

T_Player_MVVM

小さい画面でもOKの、5段階評価動画プレイヤー

T_Player_MVVMについて

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ホームページ : <https://www7b.biglobe.ne.jp/~usakodx/goodsindex2.html>

ブログ : <https://ameblo.jp/tashiro189/>

開発履歴 :

2025年11月28日 バージョン1.4.0にアップデート

動画のスライス機能に対応した。ゲームパッドに対応した。

2025年11月22日 バージョン1.1.0にアップデート

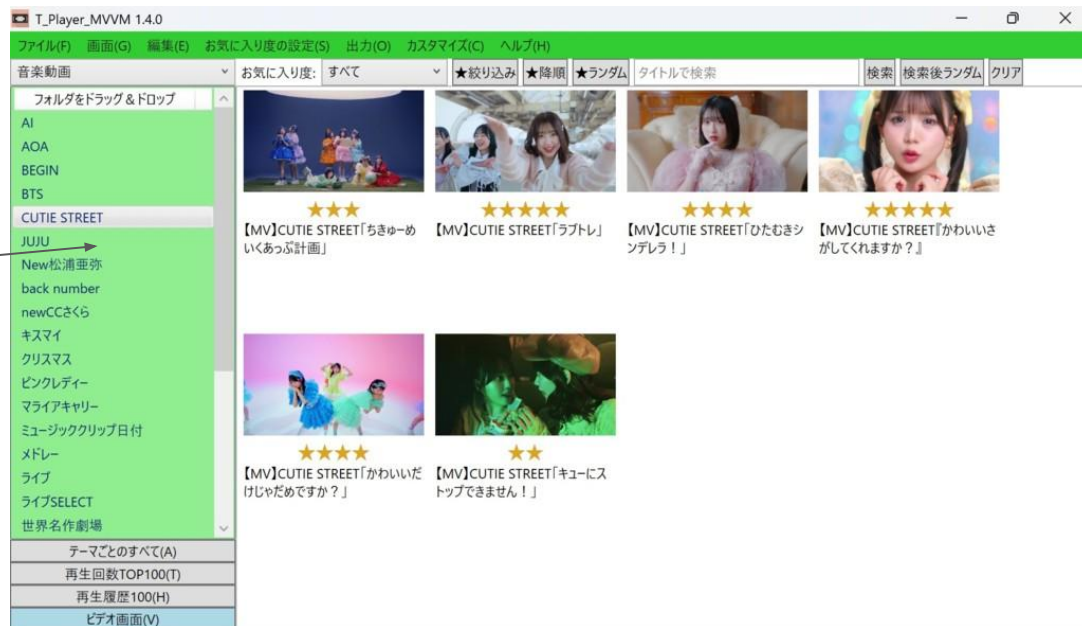
サムネイルの切り取り・コピー・貼り付けができるようになった。

2025年11月13日 バージョン1.0.0誕生

プレイリストの作り方

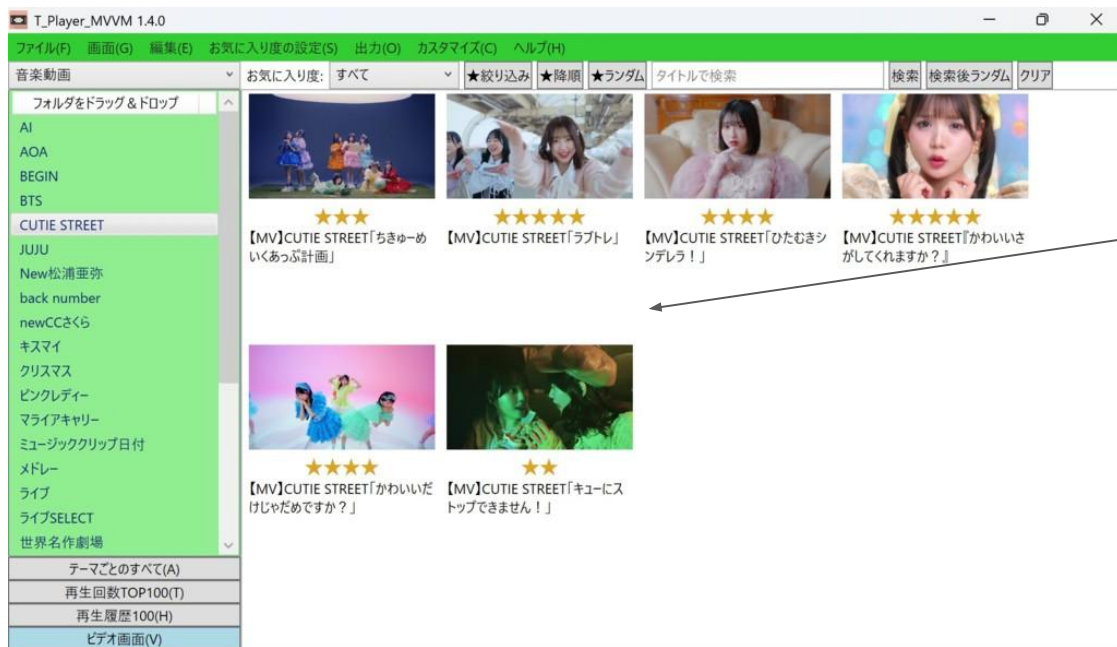
(1)プレイリスト領域に、フォルダをドラッグ＆ドロップして、
プレイリストを作る。

プレイリスト領域



プレイリストの作り方

(2) サムネイル領域に、ファイル・フォルダをドラッグ & ドロップして、プレイリストを作る。



「プレイリストの同期」とは

プレイリスト領域で、プレイリストを選択し、

「編集(_E)」メニューから、「プレイリストの同期(_D)」すると、

ドラッグ & ドロップしたフォルダに追加された項目を、

サムネイル領域に追加する機能。

フォルダを同期して、最新の状態を反映できる同期機能。

ゲームパッドで操作が可能



① 最大化解除

② 最大化

③ 音量スライダー（上下）

④ 進捗度スライダー（左右）

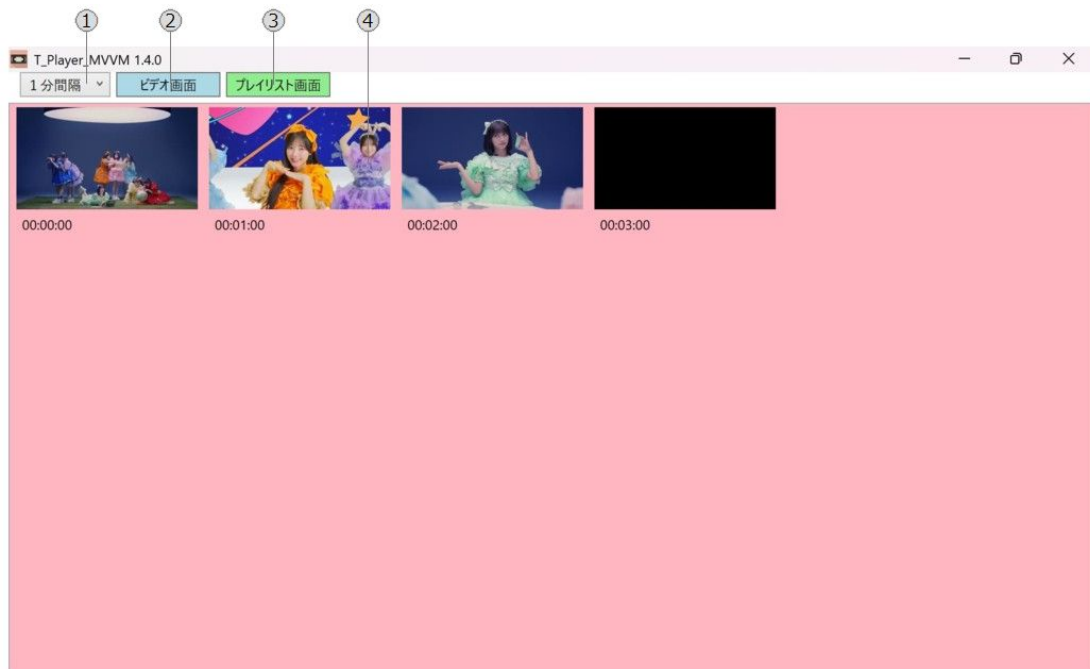
⑤ 前の動画へ

⑥ 再生・一時停止

⑦ 画面の切り替え

⑧ 後ろの動画へ

動画のスライス表示が可能。ダブルクリックでジャンプ。



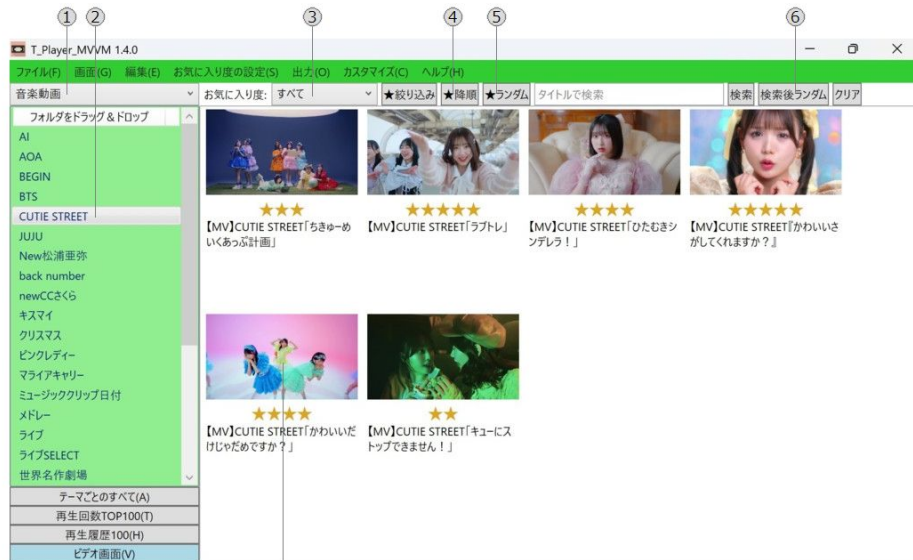
① スライスする間隔を設定

② ビデオ画面に遷移

③ プレイリスト画面に遷移

④ ダブルクリックでジャンプする

プレイリスト画面の説明



① テーマ (=カテゴリ)

② プレイリスト

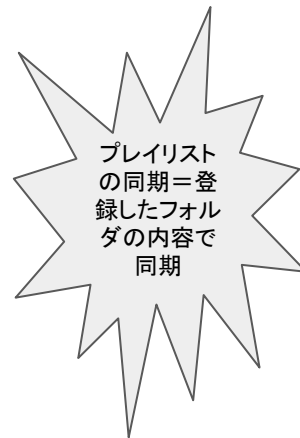
③ お気に入り度の選択

④ お気に入り度で降順並び替え

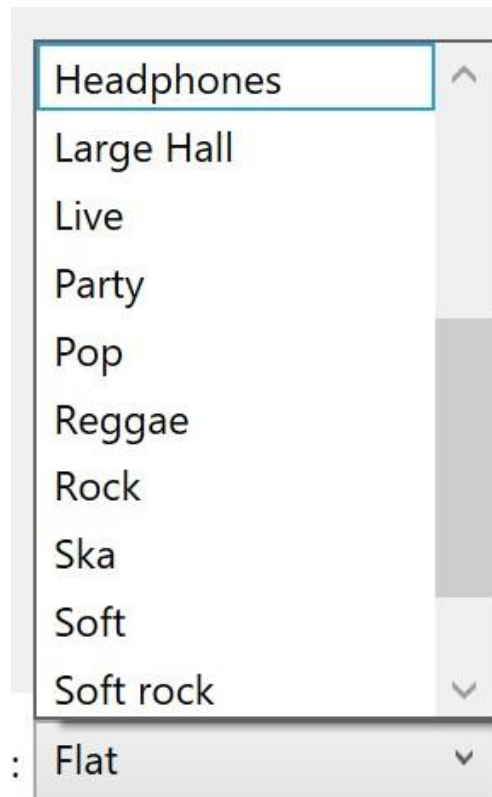
⑤ ランダム並び替え

⑥ 検索後ランダム並び替え

⑦ サムネイル、ダブルクリックで再生



ビデオ画面の説明



テーマ情報の編集

② テーマの編集 ③ ④ ⑤

リロード 変更の確定 テーマの削除 回復

iTheme	tThemeTitle	
0	動画	⑥
1	音楽動画	
2	アダルト動画	
3	アニメ動画	
4	健康動画	
5	プログラミング動画	
6	IT動画	
7	オフィス動画	
8	囲碁動画	
9	将棋動画	
10	サッカー動画	
11	野球動画	
12	釣り動画	
13	占い動画	
14	写真	
15	グラフィア	
16	イラスト	
17	アダルトイラスト	
18	その他の動画	
19	CD	

① テーマID・・・0 から始まる

② テーマ情報のリロード

③ テーマ情報の確定

④ 選択テーマの削除

⑤ テーマ情報を初期化して回復

⑥ テーマのタイトル

テーマの追加方法

テーマの編集

リロード 変更の確定 テーマの削除 回復

iTheme	tThemeTitle	
0	動画	
1	音楽動画	
2	アダルト動画	
3	アニメ動画	
4	健康動画	
5	プログラミング動画	
6	IT動画	
7	オフィス動画	
8	囲碁動画	
9	将棋動画	
10	サッカー動画	
11	野球動画	
12	ゲーム動画	
13	占い動画	
14	写真	
15	グラビア	
16	イラスト	
17	アダルトイラスト	
18	釣り動画	
19	その他の動画	










ここに、20 CD などと追加
する。
そして、「変更の確定」ボタン
を押下する。

テーマの編集










リロード 変更の確定 テーマの削除 回復

iTheme	tThemeTitle	
0	動画	
1	音楽動画	
2	アダルト動画	
3	アニメ動画	
4	健康動画	
5	プログラミング動画	
6	IT動画	
7	オフィス動画	
8	囲碁動画	
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10	サッカー動画	
11	野球動画	
12	ゲーム動画	
13	占い動画	
14	写真	
15	グラビア	
16	イラスト	
17	アダルトイラスト	
18	釣り動画	
19	その他の動画	
20	CD	

NuGet1

最上位のパッケージ (11)		
	CommunityToolkit.Mvvm 作成者: Microsoft This package includes a .NET MVVM library with helpers such as: - ObservableObject: a base class for objects implementing the INotifyPropertyChanged interface.	8.4.0
	Dapper 作成者: Sam Saffron, Marc Gravell, Nick Craver A high performance Micro-ORM supporting SQL Server, MySQL, SQLite, SqlCE, Firebird etc. Major Sponsor: Dapper Plus from ZZZ Projects.	2.1.66
	LibVLCSharp.WPF 作成者: VideoLAN LibVLCSharp is a cross-platform audio and video API for .NET platforms based on VideoLAN's LibVLC Library. It provides a comprehensive multimedia API that can be used across mobile, server and desktop to render video an...	3.9.4
	Microsoft.Data.Sqlite.Core 作成者: Microsoft Microsoft.Data.Sqlite is a lightweight ADO.NET provider for SQLite. This package does not include a copy of the native SQLite library.	9.0.10 10.0.0
	Microsoft.Xaml.Behaviors.Wpf 作成者: Microsoft Easily add interactivity to your apps using XAML Behaviors for WPF. Behaviors encapsulate reusable functionalities for elements that can be easily added to your XAML without the need for more imperative code.	1.1.135
	Microsoft.WindowsAPICodePack-Core 作成者: rpastric, contre, dahall The Core code for the WindowsAPICodePack. This is an updated version containing all available bug fixes for this code as of 2020-01-04.	1.1.5
	Microsoft.WindowsAPICodePack-Shell 作成者: rpastric, contre, dahall The Shell code for the WindowsAPICodePack. This is an updated version containing all available bug fixes for this code as of 2020-01-04.	1.1.5
	SharpDX.DirectInput 作成者: Alexandre Mutel Assembly providing DirectX - DirectInput managed API.	4.2.0
	SQLitePCLRaw.bundle_e_sqlite3 作成者: Eric Sink This 'batteries-included' bundle brings in SQLitePCLRaw.core and the necessary stuff for certain common use cases. Call SQLitePCLBatteries.Init(). Policy of this bundle: e_sqlite3 included	2.1.11 3.0.2

NuGet2

	System.Reactive.Linq 作成者: .NET Foundation and Contributors Legacy facade for Reactive Extensions (Rx) for .NET	6.1.0
	VideoLAN.LibVLC.Windows 作成者: VideoLAN LibVLC is a modular multimedia framework	3.0.21
↑ 推移的なパッケージ (81)		
	LibVLCSharp 作成者: VideoLAN LibVLCSharp is a cross-platform audio and video API for .NET platforms based on VideoLAN's LibVLC Library. It provides a comprehensive multimedia API that can be used across mobile, server and desktop to render video and...	3.9.4
	Microsoft.NETCore.Platforms 作成者: Microsoft Provides runtime information required to resolve target framework, platform, and runtime specific implementations of .NETCore packages.	1.1.1
	Microsoft.NETCore.Targets 作成者: Microsoft Provides supporting infrastructure for portable projects: support identifiers that define framework and runtime for support targets and packages that reference the minimum supported package versions when targeting these.	1.1.3
	Microsoft.Win32.Primitives 作成者: Microsoft Provides common types for Win32-based libraries.	4.3.0
	NETStandard.Library 作成者: Microsoft A set of standard .NET APIs that are prescribed to be used and supported together. This includes all of the APIs in the NETStandard.Platform package plus additional libraries that are core to .NET but built on top of NETStandard.P...	1.6.1
	runtime.debian.8-x64.runtime.native.System.Security.Cryptography.OpenSsl 作成者: Microsoft Internal implementation package not meant for direct consumption. Please do not reference directly. When using NuGet 3.x this package requires at least version 3.4.	4.3.2
	runtime.fedora.23-x64.runtime.native.System.Security.Cryptography.OpenSsl 作成者: Microsoft Internal implementation package not meant for direct consumption. Please do not reference directly. When using NuGet 3.x this package requires at least version 3.4.	4.3.2

NuGet3

	runtime.fedora.24-x64.runtime.native.System.Security.Cryptography.OpenSsl 作成者: Microsoft Internal implementation package not meant for direct consumption. Please do not reference directly. When using NuGet 3.x this package requires at least version 3.4.	4.3.2
	runtime.native.System 作成者: Microsoft Internal implementation package not meant for direct consumption. Please do not reference directly. When using NuGet 3.x this package requires at least version 3.4.	4.3.0
	runtime.native.System.IO.Compression 作成者: Microsoft Internal implementation package not meant for direct consumption. Please do not reference directly. When using NuGet 3.x this package requires at least version 3.4.	4.3.0
	runtime.native.System.Net.Http 作成者: Microsoft Internal implementation package not meant for direct consumption. Please do not reference directly. When using NuGet 3.x this package requires at least version 3.4.	4.3.0
	runtime.native.System.Security.Cryptography.Apple 作成者: Microsoft Internal implementation package not meant for direct consumption. Please do not reference directly. When using NuGet 3.x this package requires at least version 3.4.	4.3.0
	runtime.native.System.Security.Cryptography.OpenSsl 作成者: Microsoft Internal implementation package not meant for direct consumption. Please do not reference directly. When using NuGet 3.x this package requires at least version 3.4.	4.3.2
	runtime.opensuse.13.2-x64.runtime.native.System.Security.Cryptography.OpenSsl 作成者: Microso Internal implementation package not meant for direct consumption. Please do not reference directly. When using NuGet 3.x this package requires at least version 3.4.	4.3.2
	runtime.opensuse.42.1-x64.runtime.native.System.Security.Cryptography.OpenSsl 作成者: Microsc Internal implementation package not meant for direct consumption. Please do not reference directly. When using NuGet 3.x this package requires at least version 3.4.	4.3.2
	runtime.osx.10.10-x64.runtime.native.System.Security.Cryptography.Apple 作成者: Microsoft Internal implementation package not meant for direct consumption. Please do not reference directly. When using NuGet 3.x this package requires at least version 3.4.	4.3.0










NuGet4

	runtime.osx.10.10-x64.runtime.native.System.Security.Cryptography.OpenSsl 作成者: Microsoft 4.3.2 Internal implementation package not meant for direct consumption. Please do not reference directly. When using NuGet 3.x this package requires at least version 3.4.
	runtime.rhel.7-x64.runtime.native.System.Security.Cryptography.OpenSsl 作成者: Microsoft 4.3.2 Internal implementation package not meant for direct consumption. Please do not reference directly. When using NuGet 3.x this package requires at least version 3.4.
	runtime.ubuntu.14.04-x64.runtime.native.System.Security.Cryptography.OpenSsl 作成者: Microsof 4.3.2 Internal implementation package not meant for direct consumption. Please do not reference directly. When using NuGet 3.x this package requires at least version 3.4.
	runtime.ubuntu.16.04-x64.runtime.native.System.Security.Cryptography.OpenSsl 作成者: Microsof 4.3.2 Internal implementation package not meant for direct consumption. Please do not reference directly. When using NuGet 3.x this package requires at least version 3.4.
	runtime.ubuntu.16.10-x64.runtime.native.System.Security.Cryptography.OpenSsl 作成者: Microsoft 4.3.2 Internal implementation package not meant for direct consumption. Please do not reference directly. When using NuGet 3.x this package requires at least version 3.4.
	SharpDX 作成者: Alexandre Mutel 4.2.0 Core assembly for all SharpDX assemblies.
	SQLitePCLRaw.core 作成者: Eric Sink 2.1.11 SQLitePCLRaw is a Portable Class Library (PCL) for low-level (raw) access to SQLite. This package does not provide an API which is friendly to app developers. Rather, it provides an API which handles platform and configuration is...
	SQLitePCLRaw.lib.e_sqlite3 作成者: Eric Sink 2.1.11 ↓ SQLitePCLRaw is a Portable Class Library (PCL) for low-level (raw) access to SQLite
	SQLitePCLRaw.provider.e_sqlite3 作成者: Eric Sink 2.1.11 SQLitePCLRaw is a Portable Class Library (PCL) for low-level (raw) access to SQLite. Packages named 'SQLitePCLRaw.provider:' (like this one) are 'plugins' that allow SQLitePCLRaw.core to access the native SQLite libr...










NuGet5

.NET	System.AppContext 作成者: Microsoft Provides the System.AppContext class, which allows access to the BaseDirectory property and other application specific data.	4.3.0
.NET	System.Buffers 作成者: Microsoft Provides resource pooling of any type for performance-critical applications that allocate and deallocate objects frequently.	4.3.0
.NET	System.Collections 作成者: Microsoft Provides classes that define generic collections, which allow developers to create strongly typed collections that provide better type safety and performance than non-generic strongly typed collections.	4.3.0
.NET	System.Collections.Concurrent 作成者: Microsoft Provides several thread-safe collection classes that should be used in place of the corresponding types in the System.Collections.NonGeneric and System.Collections packages whenever multiple threads are accessing the coll...	4.3.0
.NET	System.Console 作成者: Microsoft Provides the System.Console class, which represents the standard input, output and error streams for console applications.	4.3.0
.NET	System.Diagnostics.Debug 作成者: Microsoft Provides classes and attributes that allows basic interaction with a debugger.	4.3.0
.NET	System.Diagnostics.DiagnosticSource 作成者: Microsoft Provides Classes that allow you to decouple code logging rich (unserializable) diagnostics/telemetry (e.g. framework) from code that consumes it (e.g. tools)	4.3.0
.NET	System.Diagnostics.Tools 作成者: Microsoft Provides attributes, such as GeneratedCodeAttribute and SuppressMessageAttribute, that are emitted or consumed by analysis tools.	4.3.0
.NET	System.Diagnostics.Tracing 作成者: Microsoft Provides class that enable you to create high performance tracing events to be captured by event tracing for Windows (ETW).	4.3.0

NuGet6

	System.Globalization 作成者: Microsoft Provides classes that define culture-related information, including language, country/region, calendars in use, format patterns for dates, currency, and numbers, and sort order for strings.	4.3.0
	System.Globalization.Calendars 作成者: Microsoft Provides classes for performing date calculations using specific calendars, including the Gregorian, Julian, Hijri and Korean calendars.	4.3.0
	System.Globalization.Extensions 作成者: Microsoft Provides classes for performing Unicode string normalization, culture-specific string comparisons and support the use of non-ASCII characters for Internet domain names.	4.3.0
	System.IO 作成者: Microsoft Provides base input and output (I/O) types, including System.IO.Stream, System.IO.StreamReader and System.IO.StreamWriter, that allow reading and writing to data streams	4.3.0
	System.IO.Compression 作成者: Microsoft Provides classes that support the compression and decompression of streams.	4.3.0
	System.IO.Compression.ZipFile 作成者: Microsoft Provides classes that support the compression and decompression of streams using file system paths.	4.3.0
	System.IO.FileSystem 作成者: Microsoft Provides types that allow reading and writing to files and types that provide basic file and directory support.	4.3.0
	System.IO.FileSystem.Primitives 作成者: Microsoft Provides common enumerations and exceptions for path-based I/O libraries.	4.3.0
	System.Linq 作成者: Microsoft Provides classes and interfaces that supports queries that use Language-Integrated Query (LINQ).	4.3.0

NuGet7

	System.Linq.Expressions 作成者: Microsoft Provides classes, interfaces and enumerations that enable language-level code expressions to be represented as objects in the form of expression trees.	4.3.0
	System.Memory 作成者: Microsoft Provides types for efficient representation and pooling of managed, stack, and native memory segments and sequences of such segments, along with primitives to parse and format UTF-8 encoded text stored in those memo...	4.5.3
	System.Net.Http 作成者: Microsoft Provides a programming interface for modern HTTP applications, including HTTP client components that allow applications to consume web services over HTTP and HTTP components that can be used by both clients and serv...	4.3.4
	System.Net.Primitives 作成者: Microsoft Provides common types for network-based libraries, including System.Net.IPAddress, System.Net.IPEndPoint, and System.Net.CookieContainer.	4.3.0
	System.Net.Sockets 作成者: Microsoft Provides classes such as Socket, TcpClient and UdpClient, which enable developers to send and receive data over the network.	4.3.0
	System.ObjectModel 作成者: Microsoft Provides types and interfaces that allow the creation of observable types that provide notifications to clients when changes are made to it.	4.3.0
	System.Private.Uri 作成者: Microsoft Internal implementation package not meant for direct consumption. Please do not reference directly. Provides implementation of System.Uri.	4.3.2
	System.Reactive 作成者: .NET Foundation and Contributors Reactive Extensions (Rx) for .NET	6.1.0
	System.Reflection 作成者: Microsoft Provides types that retrieve information about assemblies, modules, members, parameters, and other entities in managed code by examining their metadata. These types also can be used to manipulate instances of loaded type...	4.3.0










NuGet8

.NET	System.Reflection.Emit 作成者: Microsoft Provides classes that allow a compiler or tool to emit metadata and optionally generate a PE file on disk. The primary clients of these classes are script engines and compilers.	4.3.0
.NET	System.Reflection.Emit.ILGeneration 作成者: Microsoft Provides classes that allow a compiler or tool to emit Microsoft intermediate language (MSIL). The primary clients of these classes are script engines and compilers.	4.3.0
.NET	System.Reflection.Emit.Lightweight 作成者: Microsoft Provides the System.Reflection.Emit.DynamicMethod class, which represents a dynamic method that can be compiled, executed, and discarded. Discarded methods are available for garbage collection.	4.3.0 ↓
.NET	System.Reflection.Extensions 作成者: Microsoft Provides custom attribute extension methods for System.Reflection types.	4.3.0
.NET	System.Reflection.Primitives 作成者: Microsoft Provides common enumerations for reflection-based libraries.	4.3.0
.NET	System.Reflection.TypeExtensions 作成者: Microsoft Provides extensions methods for System.Type that are designed to be source-compatible with older framework reflection-based APIs.	4.3.0
.NET	System.Resources.ResourceManager 作成者: Microsoft Provides classes and attributes that allow developers to create, store, and manage various culture-specific resources used in an application.	4.3.0
.NET	System.Runtime 作成者: Microsoft Provides the fundamental primitives, classes and base classes that define commonly-used value and reference data types, events and event handlers, interfaces, attributes, and exceptions. This packages represents the core package...	4.3.1
.NET	System.Runtime.Extensions 作成者: Microsoft Provides commonly-used classes for performing mathematical functions, conversions, string comparisons and querying environment information.	4.3.0

NuGet9

.NET	System.Runtime.Handles 作成者: Microsoft Provides base classes, including <code>System.Runtime.InteropServices.CriticalHandle</code> and <code>System.Runtime.InteropServices.SafeHandle</code> , for types that represent operating system handles.	4.3.0
.NET	System.Runtime.InteropServices 作成者: Microsoft Provides types that support COM interop and platform invoke services.	4.3.0
.NET	System.Runtime.InteropServices.RuntimeInformation 作成者: Microsoft Provides APIs to query about runtime and OS information.	4.3.0
.NET	System.Runtime.Numerics 作成者: Microsoft Provides the numeric types <code>System.Numerics.BigInteger</code> and <code>System.Numerics.Complex</code> , which complement the numeric primitives, such as <code>System.Byte</code> , <code>System.Double</code> and <code>System.Int32</code> .	4.3.0
.NET	System.Security.Cryptography.Algorithms 作成者: Microsoft Provides base types for cryptographic algorithms, including hashing, encryption, and signing operations.	4.3.0
.NET	System.Security.Cryptography.Cng 作成者: Microsoft Provides cryptographic algorithm implementations and key management with Windows Cryptographic Next Generation API (CNG).	4.3.0
.NET	System.Security.Cryptography.Csp 作成者: Microsoft Provides cryptographic algorithm implementations and key management with Windows Cryptographic API (CryptoAPI).	4.3.0
.NET	System.Security.Cryptography.Encoding 作成者: Microsoft Provides types for representing Abstract Syntax Notation One (ASN.1)-encoded data.	4.3.0
.NET	System.Security.Cryptography.OpenSsl 作成者: Microsoft Provides cryptographic algorithm implementations and key management for non-Windows systems with OpenSSL.	4.3.0

NuGet10

 .NET	System.Security.Cryptography.Primitives 作成者: Microsoft Provides common types for the cryptographic libraries.	4.3.0
 .NET	System.Security.Cryptography.X509Certificates 作成者: Microsoft Provides types for reading, exporting and verifying Authenticode X.509 v3 certificates. These certificates are signed with a private key that uniquely and positively identifies the holder of the certificate.	4.3.0
 .NET	System.Text.Encoding 作成者: Microsoft Provides base abstract encoding classes for converting blocks of characters to and from blocks of bytes.	4.3.0
 .NET	System.Text.Encoding.Extensions 作成者: Microsoft Provides support for specific encodings, including ASCII, UTF-7, UTF-8, UTF-16, and UTF-32.	4.3.0
 .NET	System.Text.RegularExpressions 作成者: Microsoft Provides the System.Text.RegularExpressions.Regex class, an implementation of a regular expression engine.	4.3.1
 .NET	System.Threading 作成者: Microsoft Provides the fundamental synchronization primitives, including System.Threading.Monitor and System.Threading.Mutex, that are required when writing asynchronous code.	4.3.0
 .NET	System.Threading.Tasks 作成者: Microsoft Provides types that simplify the work of writing concurrent and asynchronous code.	4.3.0
 .NET	System.Threading.Tasks.Extensions 作成者: Microsoft Provides additional types that simplify the work of writing concurrent and asynchronous code.	4.5.4
 .NET	System.Threading.Timer 作成者: Microsoft Provides the System.Threading.Timer class, which is a mechanism for executing a method at specified intervals.	4.3.0

NuGet11



System.Xml.ReaderWriter 作成者: Microsoft

4.3.0

Provides provides a fast, non-cached, forward-only way to read and write Extensible Markup Language (XML) data.



System.Xml.XDocument 作成者: Microsoft

4.3.0

Provides the classes for Language-Integrated Query (LINQ) to Extensible Markup Language (XML). LINQ to XML is an in-memory XML programming interface that enables you to modify XML documents efficiently and easily.

使用したアイコンのリンク先

<http://flat-icon-design.com/?p=158>

その他の利用したもの

(1)FFMpeg

(2)FFProbe