

## playerWindow

- # m\_refGlade
- # videoDrawingArea
- # progress\_label
- # progress\_scale
- # play
- # pause
- # stop
- # rewind
- # forward
- # fullscreen
- and 18 more...

- + playerWindow()
- + ~playerWindow()
- + multipleWindows()
- # refGladeMenu()
- # refGladePlayerFeatures()
- # refGladeButton()
- # refGladeWindows()
- # connectSignalClicked()
- # connectSignalActivate()
- # connectSignalChangeValue()
- # connectSignalRealize()
- # on\_videoDrawingArea\_realize()
- # on\_bus\_message\_sync()
- and 18 more...