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# GL Video player

- Developments -

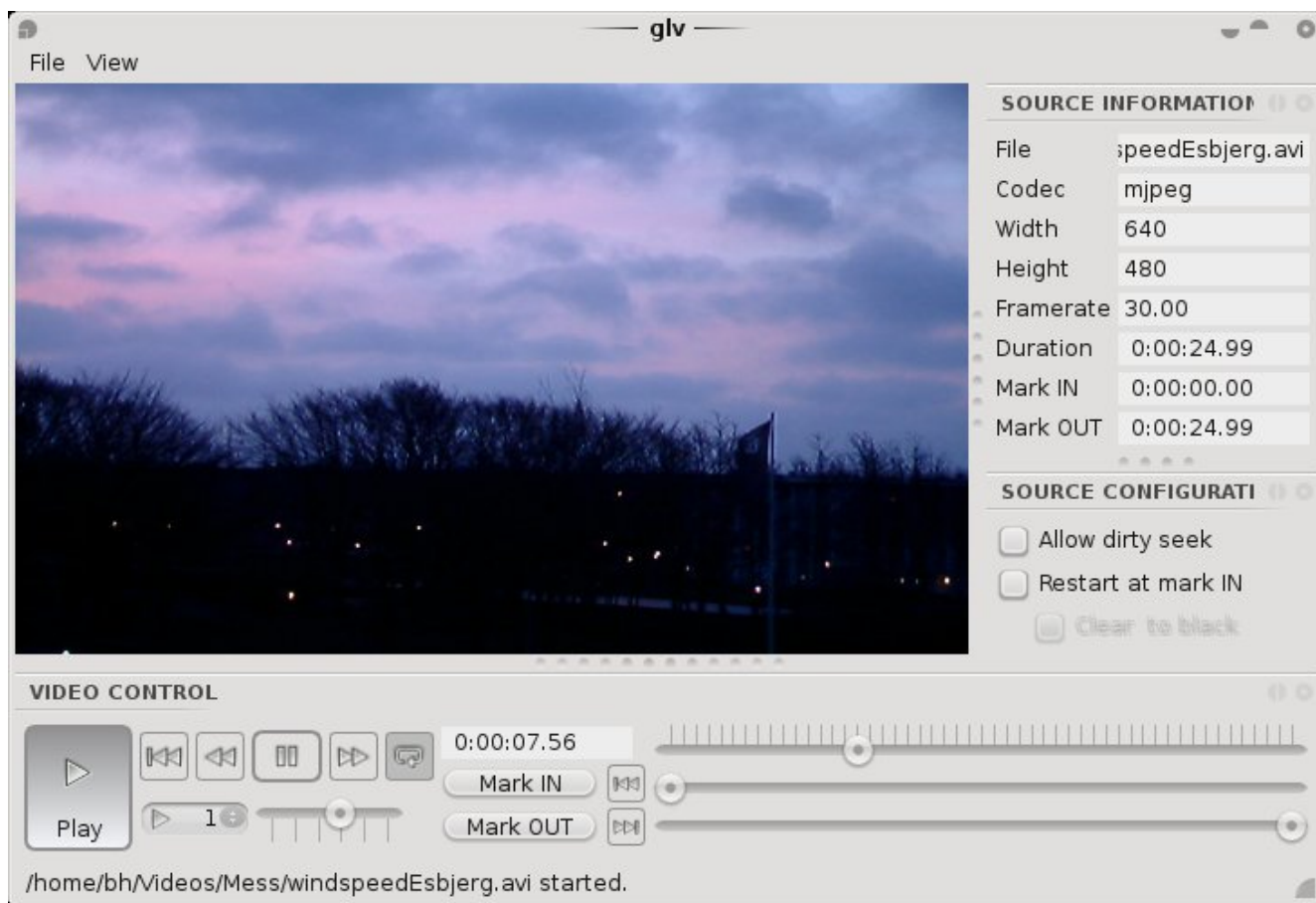


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"GLV" is a working prototype for precise flow control of video files. It is useless as-is (does not play sound), but provides a good working-basis for my other project; SuperMixer.

The features implemented are:

- Usual play/stop, pause/unpause, ffwrđ/fbwrđ
- Varying play speed; x1/4, x1/3, x1/2, x2, x3
- Mark IN and OUT; plays a section of a video
- File selection with preview

The program is made in C/C++ with:

- libavcodec - audio/video codec library from [FFmpeg](#). It reads almost any video format and codec.
- [OpenGL](#) - graphics library to render with fast fragment processing (color blending and transparency)
- libQt - cross platform UI framework from [Trolltech/Nokia](#)
- [CMake](#) - cross-platform, open-source build system.

It compile under Linux, OSX (and should work for Windows too).

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