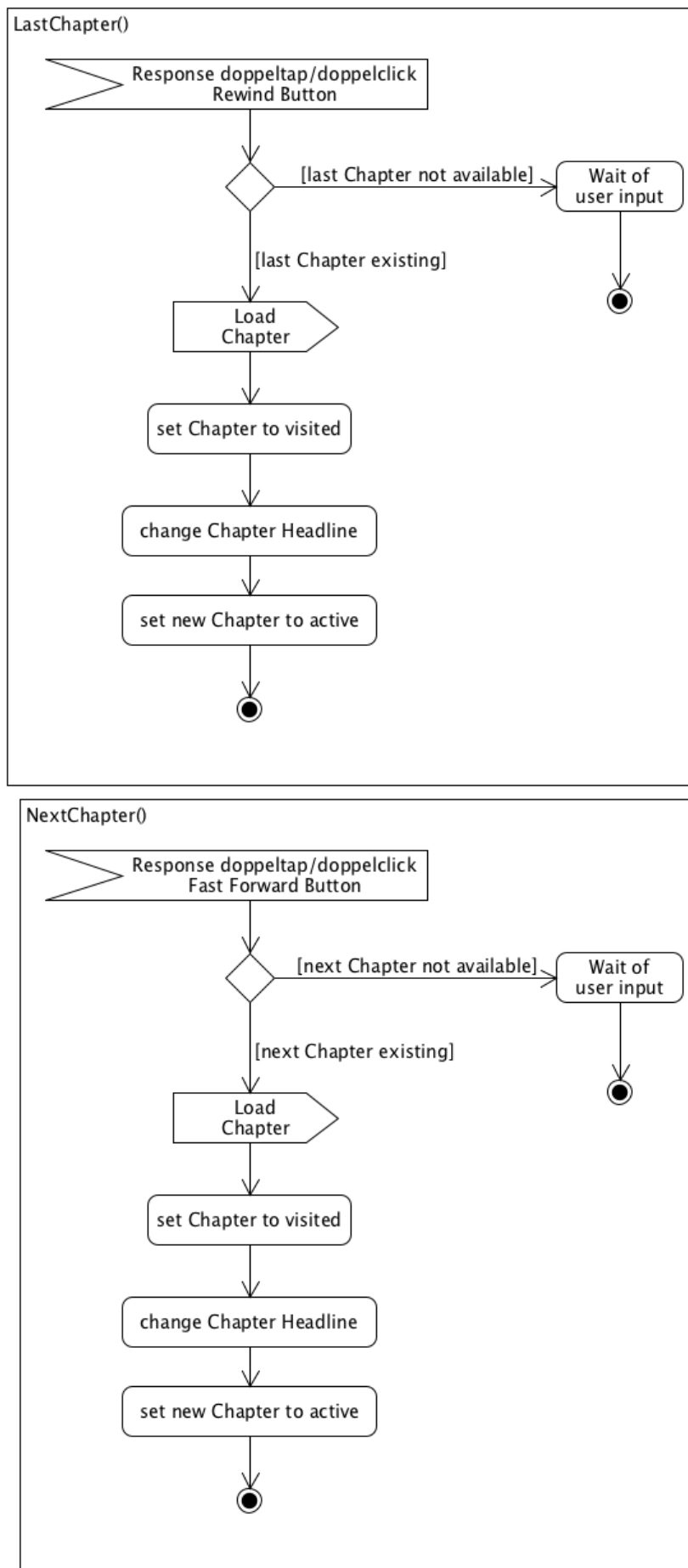
1.4 - Change Chapter Headline



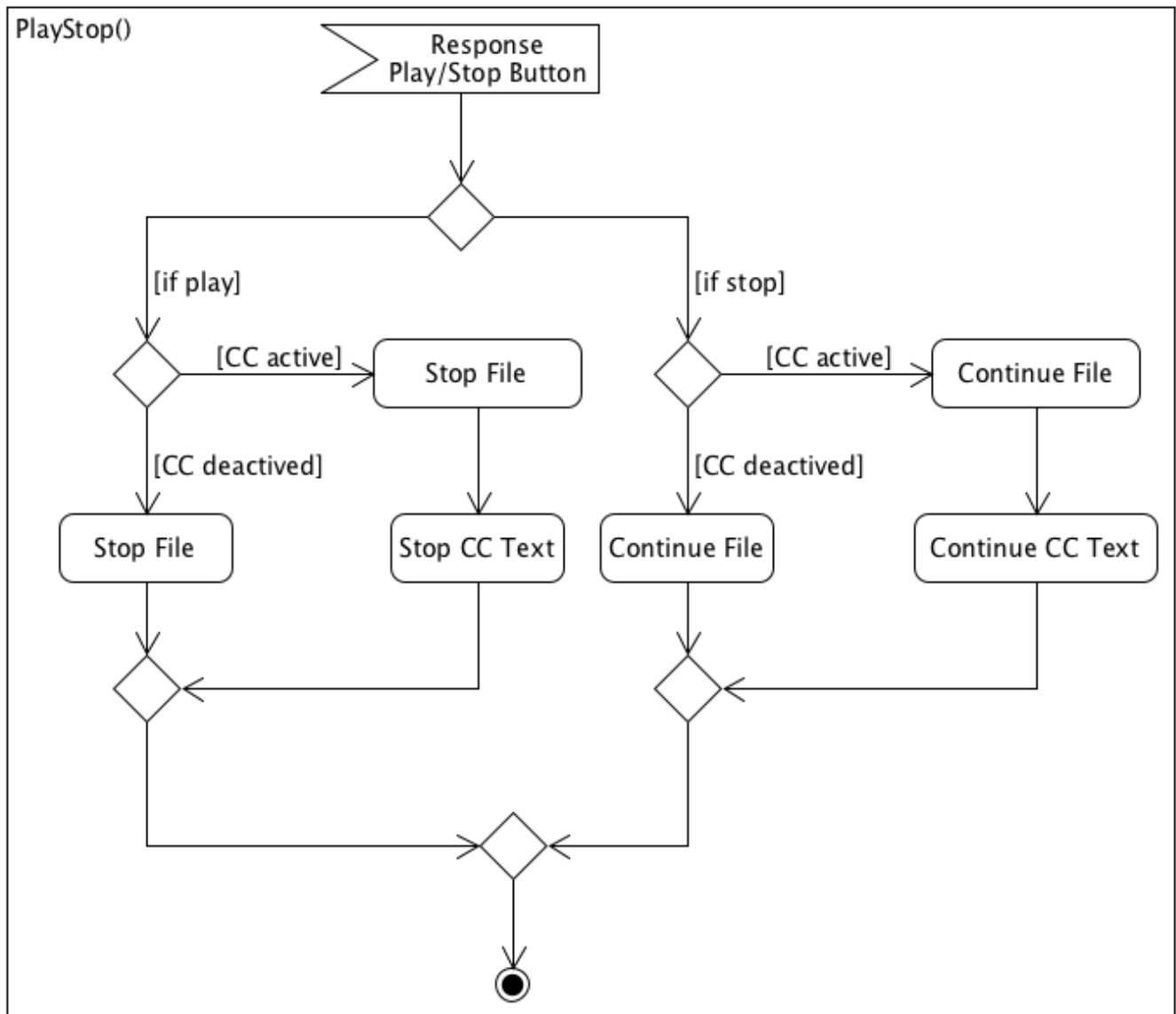
1.5 - Rewind to / Fast Forward to



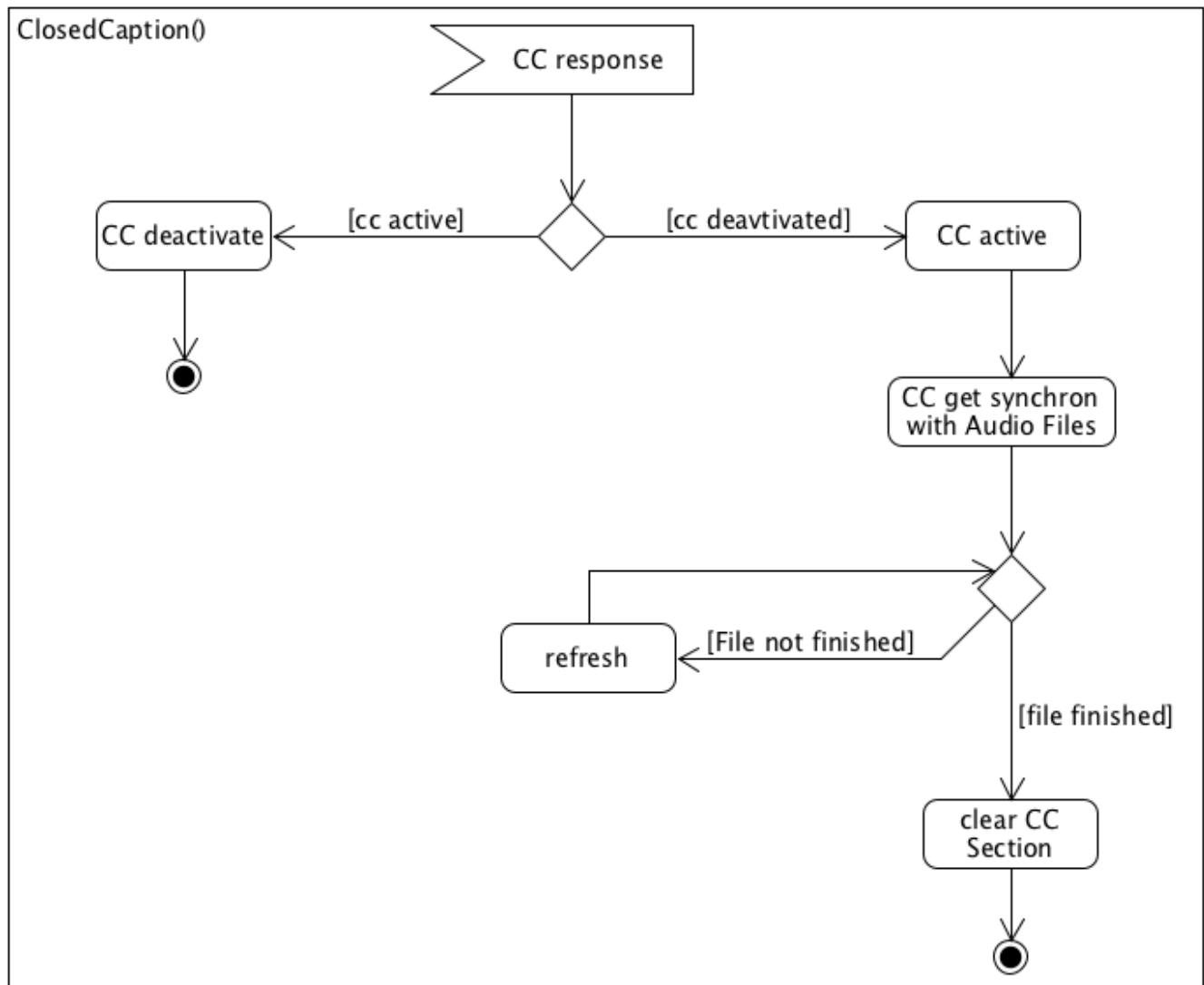
1.6 - Last Chapter / Next Chapter



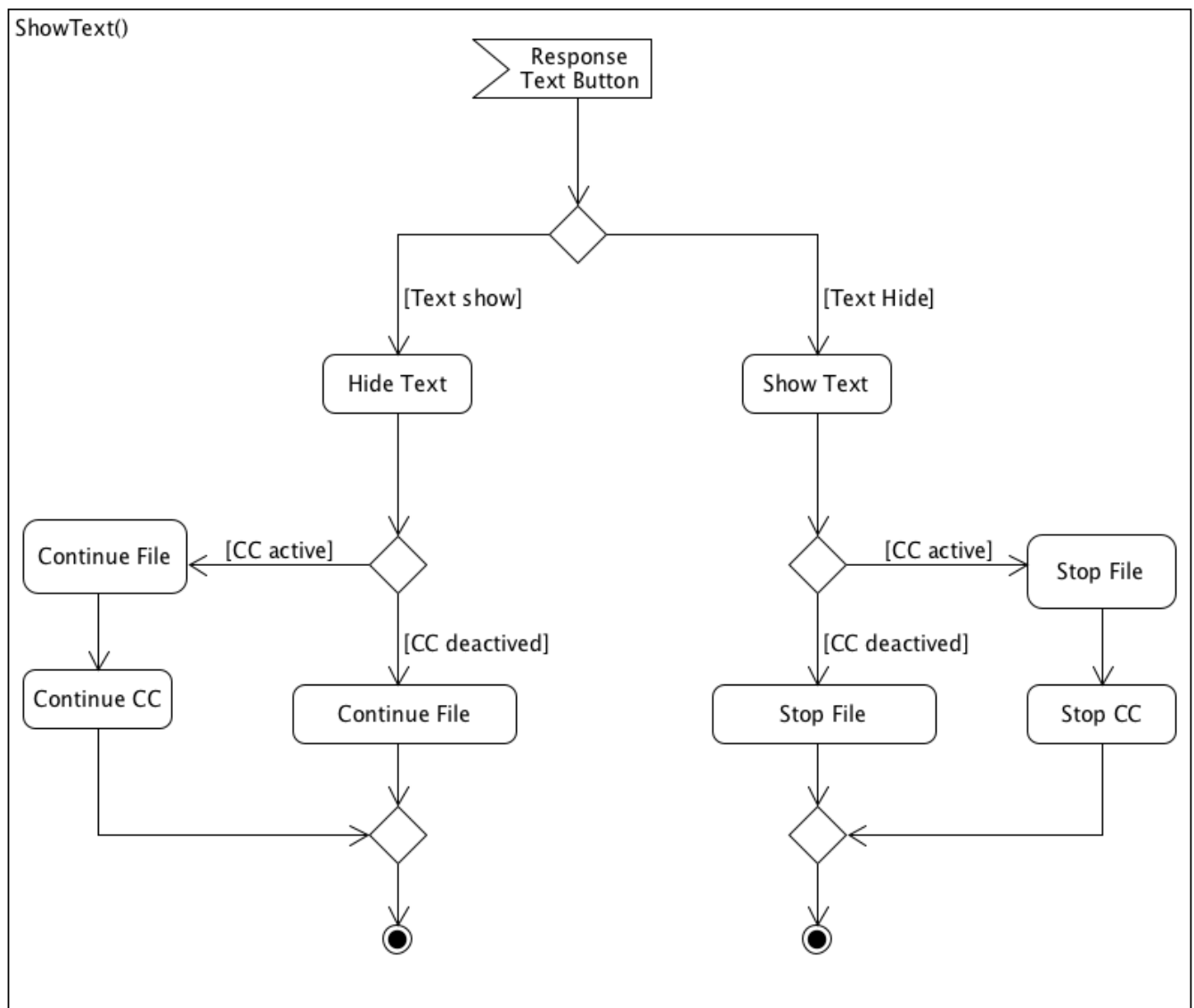
1.7 - Play / Stop



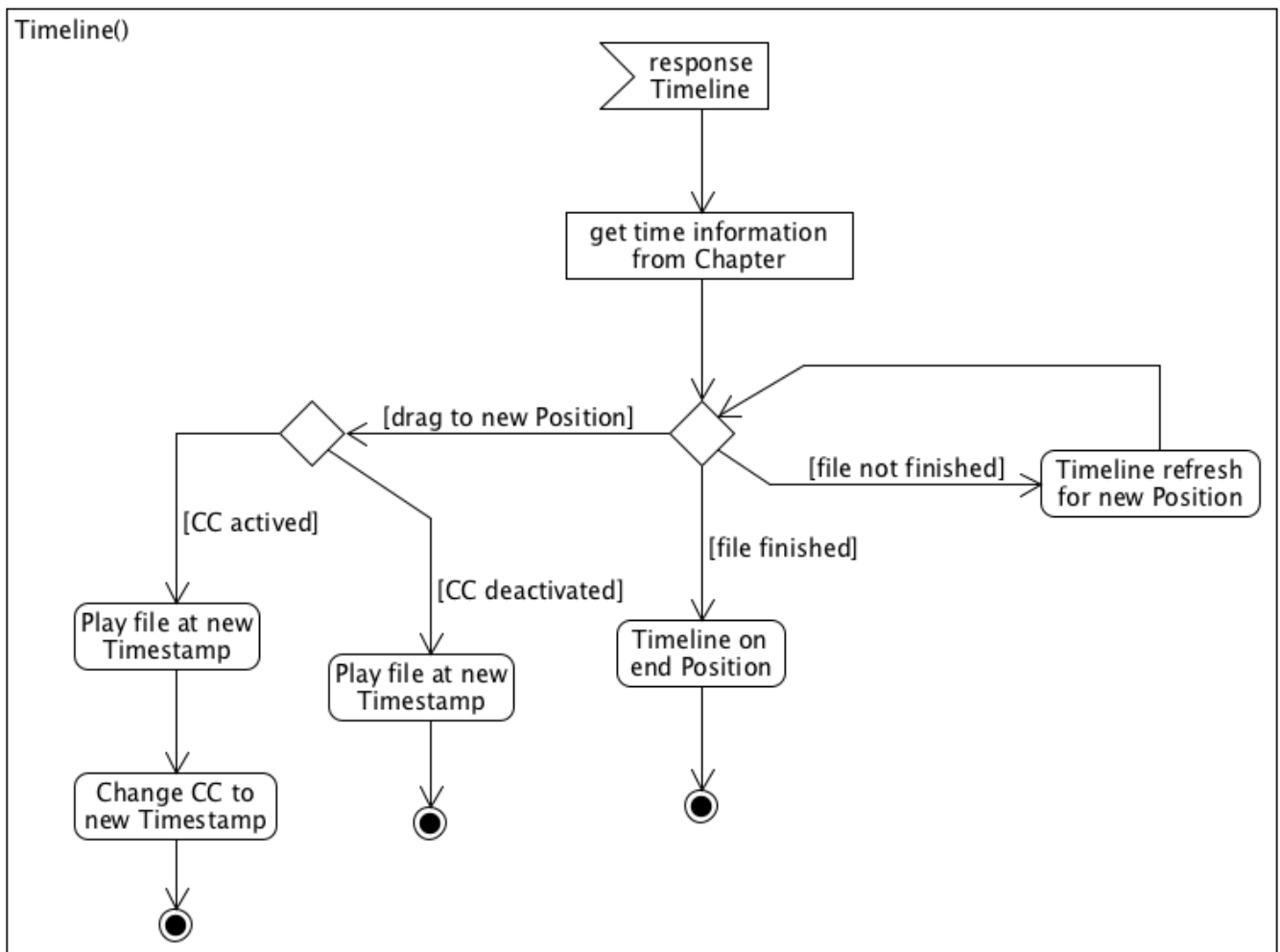
1.8 - Closed Caption



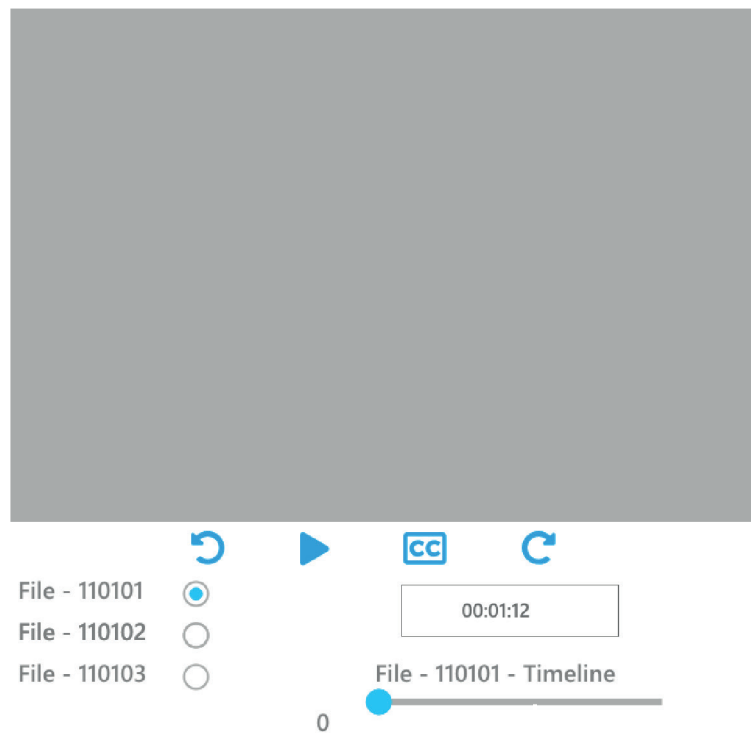
1.9 - Show Text



1.10 - Show Text



2 - Test UI



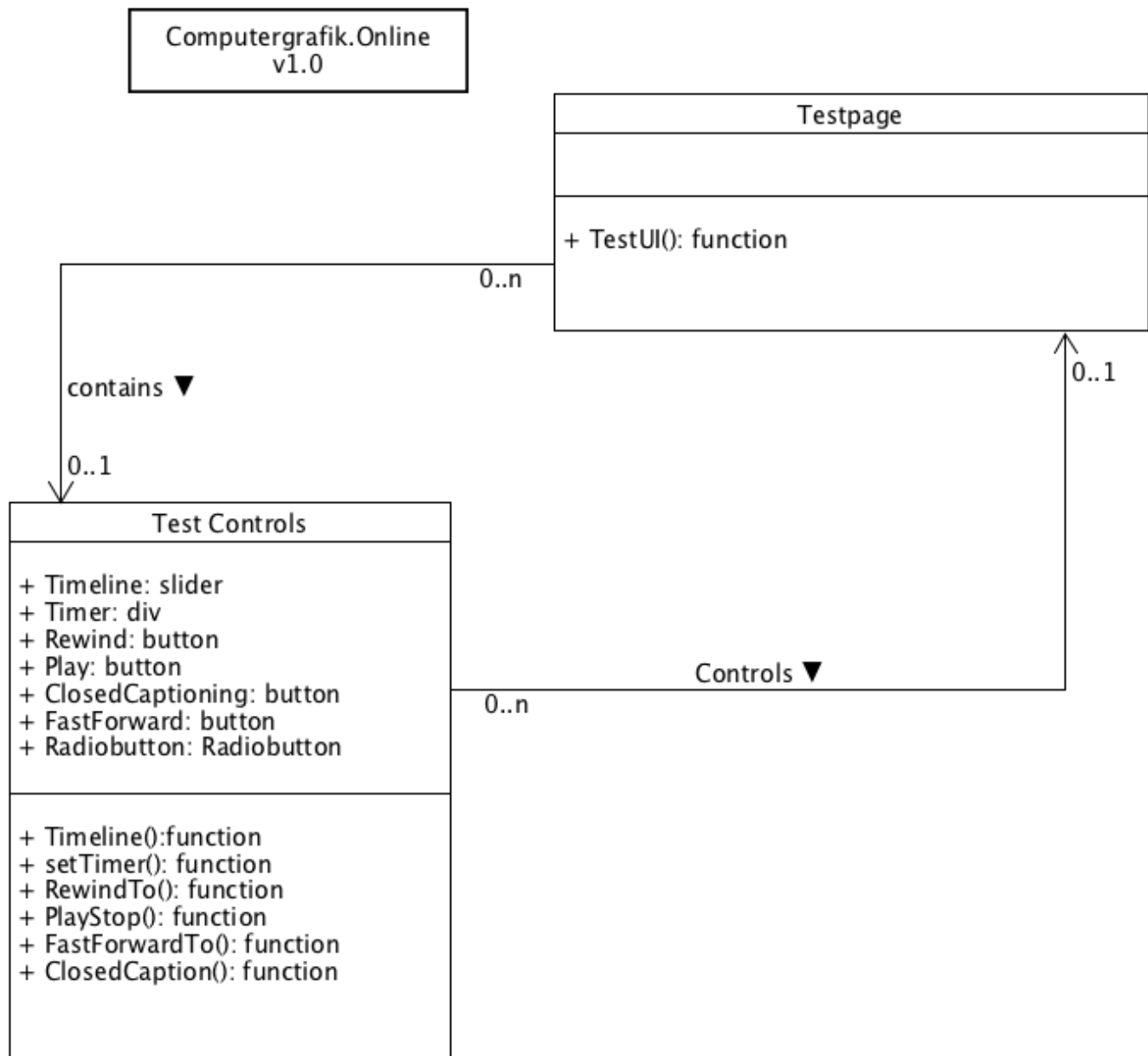
↓

Filename wird ausgespielt
und kann mittels Radio
Button ausgewählt werden

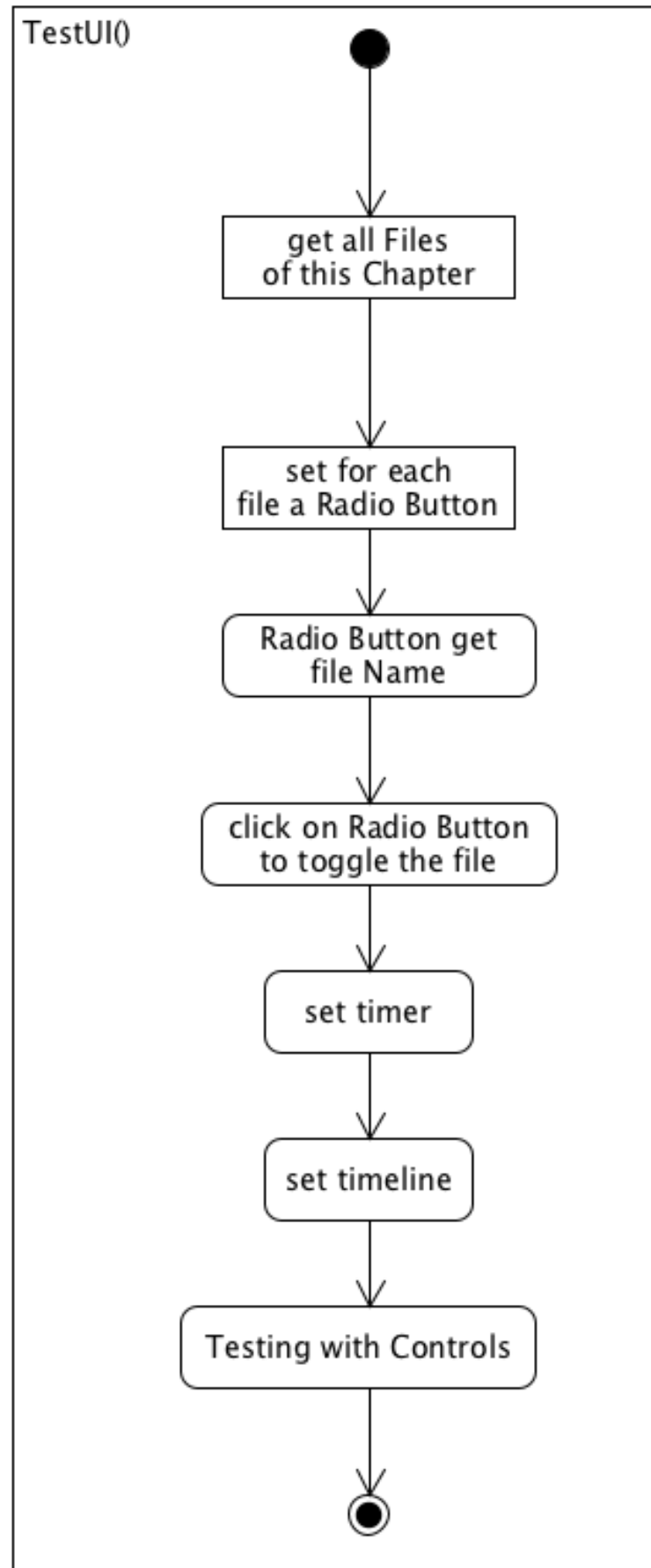
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Gibt zum debuggen eine
Timeline und einen Timer

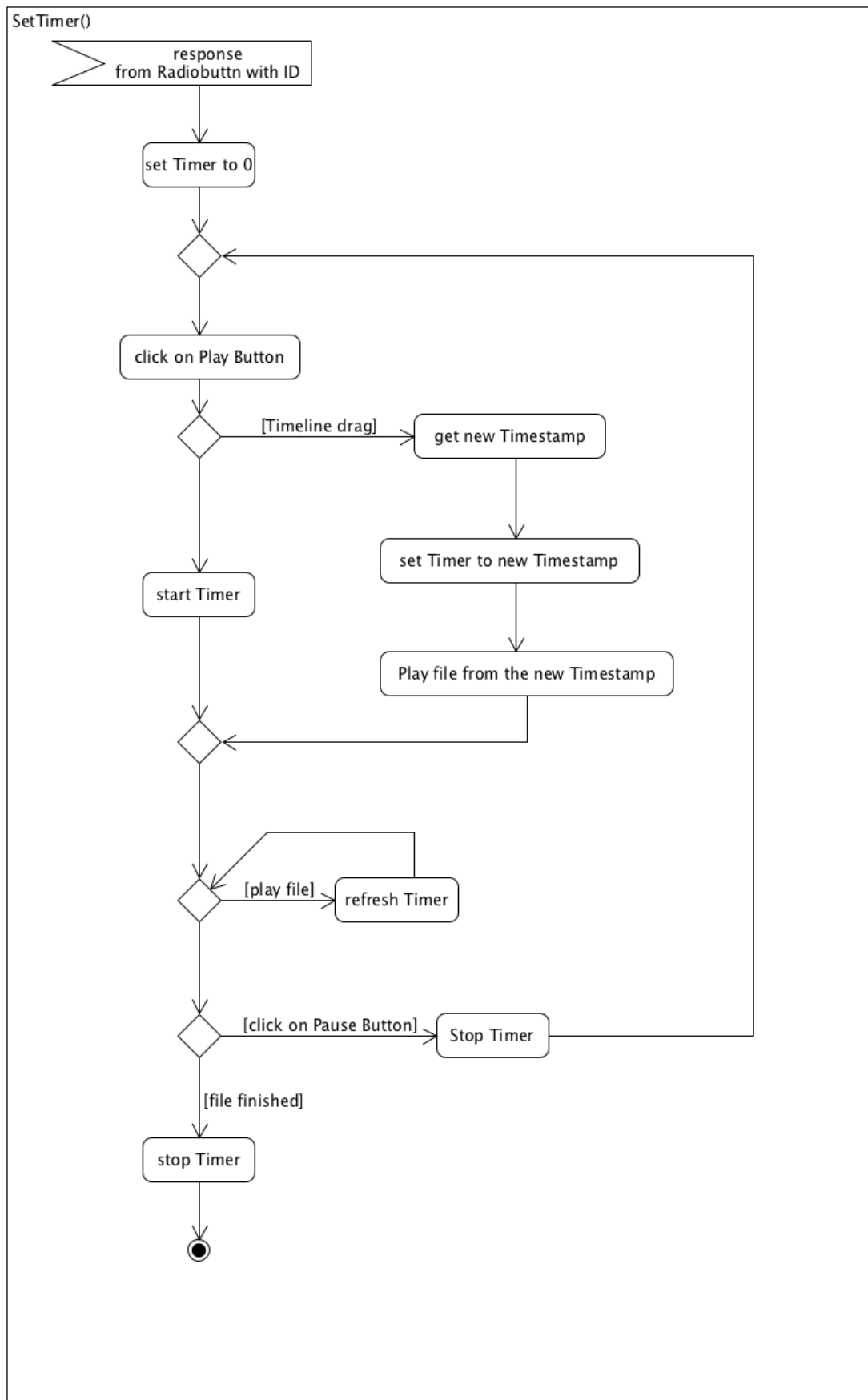
2.1 - Test Klassendiagramm



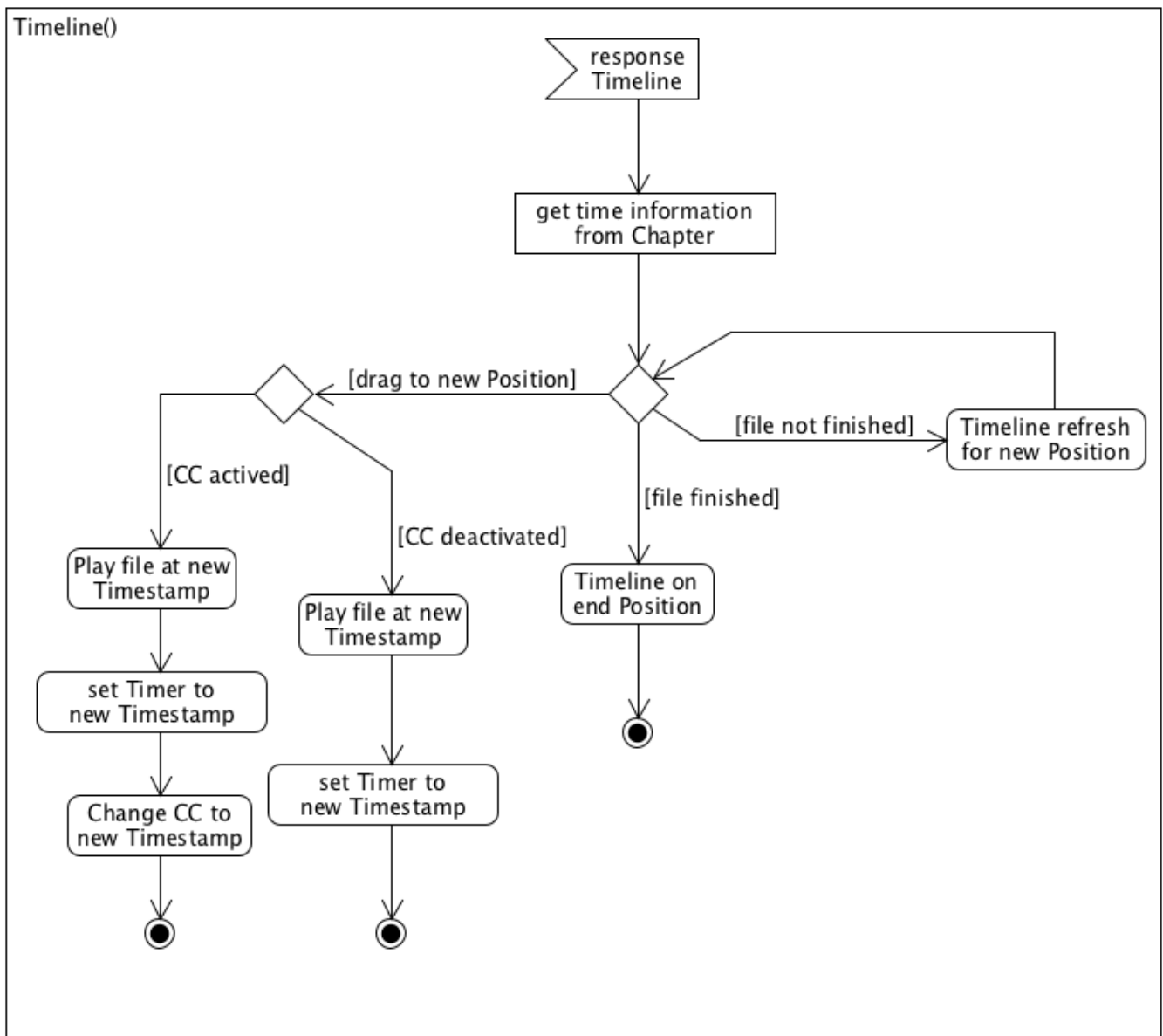
2.2 - TestUI



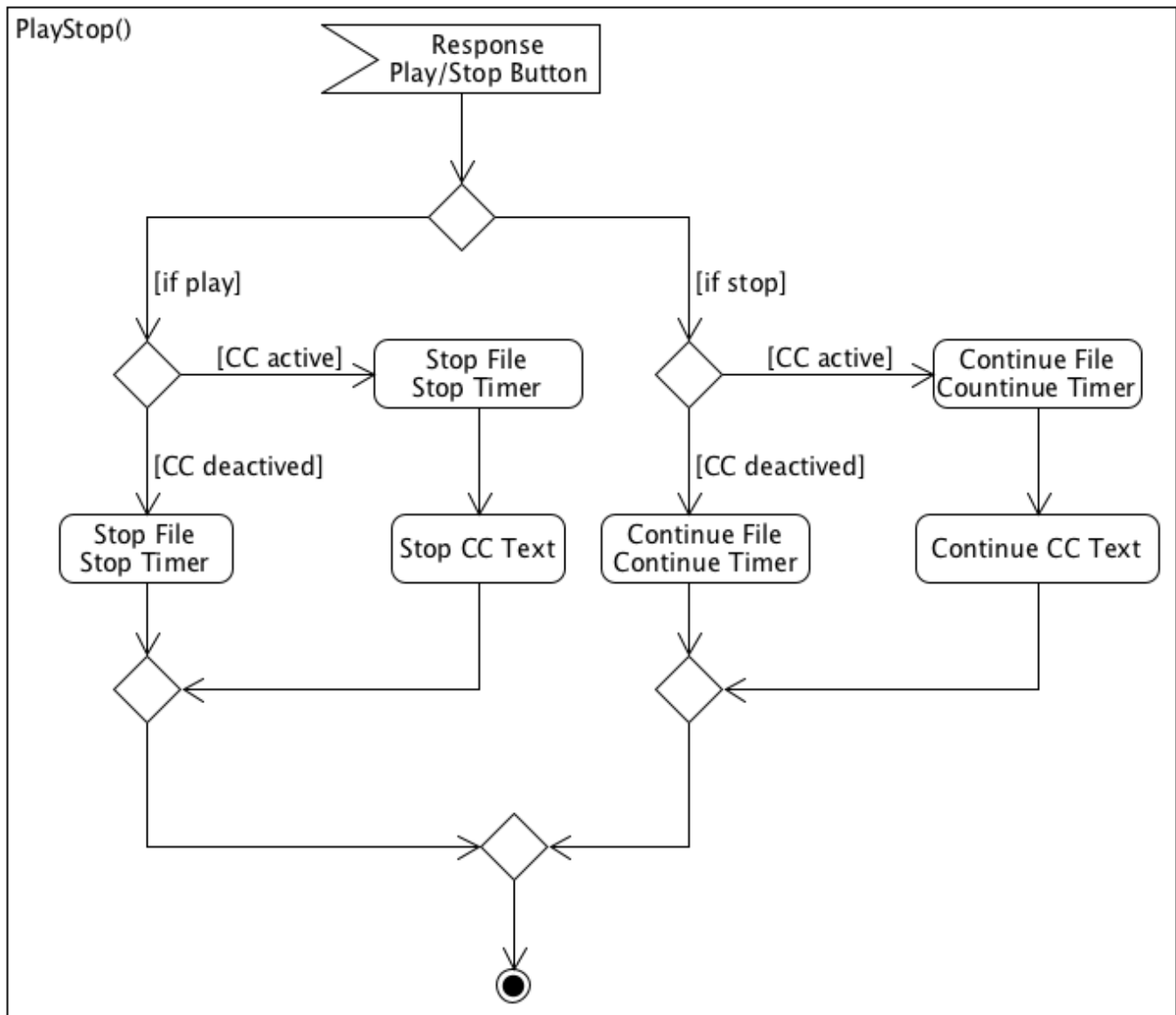
2.3 - Timer TestUI



2.4 - Timeline TestUI



2.5 - Play/Pause TestUI



2.6 - Rewind/Fast Forward TestUI

