오픈소스 소프트웨어 실습

Open-Source Software Lab

#13

실습 담당 조교 연락처

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- Music Player 만들기
- VLC Opensource code (python)



https://www.videolan.org/vlc/index.ko.html

VLC Opensource Library (https://www.videolan.org/projects/)



VideoLAN →

VLC -

Projects -

Contribute -

Support

FOR DEVELOPERS

libdvdcss

The reference open-source cross-platform library for DVD CSS decryption.

libaacs

A research project for implementing the AACS standard.

libbdplus

A research project for implementing the bdplus standard.

libdvdnav

The reference open-source cross-platform library for DVD menu handling.

libbluray

The reference open-source cross-platform library for Blu-Ray Discs access.

libdvbcsa

A cross-platform library to decrypt and encrypt using the DVB-CSA algorithm.

libdvdread

The reference open-source cross-platform library for DVD video images.

libdvbpsi

Parse TS and DVB tables without headaches.

libdca

A cross-platform library to decode Dts Coherent Audio codec.

libVLC

The **Cross-Platform** multimedia framework. Bring VLC power into your app.

biTStream

A cross-platform development library to abstract access to binary structures such as found in MPEG or DVB.

libcloudstorage

A cross-platform development library to abstract access to cloud storage services like Google Drive or Dropbox.

https://www.videolan.org/vlc/index.ko.html

VLC 미디어 재생기의 공식 다운로드

Windows

VLC 다운: Windows

VLC 다운: Windows Store VLC 다운: Windows Phone

Apple Platforms

VLC 다운: Mac OS X

VLC 다운: iOS

VLC 다운: Apple TV

소스

여기에서도 직접 얻을 수 있습니다 소스 코드.

GNU/Linux

VLC 다운: Debian GNU/Linux

VLC 다운: Ubuntu VLC 다운: Mint

VLC 다운: openSUSE

VLC 다운: Gentoo Linux

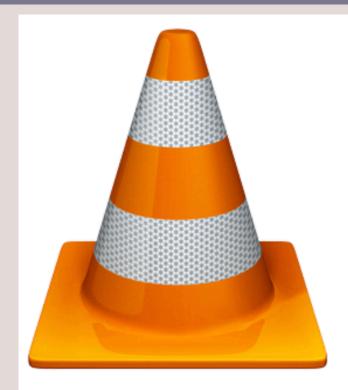
VLC 다운: Fedora

VLC 다운: Arch Linux

VLC 다운: Slackware Linux

VLC 다운: ALT Linux

VLC 다운: Red Hat Enterprise Linux



Tarballs

Latest VLC source code tarball (3.0.6):

VLC source code tar.xz source package

Required libraries:

Contrib libraries tarballs

Older versions

Older versions can be found by browsing our FTP archive

VLC media player source code

VLC is a free and open source cross-platform multimedia player and framework that plays most multimedia files as well as DVDs, Audio CDs, VCDs, and various streaming protocols.

Git

More information about the Git source code repository is available on the developer's website.

How to compile?

Please have a look at VLC's subpage on the developers website. There are detailed descriptions for most systems, supported by VLC. If something is not mentioned there, searching the forum is worth a try.

Developer zone

Welcome!

Welcome to the new VideoLAN developers web site!

As you might have seen, if you come often enough, this website has been merged with the main VideoLAN website.

Wiki

You will find here basic information about the most famous VideoLAN projects.

A lot of information, like those concerning SVN/git repository, documentation, HowTos have migrated to the wiki. There is a Developer's Corner on this wiki where you will find a lot of information.

Getting Involved

We need you, so if you can, - developer or not -, please help us.

Don't forget to see us on IRC or on the Mailing-lists.

Help

If you need help, you can use a few means to get information:

Dev Wiki

Forums

Mailing-lists

IRC on irc.videolan.org #videolan

https://wiki.videolan.org/

Welcome to VideoLAN's Wiki,

The reference documentation and tips on VideoLAN's projects.





Users

Documentation

VLC Support Guide

Knowledge Base

FAQ

Report a bug

Join the project

Developers

Compile VLC

Develop on VLC

Control, Extend VLC

Use libVLC SDK

x264

Welcome to **VLC Developers Corner**,

A directory of everything to do with the development of VideoLAN's projects.

Check VLC's page to get info on VLC.

Coding on VLC

- Get started at coding on VLC
- Get the Source Code and Compile VLC
- You might be interested in our Mini Projects or Janitorial projects
- Read our Hacker's Guide
 - Introduction to VLC's core
 - How to write a module
 - How VLC modules load
- Code documentation 6
- Code Conventions

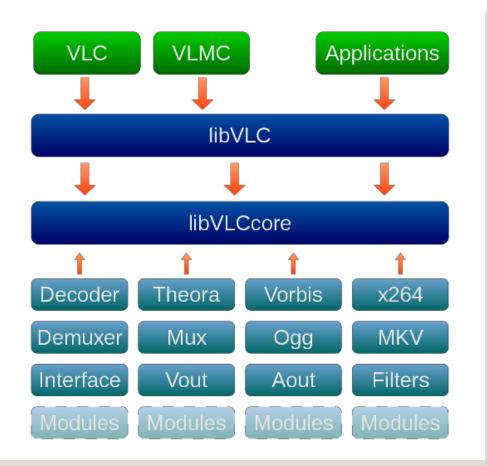
VLC development links

- Trac ☐ list of bugs
- vlc-devel mailing list 🔁 mailing list.
- Translation information and stats 6
- Open Hub statistics
- Jenkins (Automatic builds)
- Nightly builds
- Launchpad (recent bug changes <a>♠) (all bugs <a>♠)
- code.videolan.org
- git.videolan.org 6

https://wiki.videolan.org/Developers_Corner

libVLC

libVLC is the core engine and the interface to the multimedia framework on which VLC media player is based. It allows developers to create a wide range of multimedia applications using the VLC features.



- ◆ Black board 에서 python-vlc-master.zip 과 library.zip을 받고 압축해제
 Origin of python-vlc open source (https://github.com/oaubert/python-vlc)
 (ftp://192.168.0.116:21) (ID: 1111222333 ,PW: 1111)
- ◆ 자신의 컴퓨터에 설치되어 있는 파이썬을 확인한다 (윈도우 > cmd 검색 후 python --version 명령)

C:₩Users₩pheni>python --version Python 3.7.3

(mac > terminal 에서 python --version 명령)

(base) gimmingon=ui-MacBookPro:~ phenix\$ python --version Python 3.7.3

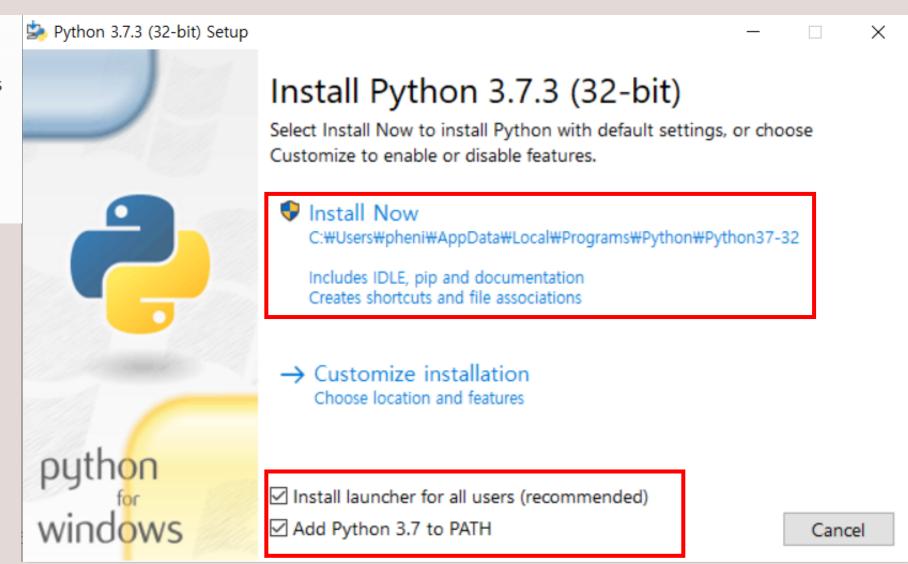
Python 설치

https://www.python.org/



Python source code and installers are available for download for all versions!

Latest: Python 3.7.3

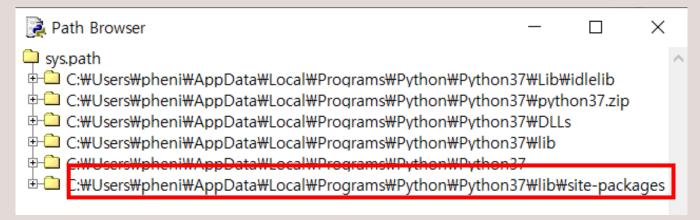


Open python-vlc-master/examples/video_sync/main.py

내 PC > 바탕 화면 > python-vlc-master > examples > video_sync				
	이름	수정한 날짜	유형	크기
×	figure	2019-04-04 오전 5:46	PNG 파일	117KB
n st	<page-header> main</page-header>	2019-05-28 오후 11:41	Python File	15KB
΄.	mini_player	2019-04-04 오전 5:46	Python File	6KB
×	<page-header> network</page-header>	2019-04-04 오전 5:46	Python File	6KB
オ	README.md	2019-04-04 오전 5:46	MD 파일	2KB

- (윈도우 > IDLE 검색 후 실행 -> file -> open -> main.py)
- (mac > PyCharm실행후 python-vlc-master 폴더를 프로젝트로 지정)
- ◆ Video_sync 폴더에 mp3파일 복사

◆ Python 환경설정



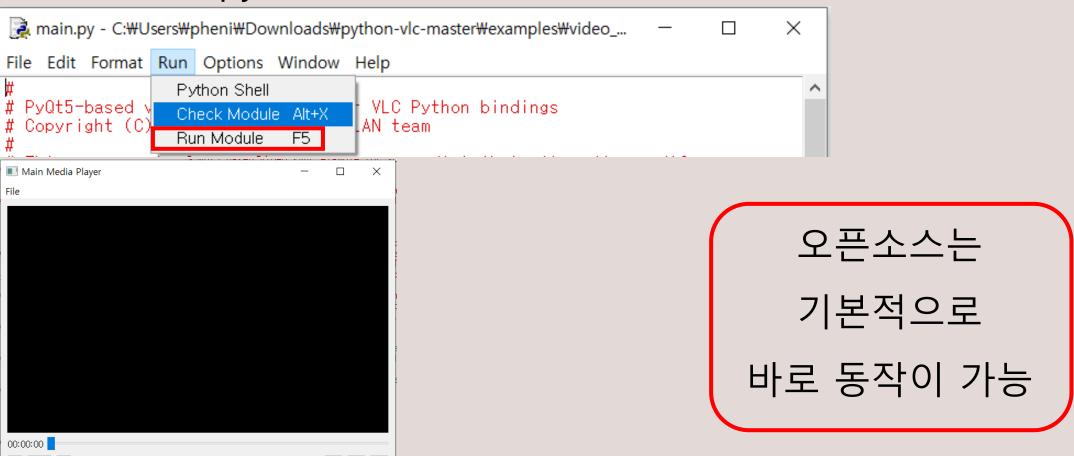
(윈도우 > IDLE -> file -> path browser)

◆ Browser에서 보이는 Site-packages 폴더로 이동하여 library.zip에서 압축 푼 파일들 복사(mp3 파일 제외)

◆ 오픈소스 실행

▶ Playback rate: 1.0x

실행한 main.py 동작시켜보기



◆ 오픈소스 수정

```
def open_file(self):
    """Open a media file in a MediaPlayer
    """
    dialog txt = "Choose Media File"
    file = 'Desmeon - Hellcat [NCS Release].mp3'
    '''filename = QtWidgets.QFileDialog.getOpenFileName(self, dialog_txt, os.path.expanduser('~'))
    if not filename[0]:
        return

# getOpenFileName returns a tuple, so use only the actual file name
    self.media = self.instance.media_new(filename[0])'''
    self.media = self.instance.media_new(file)

# Put the media in the media player
    self.mediaplayer.set_media(self.media)
```

파일 경로 추가 > file = "mp3 파일 이름"

기존 코드 주석화 (python은 """세개로 감싸면 됨)

새로운 media 추가 > self.media = self.instance.media_new(file)

◆ 오픈소스 수정

```
def main():
    """Entry point for our simple vlc player
    app = QtWidgets.QApplication(sys.argv)
    player = Player()

    = Server("localhost", 10000, player.data_queue)
    player.open_file()
    player.show()
    player.resize(640, 480)
    sys.exit(app.exec_())
    player.play()
```

수정한 def 실행코드 추가 > player.open_file() 저장 후 동작



새로 작성한 main.py를 지난주 제작한 자신의 github에 올리고 확인 (메일 제출 x)



