
ComponentOne

MediaPlayer for WPF and Silverlight

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MediaPlayer for WPF and Silverlight

MediaPlayer for WPF and Silverlight provides a player that runs all video and audio media formats supported by WPF and Silverlight. Implement advanced capabilities with ease such as playlists, full-screen mode, overlay support, and more.

See Also

[Help with WPF and Silverlight Edition](#)

Help with WPF and Silverlight Edition

- For information on installing **ComponentOne Studio WPF Edition**, licensing, technical support, namespaces and creating a project with the control, please visit [Getting Started with WPF Edition](#).
- For information on installing **ComponentOne Studio Silverlight Edition**, licensing, technical support, namespaces and creating a project with the control, please visit [Getting Started with Silverlight Edition](#).

Key Features

MediaPlayer for WPF and Silverlight allows you to create customized, rich applications. Make the most of [C1MediaPlayer](#) by taking advantage of the following key features:

- **Create Playlists**
Add your own playlist in line or in the code behind.
- **Full Screen Mode**
Easily set the player to display in full screen mode.
- **Overlay Support**
Add an overlay to your WPF media player; for example, you can overlay logos, banners, and advertisements.

WPF Quick Start

The following quick start guide is intended to get you up and running with **MediaPlayer for WPF**. In this quick start, you'll start in Visual Studio to create a new project, add a [C1MediaPlayer](#) control to your application, and add chaptered content to the **C1MediaPlayer** control.

See Also

Step 1 of 3: Creating an Application with a C1MediaPlayer Control

Step 2 of 3: Adding Content to the C1MediaPlayer Control

Step 3 of 3: Running the Project

Step 1 of 3: Creating an Application with a C1MediaPlayer Control

In this step, you'll begin in Visual Studio to create a WPF application using **MediaPlayer for WPF**.

Complete the following steps:


1. In Visual Studio 2008, select **File | New | Project**.
2. In the **New Project** dialog box, select a language in the left pane, and in the templates list select **WPF Application**. Enter a **Name** for your project and click **OK**.
3. Click the **Split** button to enter Split view.
4. Navigate to the Toolbox and double-click the **C1MediaPlayer** icon to add the **C1MediaPlayer** control to the project.
5. Click the **C1MediaPlayer** control to select it.
6. In the **Properties** window, set the following properties:
 - Set the **Height** property to "300".
 - Set the **Width** property to "350".


You've successfully created a WPF application containing a **C1MediaPlayer** control. In the next step, you will add video content to the **C1MediaPlayer** control.

Step 2 of 3: Adding Content to the C1MediaPlayer Control

In this section of the quick start tutorial, you will add a video with one chapter to the **C1MediaPlayer** control.

Complete the following steps:

1. In the **Properties** window, click the **Items** ellipsis button . The **Collection Editor: Items** dialog box appears.
2. Click **Add** to add a **C1MediaItem** item to the **C1MediaPlayer** control.
3. In the **Properties** grid, set the following properties:
4. Set the **C1MediaItem.MediaSource** property to "http://download.componentone.com/pub/Videos/Trevor%20Does%20Silverlight.wmv". This sets the URL of the media source.
5. Set the **C1MediaItem.Title** property to "Trevor Does Silverlight". This specifies the title of the media.

6. Set the [C1MediaItem.NaturalDuration](#) property to "00:28:15". This sets the duration stamp to 28 minutes and 15 seconds.
7. Click the [C1MediaItem.Chapters](#) ellipsis button  to open the **CollectionEditors:Chapters** dialog box.
8. Click **Add** to add a [C1MediaChapter](#) item to the **C1MediaItem** item.
9. In the **Properties** grid, specify the position that the chapter begins at by setting the [C1MediaChapter.Position](#) property to "00:02:48".
10. In the **Properties** grid, create a title for your chapter setting the **Title** property to "Setting Up a Development System".

You have successfully added a video with one chapter to the **C1MediaPlayer** control. In the next step, you will run the project and observe several functions of the **C1MediaPlayer** control.


Step 3 of 3: Running the Project

In the last step, you added a video with one chapter to the [C1MediaPlayer](#) control. In this step, you will run the project and observe some of the run-time features of the **C1MediaPlayer** control.

Complete the following steps:


1. From the **Debug** menu, select **Start Debugging** to view how your application will appear at run time. Observe that the video content plays automatically and that the application resembles the following:

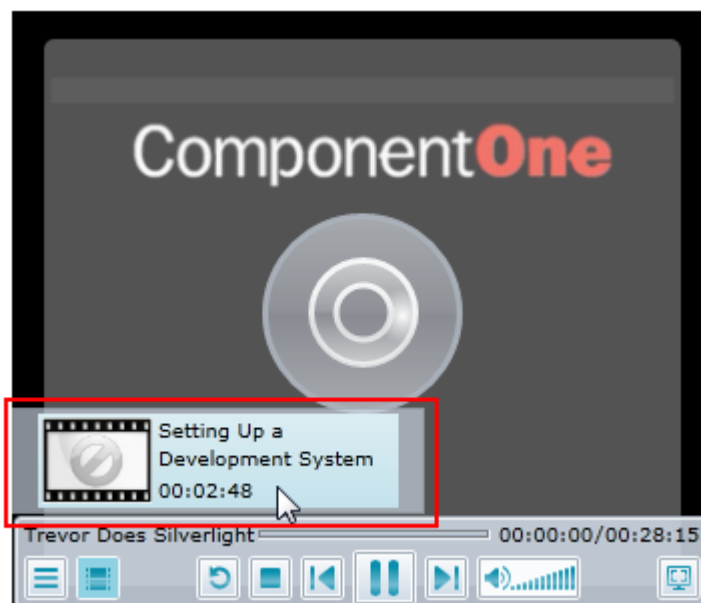


2. Click the **Item List** button  to open the item list and observe that it resembles the following:



You added the title and the duration time of the video in steps 2 and 3 of [Step 2 of 3: Adding Content to the C1MediaPlayer Control](#).

3. Click the **Chapter List** button  to open the chapter list and observe that it resembles the following:



4. Click **Setting up a Development System** and observe that the video fast-forwards to that chapter. The media player content will appear follows:



Congratulations! You have successfully completed the **MediaPlayer for WPF** quick start. In this quick start, you've created a **MediaPlayer for WPF** application, added chaptered video content to the **C1MediaPlayer** control, and viewed some of the run-time capabilities of the control.

Silverlight Quick Start

The following quick start guide is intended to get you up and running with **MediaPlayer for Silverlight**. In this quick start, you'll start in Visual Studio to create a new project, add a [C1MediaPlayer](#) control to your application, and add chaptered content to the **C1MediaPlayer** control.

See Also

[Step 1 of 3: Creating an Application with a C1MediaPlayer Control](#)

[Step 2 of 3: Adding Content to the C1MediaPlayer Control](#)

[Step 3 of 3: Running the Project](#)

Step 1 of 3: Creating an Application with a C1MediaPlayer Control

In this step, you'll begin in Visual Studio to create a Silverlight application using **MediaPlayer for Silverlight**.

Complete the following steps:

1. In Visual Studio, select **File | New | Project**.
2. In the **New Project** dialog box, select a language in the left pane, and in the templates list select **Silverlight Application**. Enter a **Name** for your project and click **OK**. The **New Silverlight Application** dialog box will appear.
3. Click **OK** to close the **New Silverlight Application** dialog box and create your project.
4. In the XAML window of the project, resize the **UserControl** by changing **DesignWidth="400" DesignHeight="300"** to **DesignWidth="Auto" DesignHeight="Auto"** in the `<UserControl>` tag so that it appears similar to the following:

XAML	Copy Code
<pre><UserControl x:Class="SilverlightApplication24.MainPage" xmlns="http://schemas.microsoft.com/winfx/2006/xaml/presentation" xmlns:x="http://schemas.microsoft.com/winfx/2006/xaml" xmlns:d="http://schemas.microsoft.com/expression/blend/2008" xmlns:mc="http://schemas.openxmlformats.org/markup-compatibility/2006" mc:Ignorable="d" d:DesignWidth="Auto" d:DesignHeight="Auto"></pre>	

- 5.
6. The **UserControl** will now resize to accommodate any content placed within it.
7. In the XAML window of the project, place the cursor between the `<Grid>` and `</Grid>` tags and click once. Note that you cannot currently add Silverlight controls directly to the design area in Visual Studio, so you must add them to the XAML window as directed in the next step.
8. Navigate to the Toolbox and double-click the [C1MediaPlayer](#) icon to add the control to the grid. The XAML markup resembles the following:

XAML	Copy Code
<pre><Grid x:Name="LayoutRoot"> <c1mediaplayer:C1MediaPlayer></c1mediaplayer:C1MediaPlayer> </Grid> </UserControl></pre>	

- 9.
10. Add `Height="300"` to the `<c1mediaplayer:C1MediaPlayer>` tag to set the height of the control. The XAML markup appears as follows:
- 11.
12. `<c1mediaplayer:C1MediaPlayer Height="300">`
13. Add `Width="350"` to the `<c1mediaplayer:C1MediaPlayer>` tag to set the width of the control. The XAML markup appears as follows:
- 14.
15. `<c1mediaplayer:C1MediaPlayer Height="300" Width="350">`

You've successfully created a Silverlight application containing a **C1MediaPlayer** control. In the next step, you will add video content to the **C1MediaPlayer** control.

Step 2 of 3: Adding Content to the C1MediaPlayer Control

In this section of the quick start tutorial, you will add a video with one chapter to the **C1MediaPlayer** control.

Complete the following steps:

1. Add video content to the **C1MediaPlayer** control by placing the following XAML markup between the `<c1mediaplayer:C1MediaPlayer>` and `</c1mediaplayer:C1MediaPlayer>` tags:

XAML	Copy Code
<pre><c1mediaplayer:C1MediaItem MediaSource="http://download.componentone.com/pub/Videos/Trevor%20Does%20Silverlight.w</pre>	

- 2.
3. Add a title to the video by adding **Title="Trevor Does Silverlight"** to the `<c1mediaplayer:C1MediaItem>` tag so that the markup resembles the following:

C#	Copy Code
<pre><c1mediaplayer:C1MediaItem MediaSource=http://download.componentone.com/pub/Videos/Trevor%20Does%20Silverlight.w Title="Trevor Does Silverlight"></pre>	

- 4.
5. Set the **C1MediaItem.NaturalDuration** property to 28 minutes and 15 seconds by adding **NaturalDuration="00:28:15"** to the `<c1mediaplayer:C1MediaItem>` tag so that the markup resembles the following:

XAML	Copy Code
<pre><c1mediaplayer:C1MediaItem MediaSource="http://download.componentone.com/pub/Videos/Trevor%20Does%20Silverlight.w Title="Trevor Does Silverlight" NaturalDuration="00:28:15"></pre>	

- 6.
7. The **NaturalDuration** property sets the duration time that will be shown when a user brings up the item list.
8. Add a chapter to the video content by placing the following XAML markup between the `<c1mediaplayer:C1MediaItem>` and `</c1mediaplayer:C1MediaItem>` tags:
 - 9.
 10. `<c1mediaplayer:C1MediaChapter></c1mediaplayer:C1MediaChapter>`
 11. Specify the positioning of your chapter by adding **Position="00:02:48"** to the `<c1mediaplayer:C1MediaChapter>` tag so that the markup resembles the following:
 - 12.
 13. `<c1mediaplayer:C1MediaChapter Position="00:02:48">`
 14. Create a title for your chapter by adding **Title="Setting Up a Development System"** to the `<c1mediaplayer:C1MediaChapter>` tag so that the markup resembles the following:
 - 15.
 16. `<c1mediaplayer:C1MediaChapter Position="00:02:48" Title="Setting up a Development System">`

You have successfully added a video with one chapter to the **C1MediaPlayer** control. In the next step, you will run the project and observe several functions of the **C1MediaPlayer** control.

Step 3 of 3: Running the Project


In the last step, you added a video with one chapter to the [C1MediaPlayer](#) control. In this step, you will run the project and observe some of the run-time features of the **C1MediaPlayer** control.

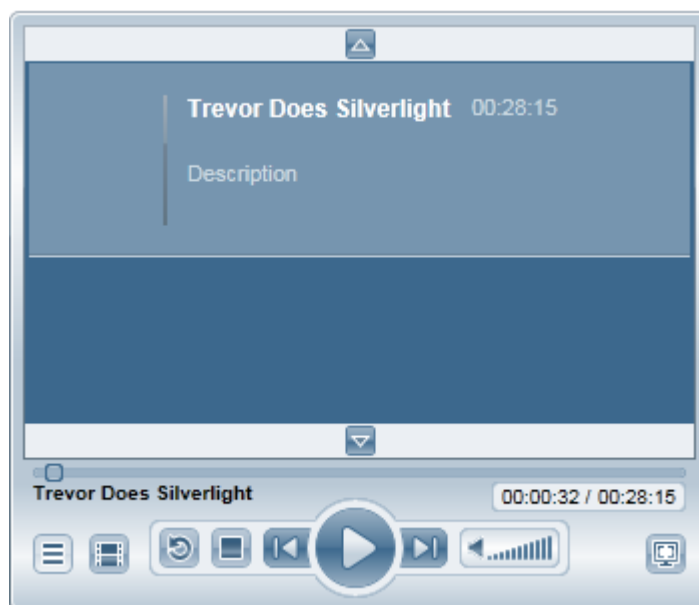
Complete the following steps:

1. From the **Debug** menu, select **Start Debugging** to view how your application will appear at run time. Observe that the video content plays automatically and that the application resembles the following:




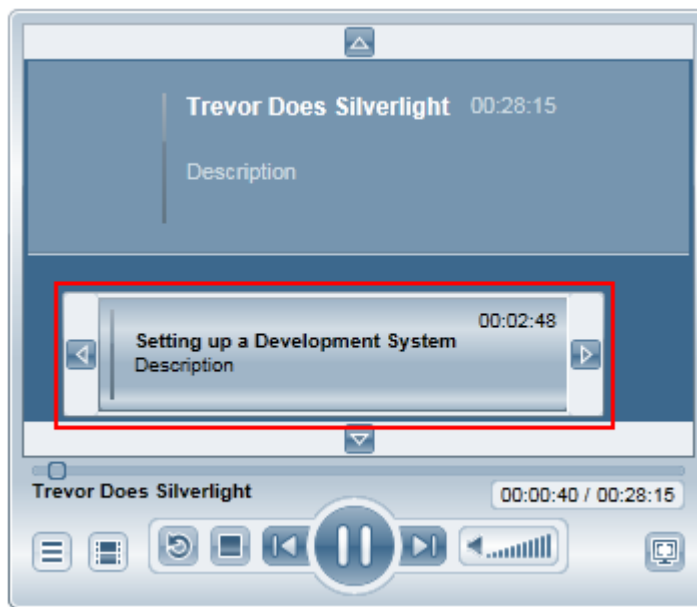
A few seconds after the video starts to play, the toolbar will disappear.

2. Click the **Item List** button  to open the item list and observe that it resembles the following:



You added the title and the duration time of the video in steps 2 and 3 of [Step 2 of 3: Adding Content to the C1MediaPlayer Control](#).

3. Click the **Chapter List** button  to open the chapter list and observe that it resembles the following:



4. Click **Setting up a Development System** and observe that the video fast-forwards to that chapter. The media player content will appear follows:



Congratulations! You have successfully completed the **MediaPlayer for Silverlight** quick start. In this quick start, you've created a **MediaPlayer for Silverlight** application, added chaptered video content to the **C1MediaPlayer** control, and viewed some of the run-time capabilities of the control.

Quick XAML Reference

This topic is dedicated to providing a quick overview of the XAML used to complete various [C1MediaPlayer](#) tasks. For more information, see the [C1MediaPlayer Task-Based Help](#) section.

The XAML markup in this section illustrates how to create a **C1MediaPlayer** control with three media items. Each media item contains three chapters. The control is themed with the **RainierOrange** theme, which is included as part of the Studio package.

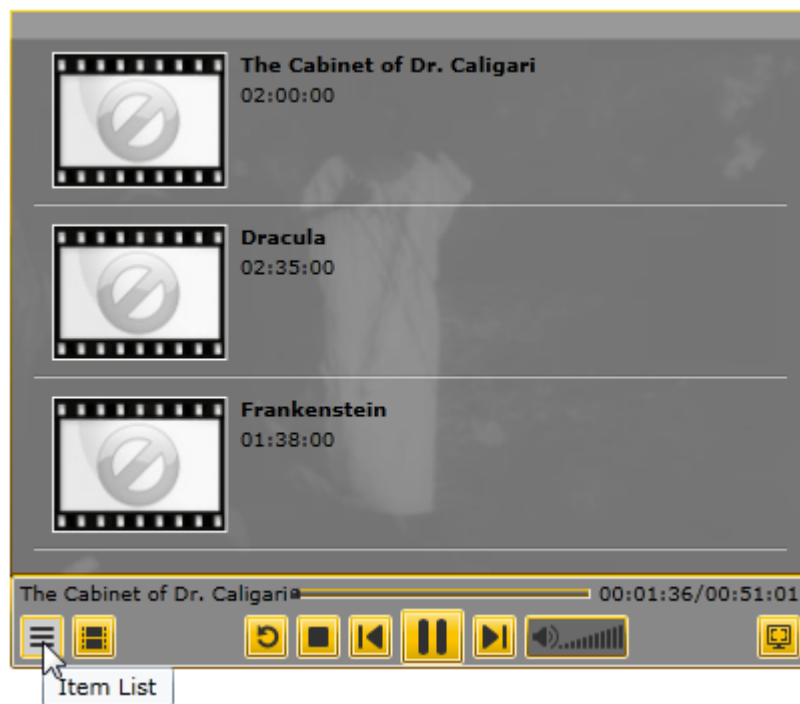
XAML	Copy Code
<pre><!--Theme--> <c1:C1ThemeRainierOrange> <!--MediaPlayer Markup--> <c1:C1MediaPlayer HorizontalAlignment="Left" Margin="10,10,0,0" Name="c1MediaPlayer1" VerticalAlignment="Top" Height="329" Width="400"> <!--First MediaItem--> <c1:C1MediaItem MediaSource="http://ia600300.us.archive.org/22/items/DaskabinettdesDoktorCali gariTheCabinetofDrCaligari/The_Cabinet_of_Dr._Caligari_512kb.mp4" Title="The Cabinet of Dr. Caligari" NaturalDuration="02:00:00"> <!--First MediaItem's Chapters--> <c1:C1MediaChapter Title="Title Sequence" Position="00:01:00" /> <c1:C1MediaChapter Title="Intermission" Position="00:35:00" /> <c1:C1MediaChapter Title="End Credits" Position="01:55:00" /> </c1:C1MediaItem > <!--Second MediaItem--> <c1:C1MediaItem MediaSource="Dracula.mp4" Title="Dracula" NaturalDuration="02:35:00"> <!--Second MediaItem's Chapters--> <c1:C1MediaChapter Title="Title Sequence" Position="00:00:20" /> <c1:C1MediaChapter Title="Intermission" Position="00:32:00" /> <c1:C1MediaChapter Title="End Credits" Position="02:32:00" /> </c1:C1MediaItem> <!--Third MediaItem--> <c1:C1MediaItem MediaSource="Frankenstein.mp4" Title="Frankenstein" NaturalDuration="01:38:00"> <!--Third MediaItem's Chapters--> <c1:C1MediaChapter Title="Title Sequence" Position="00:00:30" /> <c1:C1MediaChapter Title="Intermission" Position="00:42:00" /> <c1:C1MediaChapter Title="End Credits" Position="01:35:00" /></pre>	

```
</c1:C1MediaItem>  
</c1:C1MediaPlayer>  
</c1:C1ThemeRainierOrange>
```

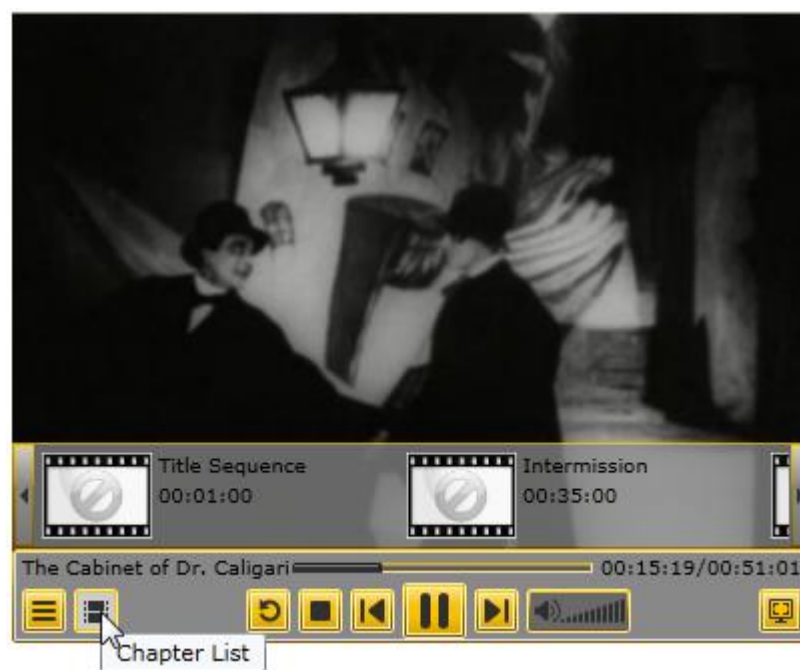
At startup, the **C1MediaPlayer** will look like this:



If you click the **Item List** button, you will see the three items that were added to the list:



And if you click the **Chapter List** button, you will see the chapter in the item you are currently on:



Using C1MediaPlayer

The [C1MediaPlayer](#) control is a media device used to deliver video and audio to your users. With the **C1MediaPlayer** control, you can create content playlists and even separate large videos into manageable chapters. The control is able to hold any media format supported by WPF and Silverlight.



After the **C1MediaPlayer** control is added to your project, you can begin customizing its appearance and behaviors. You can apply themes and gradients, create video overlays, choose full screen view, add and remove buttons, and much more.

You can add content to the **C1MediaPlayer** control by creating a [C1Medialtem](#) item and then setting its [C1Medialtem.MediaSource](#) property to the URL location of an image, video, or audio file.

To help you get started, the following topics present you with an overview of some of the common elements and features of the **C1MediaPlayer** control.

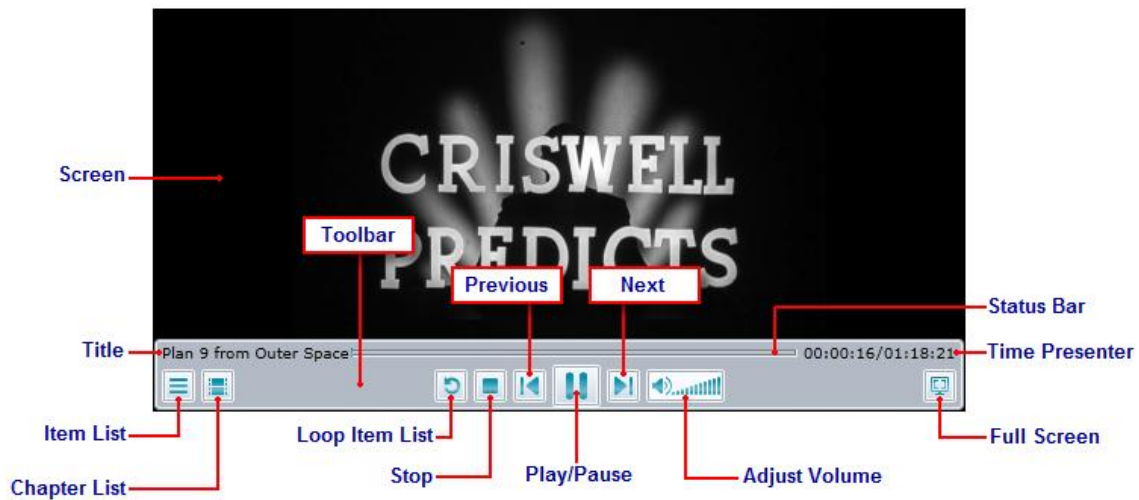
See Also

[C1MediaPlayer Elements](#)

[Supported File Types](#)


C1MediaPlayer Elements

This section provides a visual and descriptive overview of the elements that comprise the [C1MediaPlayer](#) control. The following image lists the default elements of the **C1MediaPlayer** control.



For a description of each **C1MediaPlayer** element, refer the table below.

Element	Description
Screen	The C1MediaPlayer content area displays videos. For more information on the content area, see Screen.
Toolbar	The toolbar displays all of the media player controls. The toolbar only appears at startup and when it is hovered over by a cursor.
Title	The title, which is set using the C1MediaItem.Title property, is used to display the title of a picture, video, or music file. The title is displayed by default, but you can remove it by setting the C1MediaPlayer.IsTitleVisible property to False .
Item List	The Item List button opens or closes the item list, which is essentially a play list that contains all of the media items added to the control. You can remove the Item List button by setting the C1MediaPlayer.IsItemListButtonVisible property to False .
Chapter List	The Chapter List button opens or closes the chapter list, which displays all of the chapters added to the current media item. You can remove the Chapter List button by setting the C1MediaPlayer.IsChapterListButtonVisible property to False .
Loop Item List	The Loop Item List button turns looping on or off. Looping is off by default, but you can turn on looping by setting the C1MediaPlayer.IsLooping property

	to True . You can remove the Loop Item List button by setting the C1MediaPlayer.IsLoopButtonVisible property to False .
Stop	The Stop button will stop the C1MediaPlayer control from playing its contents. To remove the Stop button, set the C1MediaPlayer.IsStopButtonVisible property to False .
Previous	The Previous button allows you to rewind to the preceding media file. You can remove the Previous button by setting the C1MediaPlayer.IsPreviousButtonVisible property to False .
Play/Pause	The Play/Pause button plays or pauses the open media file. The button changes depending on whether the media file is currently stopped, playing, or paused. If the media player is stopped or paused, the Play button will appear; if the media player is playing, the Pause button will appear.
Next	The Next button allows you to fast-forward to the subsequent media file. You can remove the Next button by setting the C1MediaPlayer.IsNextButtonVisible property to False .
Adjust Volume	The adjust volume slider controls the content of the media file you are currently viewing. You can click the mute button  to mute sound.
Full Screen	The Full Screen button opens and closes the full screen view of the C1MediaPlayer control. When the control is in full screen mode, you can return to its regular size by either clicking the Full Screen button again or by pressing ESC on your keyboard. To remove the Full Screen button, set the C1MediaPlayer.IsFullScreenButtonVisible property to False .
Time Presenter	The time presenter displays both the time elapsed and the time remaining in the current media file. You can remove the time presenter by setting the C1MediaPlayer.IsTimePresenterVisible property to False .
Status Bar	The status bar indicates both the time elapsed and the time remaining in the currently media file. It's also a slider bar that allows you to change your location in the current media file. To remove the status bar, set the IsPositionSliderVisible property to False .

See Also

[Screen](#)

[Item List](#)

[Chapter List](#)

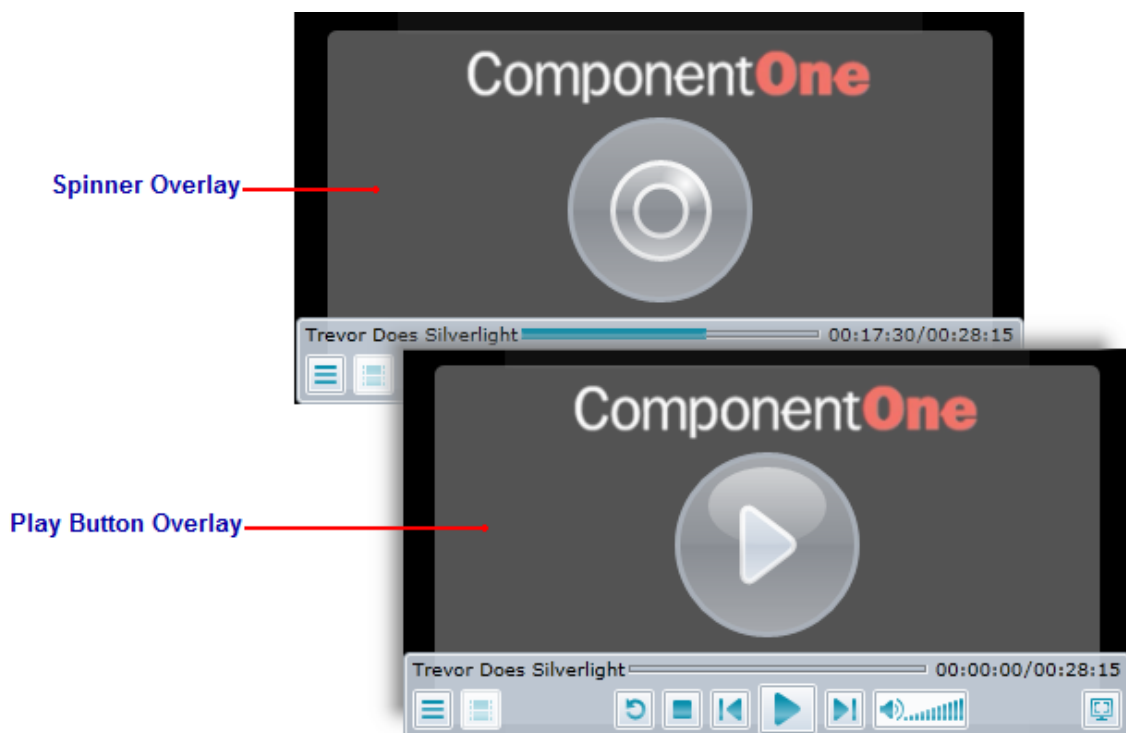
[Adjust Volume](#)

[Time Presenter](#)

Screen

The screen of the [C1MediaPlayer](#) control displays videos. When the **C1MediaPlayer** control is playing a media file that doesn't have a visual track, such as an MP3 or a WMA file, the content area will appear with a black background.

The screen can also be covered – or at least partially covered – by several overlays. When a file is buffering, an overlay with an animated spinner will cover the content area. When a file is paused or stopped, an overlay with a play button over the content area; users can click on this overlay to begin playing the file.

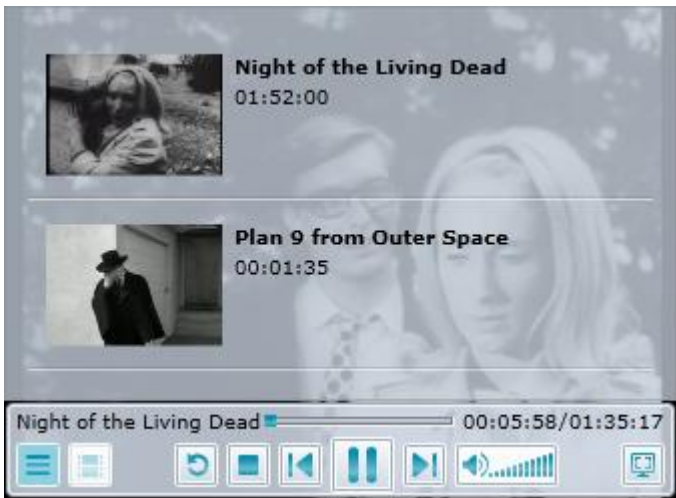


The screen can also display the item list and the chapter list. The item list, which displays a list of available media files, will occupy the entire screen. The chapter list, which displays chapters within the current media file, will be contained within a rectangular overlay.

You can create a custom screen overlay by adding and then customizing the `ScreenExtension` template. This type of overlay can be used to display copyright information, video descriptions, or advertisements.

Item List

The item list is a directory of the content that has been added to the media player. You can use the up or down buttons to scroll through the list and then click on one of the media files to select it. The item list looks as follows:




A few properties will have to be set to achieve the look and behavior of an item list such as the one above. To title a media item, you have to set the `C1MediaItem.Title` property of a `C1MediaItem` to a string. To add a time stamp to the video, set the `C1MediaItem.NaturalDuration` property. You can add the thumbnail by setting the `C1MediaItem.ThumbnailSource` property to the location of an image file

The following XAML was used to create the first item in this list.

XAML	Copy Code
<pre><c1mediaplayer:C1MediaItem MediaSource="http://www.acme.org/download/public_domain_cartoon.mp4" ThumbnailSource="FelixMiddle.png" NaturalDuration="00:07:58" Title="Felix the Cat" ></pre>	

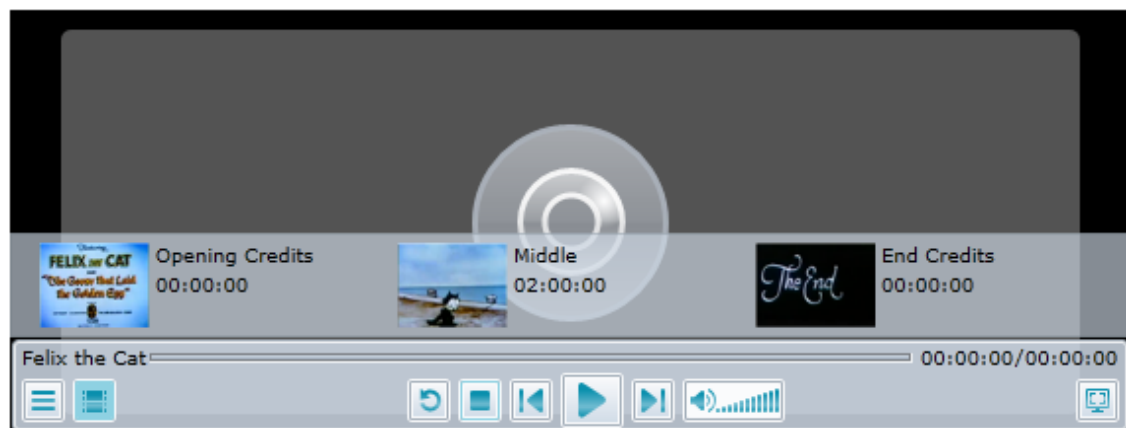
Once your media item is created, you can create chapters for it, which will then be added to a chapter list. For more information on chapter lists, see the [Chapter List](#) topic.

Accessing the Item List

You can access the item list by pressing the **Item List** button  on the [C1MediaPlayer](#) control. If you prefer to have the item list opened at startup, you can set the [IsItemListVisible](#) property to **True**.

Chapter List

The chapter list displays all of the chapters added to the current media item. You can use the right and left arrow buttons to scroll through the list of chapters and then click on a chapter to select it. The chapter list looks as follows:



A few properties will have to be set to achieve the look and behavior of a chapter list such as the one above. To title a media item, you have to set the [C1MediaChapter.Title](#) property to a string. You can add the thumbnail by setting the [C1MediaChapter.ThumbnailSource](#) property to an image file. Finally, you will need to specify the time that the chapter starts at by setting the [C1MediaChapter.Position](#) property to a time.


To create a chapter list like the one in the image above, you would use the following XAML:

XAML	Copy Code
<pre><c1mediaplayer:C1MediaChapter Title="Opening Credits" Position="00:00:00" ThumbnailSource="FelixOpen.png"/> <c1mediaplayer:C1MediaChapter Title="Middle" Position="00:03:15" ThumbnailSource="FelixMiddle.png"/> <c1mediaplayer:C1MediaChapter Title="End Credits"</pre>	


```
Position="00:07:04"  
ThumbnailSource="FelixEnd.png"/>
```

For task-based help about adding chapters to a media item, see [Creating Chapters](#).

Accessing the Chapter List

You can access the item list by pressing the **Chapter List** button  on the **C1MediaPlayer** control. If you prefer to have the item list opened at startup, you can set the [C1MediaPlayer.IsChapterListVisible](#) property to **True**.

Adjust Volume

Users can control the volume of any media by manipulating the adjust volume slider. The adjust volume slider works just like the Windows Media Player slider: sliding it to the left decreases volume, sliding it to the right increases the volume, and clicking the mute button  mutes the sound.

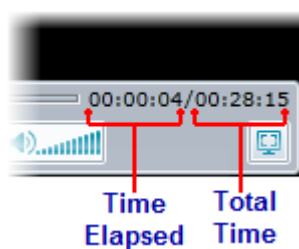


Controlling the Initial Volume

You can specify the initial volume of the [C1MediaPlayer](#) control by setting the [C1MediaPlayer.Volume](#) property to a value between 0 and 1. A value of 0 turns the volume off, a value of 1 turns the volume up to its maximum, and a value of 0.5 places the volume in the middle of the scale. If you'd rather mute the control at run time, you can also set the [C1MediaPlayer.IsMuted](#) property to **True**.

Time Presenter

The position element provides two time markers: time elapsed and total time. The time elapsed is on the left side of the time presenter while the total time is on the right side of the time presenter.



By default, the time elapsed will start from zero. However, you can change the starting position of a media file by setting the [C1MediaPlayer.Position](#) property to a time. When you run the project, the media file will begin from the point that you specified, and the time elapsed portion of the time presenter will start counting time from that position of time.

Supported File Types

The [C1MediaPlayer](#) control currently supports the following media types:

Video

The video formats supported are as follows:

- Raw Video.
- YV12 - YCrCb(4:2:0).
- RGBA - 32 bit Alpha Red, Green, Blue.
- WMV, MV2, and MV3 (Windows Media Video 7, 8, and 9)
- Supports Simple and Main Profiles.
- Supports only progressive (non-interlaced) content.
- WMVA: Windows Media Video Advanced Profile, non-VC-1.
- WVC1: Windows Media Video Advanced Profile, VC-1.
- Supports Advanced Profile.
- Supports only progressive (non-interlaced) content.
- H264 (ITU-T H.264 / ISO MPEG-4 AVC).

Audio

The audio formats supported are as follows:

- "1" -WAV format.
- "353" - Microsoft Windows Media Audio v7, v8 and v9.x Standard (WMA Standard).
- "354" - Microsoft Windows Media Audio v9.x and v10 Professional (WMA Professional).
- "85" - ISO MPEG-1 Layer III (MP3).
- "255" - ISO Advanced Audio Coding (AAC).

C1MediaPlayer Layout and Appearance

The following topics detail how to customize the [C1MediaPlayer](#) control's layout and appearance. You can use built-in layout options to lay your controls out in panels such as Grids or Canvases. Themes allow you to customize the appearance of the grid and take advantage of XAML-based styling in WPF and Silverlight. You can also use templates to format and layout the control and to customize the control's actions.

See Also

[ComponentOne ClearStyle Technology](#)

[MediaPlayer Theming](#)

[Templates](#)

ComponentOne ClearStyle Technology

ComponentOne ClearStyle technology is a new, quick and easy approach to providing Silverlight and WPF control styling. ClearStyle allows you to create a custom style for a control without having to deal with the hassle of XAML templates and style resources.

Currently, to add a theme to all standard WPF controls, you must create a style resource template. In Microsoft Visual Studio, this process can be difficult; this is why Microsoft introduced Expression Blend to make the task a bit easier. Having to jump between two environments can be a bit challenging to developers who are not familiar with Blend or do not have the time to learn it. You could hire a designer, but that can complicate things when your designer and your developers are sharing XAML files.

That's where ClearStyle comes in. With ClearStyle the styling capabilities are brought to you in Visual Studio in the most intuitive manner possible. In most situations you just want to make simple styling changes to the controls in your application so this process should be simple. For example, if you just want to change the row color of your data grid this should be as simple as setting one property. You shouldn't have to create a full and complicated-looking template just to simply change a few colors.

How ClearStyle Works

Each key piece of the control's style is surfaced as a simple color property. This leads to a unique set of style properties for each control. For example, a **Gauge** has **PointerFill** and **PointerStroke** properties, whereas a **DataGrid** has **SelectedBrush** and **MouseOverBrush** for rows.

Let's say you have a control on your form that does not support ClearStyle. You can take the XAML resource created by ClearStyle and use it to help mold other controls on your form to match (such as grabbing exact colors). Or let's say you'd like to override part of a style set with ClearStyle (such as your own custom scrollbar). This is also possible because ClearStyle can be extended and you can override the style where desired.

ClearStyle is intended to be a solution to quick and easy style modification but you're still free to do it the old fashioned way with ComponentOne's controls to get the exact style needed. ClearStyle does not interfere with those less common situations where a full custom design is required.

C1MediaPlayer ClearStyle Properties

MediaPlayer for WPF and Silverlight supports ComponentOne's new ClearStyle technology that allows you to easily change control colors without having to change control templates. By just setting a few color properties you can quickly style the entire grid.

The following table outlines the brush properties of the [C1MediaPlayer](#) control:

Brush	Description
Background	Gets or sets the brush of the control's background.
ButtonBackground	Gets or sets the brush of the buttons' background color.
ButtonForeground	Gets or sets the brush of the buttons' foreground color (for example, the symbols on the buttons).
MouseOverBrush	Gets or sets the System.Windows.Media.Brush used to highlight the buttons when the mouse is hovered over them.
PressedBrush	Gets or sets the System.Windows.Media.Brush used to highlight the buttons when they are clicked on.

You can completely change the appearance of the **C1MediaPlayer** control by setting a few properties, such as the **Background** property, which sets the background color of the media player. For example, if you set the **Background** property to "#FFE40005", the **C1MediaPlayer** control would appear similar to the following:



If you want the buttons to appear lime green for better contrast against the red, you can also set the **ButtonForeground** and **ButtonBackground** properties. In the following example, the **ButtonForeground** property is set to "#FF5500DE" and the **ButtonBackground** property is set to "#FF00F500".



It's that simple with ComponentOne's ClearStyle technology. For more information on ClearStyle, see the [ComponentOne ClearStyle Technology](#) topic.

MediaPlayer Theming

MediaPlayer for WPF and Silverlight incorporates several themes that allow you to customize the appearance of your grid. When you first add a [C1MediaPlayer](#) control to the page, it appears similar to the following image:



This is the control's default appearance. You can change this appearance by using one of the built-in themes or by creating your own custom theme. All of the built-in themes are based on WPF Toolkit themes. The built-in themes are described and pictured below:

Full Theme Name	Appearance
C1ThemeBureauBlack	

C1Blue



C1ThemeExpressionDark



C1ThemeExpressionLight



C1ThemeOffice2007Black



C1ThemeOffice2007Blue



C1ThemeOffice2007Silver



C1ThemeOffice2010Black





C1ThemeOffice2010Blue



C1ThemeOffice2010Silver



C1ThemeShinyBlue	
C1ThemeWhistlerBlue	

To set an element's theme, use the **ApplyTheme** method. First add a reference to the theme assembly to your project, and then set the theme in code, like this:

Visual Basic	Copy Code
<pre>Private Sub Window_Loaded(sender As System.Object, e As System.Windows.RoutedEventArgs) Handles MyBase.Loaded Dim theme As New C1ThemeExpressionDark ' Using ApplyTheme C1Theme.ApplyTheme(LayoutRoot, theme)</pre>	
C#	Copy Code
<pre>private void Window_Loaded(object sender, RoutedEventArgs e) {</pre>	

```

C1ThemeExpressionDark theme = new C1ThemeExpressionDark();
//Using ApplyTheme
C1Theme.ApplyTheme(LayoutRoot, theme);
}

```

To apply a theme to the entire application, use the

System.Windows.ResourceDictionary.MergedDictionaries property. First add a reference to the theme assembly to your project, and then set the theme in code, like this:

Visual Basic

Copy Code

```

Private Sub Window_Loaded(sender As System.Object, e As
System.Windows.RoutedEventArgs) Handles MyBase.Loaded
    Dim theme As New C1ThemeExpressionDark
    ' Using Merged Dictionaries
Application.Current.Resources.MergedDictionaries.Add(C1Theme.GetCurrentThemeR
esources(theme))
End Sub

```

C#

Copy Code

```

private void Window_Loaded(object sender, RoutedEventArgs e)
{
    C1ThemeExpressionDark theme = new C1ThemeExpressionDark();
    //Using Merged Dictionaries
Application.Current.Resources.MergedDictionaries.Add(C1Theme.GetCurrentThemeR
esources(theme));
}

```

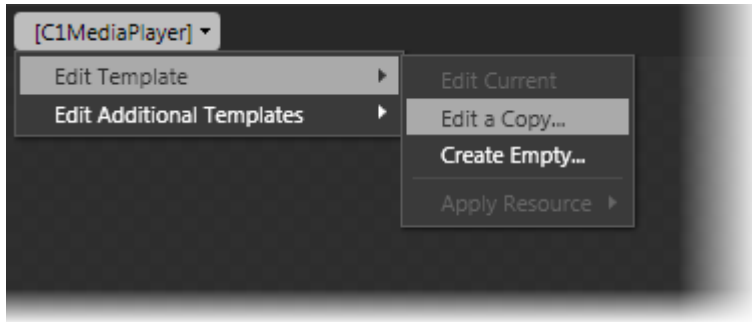
Note that this method works only when you apply a theme for the first time. If you want to switch to another ComponentOne theme, first remove the previous theme from **Application.Current.Resources.MergedDictionaries**.


Templates

One of the main advantages to using a WPF control is that controls are "lookless" with a fully customizable user interface. Just as you design your own user interface (UI), or look and feel, for WPF applications, you can provide your own UI for data managed by **MediaPlayer for WPF and Silverlight**. Extensible Application Markup Language (XAML; pronounced "Zammel"), an XML-based declarative language, offers a simple approach to designing your UI without having to write code.

Accessing Templates

You can access templates in Microsoft Expression Blend by selecting the [C1MediaPlayer](#) control and, in the menu, selecting **Edit Template**. Select **Edit a Copy** to create an editable copy of the current template or **Create Empty** to create a new blank template.



 **Note:** If you create a new template through the menu, the template will automatically be linked to that template's property. If you manually create a template in XAML you will have to link the appropriate template property to the template you've created.

Note that you can use the [Template](#) property to customize the template.

Included Templates

Additional templates are also available for **C1MediaPlayer** elements. To access these templates, select the **C1MediaPlayer** control and, in the menu, select **Edit Additional Templates**. Select **Edit a Copy** to create an editable copy of the current template or select **Create Empty** to create a new blank template.

The additional templates described in the table below.

Template	Description
BufferingTemplate	Template for an overlay over the screen when the state of the content is buffering.
PausedTemplate	Template for an overlay over the screen when the state of the content is paused.
ScreenExtension	Template for an optional overlay of the video area.
ToolBarExtension	Template for an optional extension of the ToolBar that contains the show/hide items/chapter list.

UnstartedTemplate	Template for an overlay over the screen when the state of the content is unstarted.
-------------------	---

C1MediaPlayer Samples

Please be advised that these ComponentOne software tools are accompanied by various sample projects and/or demos which may make use of other development tools included with the ComponentOne Studio.

You can refer to the pre-installed product samples through the following path:

Documents| ComponentOne Samples | WPF

or

Documents| ComponentOne Samples | Silverlight

The following sample details the [C1MediaPlayer](#) control:

Sample	Description
MediaPlayer	Illustrates the functionality of the C1MediaPlayer control.

C1MediaPlayer Task-Based Help

The task-based help assumes that you are familiar with programming in Visual Studio and know how to use the [C1MediaPlayer](#) control in general. If you are unfamiliar with the **MediaPlayer for WPF and Silverlight** product, please see the **C1MediaPlayer** [WPF Quick Start](#) and [Silverlight Quick Start](#) first.

Each topic in this section provides a solution for specific tasks using the **MediaPlayer for WPF and Silverlight** product.

Each task-based help topic also assumes that you have created a new WPF and Silverlight project.

See Also

[Adding Media Content](#)

[Creating Chapters](#)

[Turning Off Autoplay](#)

[Looping Media Files](#)

[Setting the Initial Volume](#)

[Showing the Chapter List on Page Load](#)

[Showing the Item List on Page Load](#)

Silverlight


[Using C1MediaPlayer Themes](#)

Adding Media Content

You can add media content by creating a [C1Medialtem](#) object and then setting its [C1Medialtem.MediaSource](#) property to the location of your media file. In this topic, you will add a video file to the media player in the **Properties** window, in XAML, and in code.

At Design Time (Visual Studio)

To add video content, complete the following steps:

1. Click the [C1MediaPlayer](#) control once to select it.
2. Find the **Items** property and click its ellipsis button . The **Collection Editor: Items** dialog box opens.
3. Click **Add** to add a **C1Medialtem** object the **C1MediaPlayer** control.
4. In the **Properties** grid, set the following:
 - o Set the **MediaSource** property to "http://download.componentone.com/pub/Videos/Trevor%20Does%20Silverlight.wmv".
 - o Set the [C1Medialtem.Title](#) property to "Trevor Does Silverlight".
5. Click the **OK** to close the **Collection Editor: Items** dialog box.
6. Run the program and observe that content is loaded into the control.

At Design Time (Blend)

To add video content using Blend, complete the following steps:

1. Click the [C1MediaPlayer](#) control once to select it.
2. Under the Properties panel, find the Items property and click its ellipsis button (...). The **C1Medialtem Collection Editor: Items** dialog box opens.
3. Click **Add Another Item** to add a **C1Medialtem** object the **C1MediaPlayer** control.
4. In the **Properties** grid, set the following:
 - o Set the [MediaSource](#) property to "<http://download.componentone.com/pub/Videos/Trevor%20Does%20Silverlight.wmv>".
 - o Set the [Title](#) property to "Trevor Does Silverlight".
5. Click the **OK** to close the **C1Medialtem Collection Editor: Items** dialog box.
6. Run the project.

In XAML

To add video content using XAML, complete the following:

1. Place the following markup between the `<c1mediaplayer:C1MediaPlayer>` and `</c1mediaplayer:C1MediaPlayer>` tags:

XAML	Copy Code
<pre><c1mediaplayer:C1MediaItem MediaSource="http://download.componentone.com/pub/Videos/Trevor%20Does%20Silverlight.w Title="Trevor Does Silverlight" Name="C1MediaPlayer1" /></pre>	

- 2.
3. Run the program and observe that content is loaded into the control.

In Code

To add video content using code, complete the following steps:

1. Open the **Window1.xaml.cs** page and import the following namespace:

Visual Basic	Copy Code
<pre>Imports C1.WPF.MediaPlayer</pre>	
C#	Copy Code
<pre>using C1.WPF.MediaPlayer;</pre>	

- 2.
3. Place the following code beneath the **InitializeComponent()** method:

Visual Basic	Copy Code
<pre>'Create a C1MediaItem object Dim C1MediaItem1 As New C1MediaItem() 'Create a Uri object that contains the media file's path Dim Uri1 As New Uri("http://download.componentone.com/pub/Videos/Trevor%20Does%20Silverlight.wmv") 'Set the C1MediaItems content source to the Uri object</pre>	


```

C1MediaItem1.MediaSource = Uri1
'Name the media item
C1MediaItem1.Title = "Trevor Does Silverlight"
'Add the media item to the media player
C1MediaPlayer1.Items.Add(C1MediaItem1)

```

C#	Copy Code
<pre> //Create a C1MediaItem object C1MediaItem C1MediaItem1 = new C1MediaItem(); //Create a Uri object that contains the media file's path Uri Uri1 = new Uri("http://download.componentone.com/pub/Videos/Trevor%20Does%20Silverlight.wmv"); //Set the C1MediaItems content source to the Uri object C1MediaItem1.MediaSource = Uri1; //Name the media item C1MediaItem1.Title = "Trevor Does Silverlight"; //Add the media item to the media player c1MediaPlayer1.Items.Add(C1MediaItem1); </pre>	



4. Run the program and observe that content is loaded into the control.


Creating Chapters

You can create chapters by creating a [C1MediaChapter](#) item and then settings its [C1MediaChapter.Position](#) property. This topic assumes that you have completed the [Adding Media Content](#) task-based help topic.

At Design Time (Visual Studio)


To create a chapter, complete the following steps:

1. Click the [C1MediaPlayer](#) control once to select it.
2. In the Properties window, click the **Items** property's ellipsis button . The **Collection Editor: Items** dialog box opens.
3. In the **Items** pane, select the [C1MediaItem](#) that you want to add the chapters to.
4. In the **Properties** pane, click the [C1MediaItem.Chapters](#) property's ellipsis button . The **Collection Editor: Chapters** dialog box opens.
5. Create a chapter by completing the following steps:
 - a. Click **Add** to add a chapter. A [C1MediaChapter](#) item is added to the **Items** pane.

- b. Set the `C1MediaChapter.Position` property to a time. For this example, set it to "00:01:25", which will create the chapter at 1 minute and 25 seconds into media file.
 - c. Set the `C1MediaChapter.Title` property to a name. For this example, set it to "Trevor Looks Confused".
6. Click **OK** to close the **Collection Editor: Chapters** dialog box.
7. Click **OK** to close the **Collection Editor: Items** dialog box.
8. Run the program and click the **Chapter List** button . Observe that one chapter, **Trevor Looks Confused**, appears in the list. You can double-click it to skip ahead to that part of the media file.

At Design Time (Blend)

To create a chapter, complete the following steps:

1. Click the `C1MediaPlayer` control once to select it.
2. Under the **Properties** panel, locate the **Items** property and click its ellipsis button (...). The **C1MedialItem Collection Editor: Items** dialog box opens.
3. In the **Items** pane, select the `C1MedialItem` that you want to add the chapters to.
4. In the **Properties** pane, find the `C1MedialItem.Chapters` property and click its ellipsis button. The **C1MedialItem Collection Editor: Chapters** dialog box opens.
5. Create a chapter by completing the following steps:
 - a. Click **Add Another Item** to add a chapter.
 - b. A **C1MediaChapter** item is added to the **Items** pane.
 - c. Set the `C1MediaChapter.Position` property to a time. For this example, set it to "00:01:25", which will create the chapter at 1 minute and 25 seconds into media file.
 - d. Set the `C1MediaChapter.Title` property to a name. For this example, set it to "Trevor Looks Confused".
 - e. Click **OK** to close the **C1MedialItem Collection Editor: Chapters** dialog box.
6. Click **OK** to close the **C1MedialItem Collection Editor: Items** dialog box.
7. Run the program and click the **Chapter List** button . Observe that one chapter, **Trevor Looks Confused**, appears in the list. You can double-click it to skip ahead to that part of the media file.


In XAML

To create a chapter, complete the following steps:

1. Place the following markup between the `<c1mediaplayer:C1MedialItem>` and the `</c1mediaplayer:C1MedialItem>` tags:

XAML	Copy Code
<pre><c1mediaplayer:C1MediaChapter Name="C1MediaPlayer1" Position="00:01:25" Title="Trevor Looks Confused"/></pre>	

- 2.

3. Run the program and click the **Chapter List** button . Observe that one chapter, **Trevor Looks Confused**, appears in the list. You can double-click it to skip ahead to that part of the media file.

Turning Off Autoplay

By default, the `C1MediaPlayer` control will autoplay audio files; however, you can turn this feature off by setting the `C1MediaPlayer.AutoPlay` property to **False**.

At Design Time

To turn off autoplay, complete the following steps:

1. Click the **C1MediaPlayer** control once to select it.
2. In the **Properties** window (or **Properties** panel in Blend), locate the **AutoPlay** check box and deselect it.

In XAML

To turn off autoplay, add **AutoPlay="False"** to the `<c1mediaplayer:C1MediaPlayer>` tag so that the markup resembles the following:

```
<c1mediaplayer:C1MediaPlayer Name="C1MediaPlayer1" AutoPlay="False">
```

In Code

To turn off autoplay, complete the following steps:

1. Open the `Window1.xaml.cs` page.
2. Add **x:Name="C1MediaPlayer1"** to the `<c1ext:C1MediaPlayer>` tag so that the control will have a unique identifier for you to call in code.
3. Place the following code beneath the **InitializeComponent()** method:

Visual Basic	Copy Code
<pre>C1MediaPlayer1.AutoPlay = False</pre>	

- 4.

C#	Copy Code
<pre>c1MediaPlayer1.AutoPlay = false;</pre>	

- 5.
6. Run the program.

Looping Media Files

By default, the [C1MediaPlayer](#) control will automatically run through its item list only once. But if you'd prefer to have the player continuously loop through its items, you can set the [C1MediaPlayer.IsLooping](#) property to **True**.

At Design Time

To turn on looping, complete the following steps:

1. Click the **C1MediaPlayer** control once to select it.
2. In the **Properties** window(or **Properties** panel in Blend), locate the **IsLooping** check box and select it.

In XAML

To turn on looping, add **IsLooping="True"** to the `<c1mediaplayer:C1MediaPlayer>` tag so that the markup resembles the following:

```
<c1mediaplayer:C1MediaPlayer Name="C1MediaPlayer1" IsLooping="True">
```

In Code

To turn on looping, complete the following steps:

1. Open the Window1.xaml.cs page.
2. Add **x:Name="C1MediaPlayer1"** to the `<c1ext:C1MediaPlayer>` tag so that the control will have a unique identifier for you to call in code.
3. Place the following code beneath the **InitializeComponent()** method:

Visual Basic	Copy Code
<pre>C1MediaPlayer1.IsLooping = True</pre>	

4.

C#	Copy Code
<pre>c1MediaPlayer1.IsLooping = true;</pre>	

- 5.
6. Run the program.

Setting the Initial Volume

You can set the initial volume setting of the [C1MediaPlayer](#) control by setting the [C1MediaPlayer.Volume](#) property to a value between 0 and 1. In this topic, you will set the volume so that it's at its midway point upon page load.

At Design Time

To set the volume, complete the following steps:

1. Click the **C1MediaPlayer** control once to select it.
2. In the **Properties** window (or **Properties** panel in Blend), set the **Volume** property to "0.5".
3. Run the program and observe that the **C1MediaPlayer** control's volume is set halfway.

In XAML

To set the volume, complete the following steps:

1. Add `Volume="0.5"` to the `<c1mediaplayer:C1MediaPlayer>` tag so that the markup resembles the following:
- 2.
3. `<c1mediaplayer:C1MediaPlayer Name="C1MediaPlayer1" Volume="0.5">`
4. Run the program and observe that the **C1MediaPlayer** control's volume is set halfway.

In Code

To set the volume, complete the following steps:

1. Open the Window1.xaml.cs page.
2. Add `x:Name="C1MediaPlayer1"` to the `<c1ext:C1MediaPlayer>` tag so that the control will have a unique identifier for you to call in code.
3. Place the following code beneath the **InitializeComponent()** method:

Visual Basic	Copy Code
<pre>C1MediaPlayer1.Volume = 0.5</pre>	

4.

C#	Copy Code
<pre>c1MediaPlayer1.Volume = 0.5;</pre>	

- 5.
6. Run the program and observe that the **C1MediaPlayer** control's volume is set halfway.

Showing the Chapter List on Page Load

By default, the [C1MediaPlayer](#) control doesn't show the chapter list when it's loaded; users will have to open the list themselves by clicking the **Chapter List** button. However, you can make the chapter list show upon page load by setting the [C1MediaPlayer.IsChapterListVisible](#) property to **True**.

At Design Time

To open the chapter list on page load, complete the following steps:

1. Click the **C1MediaPlayer** control once to select it.
2. In the **Properties** window (or **Properties** panel in Blend), locate the **IsChapterListVisible** check box and then select it.
3. Run the program and observe that the chapter list opens at run time.

In XAML

To open the chapter list on page load, complete the following steps:

1. Add **IsChapterListVisible="True"** to the `<c1mediaplayer:C1MediaPlayer>` tag so that the markup resembles the following:
- 2.
3. `<c1mediaplayer:C1MediaPlayer Name="C1MediaPlayer1" IsChapterListVisible="True">`
4. Run the program and observe that the chapter list opens at run time.

In Code

To open the chapter list on page load, complete the following steps:

1. Open the Window1.xaml.cs page.
2. Add **x:Name="C1MediaPlayer1"** to the `<c1text:C1MediaPlayer>` tag so that the control will have a unique identifier for you to call in code.
3. Place the following code beneath the **InitializeComponent()** method:

Visual Basic	Copy Code
<pre>C1MediaPlayer1.IsChapterListVisible = True</pre>	

4.

C#	Copy Code
<pre>c1MediaPlayer1.IsChapterListVisible = true;</pre>	

- 5.
6. Run the program and observe that the chapter list opens at run time.

Showing the Item List on Page Load

By default, the [C1MediaPlayer](#) control doesn't show the item list when it's loaded; users will have to open the list themselves by clicking the **Item List** button. However, you can make the item list show upon page load by setting the [C1MediaPlayer.IsItemListVisible](#) property to **True**.

At Design Time

To open the item list on page load, complete the following steps:

1. Click the **C1MediaPlayer** control once to select it.
2. In the **Properties** window (or **Properties** panel in Blend), locate the **IsItemListVisible** check box and then select it.
3. Run the program and observe that the item list opens at run time.

In XAML

To open the item list on page load, complete the following steps:

1. Add **IsItemListVisible="True"** to the `<c1mediaplayer:C1MediaPlayer>` tag so that the markup resembles the following:
- 2.
3. `<c1mediaplayer:C1MediaPlayer Name="C1MediaPlayer1" IsItemListVisible="True">`
4. Run the program and observe that the item list opens at run time.

In Code

To open the item list on page load, complete the following steps:

1. Open the **Window1.xaml.cs** page.
2. Add **x:Name="C1MediaPlayer1"** to the `<c1ext:C1MediaPlayer>` tag so that the control will have a unique identifier for you to call in code.
3. Place the following code beneath the **InitializeComponent()** method:

Visual Basic	Copy Code
<pre>C1MediaPlayer1.IsItemListVisible = True</pre>	

4.

C#	Copy Code
<pre>c1MediaPlayer1.IsItemListVisible = true;</pre>	

5.

6. Run the program and observe that the item list opens at run time.

Using C1MediaPlayer Themes

The [C1MediaPlayer](#) control comes equipped with a light blue default theme, but you can also apply six themes (see [MediaPlayer Theming](#)) to the control. In this topic, you will change the **C1MediaPlayer** control's theme to **C1ThemeRainierOrange**.

In Blend

Complete the following steps:

1. Click the **Assets** tab.
2. In the search bar, enter "C1ThemeRainierOrange". The **C1ThemeRainierOrange** icon appears.
3. Double-click the **C1ThemeRainierOrange** icon to add it to your project.
4. In the search bar, enter "C1MediaPlayer" to search for the **C1MediaPlayer** control.
5. Double-click the **C1MediaPlayer** icon to add the **C1MediaPlayer** control to your project.
6. Under the **Objects and Timeline** tab, select [**C1MediaPlayer**] and use a drag-and-drop operation to place it under [**C1ThemeRainierOrange**].
7. Run the project.

In Visual Studio

Complete the following steps:

1. Open the .xaml page in Visual Studio.
2. Place your cursor between the `<Grid>` `</Grid>` tags.
3. In the Toolbox, double-click the **C1ThemeRainierOrange** icon to declare the theme. Its tags will appear as follows:
- 4.
5. `<my:C1ThemeRainierOrange>``</my:C1ThemeRainierOrange>`
6. Place your cursor between the `<my:C1ThemeRainierOrange>` and `</my:C1ThemeRainierOrange>` tags.
7. In the Toolbox, double-click the **C1MediaPlayer** icon to add the control to the project. Its tags will appear as children of the `<my:C1ThemeRainierOrange>` tags, causing the markup to resemble the following:

XAML	Copy Code
<pre><my:C1ThemeRainierOrange> <c1mediaplayer:C1MediaPlayer></c1mediaplayer:C1MediaPlayer> </my:C1ThemeRainierOrange></pre>	

8. Run your project.

This Topic Illustrates the Following:

The following image depicts a **C1MediaPlayer** control with the **C1ThemeRanierOrange** theme.



API Reference






C1.Silverlight.MediaPlayer.5 Assembly







Namespaces

C1.Silverlight.MediaPlayer Namespace


Overview

Classes

	Class	Description
	C1MediaChapter	A distinct segment of a C1MediaItem .
	C1MediaItem	A media file that can be played by C1MediaPlayer .
	C1MediaPlayer	The C1MediaPlayer plays video and audio from the internet.
	C1MoveToPointSlider	A slider that jumps where clicked, without dragging.
	FallbackConverter	Converter that returns the value unchanged if the value is

		not null or the parameter otherwise.
	HoursMinutesSecondsConverter	Converts TimeSpan values to the hh:mm:ss string format.
	InverseToOpacityConverter	Converts Boolean values to [0..1] opacity double values. true becomes 0.0 and false becomes 1.0.
	InverseToVisibilityConverter	Converts Boolean values to Visibility enumeration values. true becomes Collapsed and false becomes Visible.
	TemplateControl	Control that loads a DataTemplate, forwarding its own DataContext.
	TimeSpanConverter	Converts TimeSpan values to and from whole and fractional seconds.
	ToVisibilityConverter	Converts Boolean values to Visibility enumeration values. true becomes Visible and false becomes Collapsed.

Enumerations

	Enumeration	Description
	MediaState	Defines the potential states of a C1MediaPlayer object.

See Also

Reference

[C1.Silverlight.MediaPlayer.5 Assembly](#)

Classes

C1MediaChapter

A distinct segment of a [C1MediaItem](#).

Object Model

C1MediaChapter

Syntax

Visual Basic (Declaration)

Public Class C1MediaChapter	
C#	
public class C1MediaChapter	

Inheritance Hierarchy

System.Object

C1.Silverlight.MediaPlayer.C1MediaChapter

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaChapter Members](#)

[C1.Silverlight.MediaPlayer Namespace](#)

Overview

A distinct segment of a [C1MediaItem](#).

Object Model

C1MediaChapter

Syntax

Visual Basic (Declaration)	
Public Class C1MediaChapter	
C#	
public class C1MediaChapter	

Inheritance Hierarchy

System.Object

C1.Silverlight.MediaPlayer.C1MediaChapter

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference


[C1MediaChapter Members](#)
[C1.Silverlight.MediaPlayer Namespace](#)

Members

[Properties](#) [Events](#)




The following tables list the members exposed by [C1MediaChapter](#).

Public Constructors

	Name	Description
	C1MediaChapter Constructor	


[Top](#)

Public Properties

	Name	Description
	Position	Gets or sets the Position where the chapter starts.
	ThumbnailSource	Gets or sets the image that represents the chapter in the chapter list.
	Title	Gets or sets the name of the chapter.

[Top](#)

Public Events

	Name	Description
	PropertyChanged	Occurs when the items list of the collection has changed, or the collection is reset.

[Top](#)

See Also

Reference

[C1MediaChapter Class](#)
[C1.Silverlight.MediaPlayer Namespace](#)

C1MediaChapter Constructor

Syntax

Visual Basic (Declaration)	
<code>Public Function New()</code>	
C#	
<code>public C1MediaChapter()</code>	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2




See Also

Reference

- [C1MediaChapter Class](#)
- [C1MediaChapter Members](#)

Properties

>

Name	Description
 Position	Gets or sets the Position where the chapter starts.
 ThumbnailSource	Gets or sets the image that represents the chapter in the chapter list.
 Title	Gets or sets the name of the chapter.

[Top](#)

See Also

Reference

- [C1MediaChapter Class](#)
- [C1.Silverlight.MediaPlayer Namespace](#)

Position Property

Gets or sets the Position where the chapter starts.

Syntax

Visual Basic (Declaration)	
----------------------------	--

Public Property Position As System.TimeSpan	
C#	
public System.TimeSpan Position { get ; set ;}	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaChapter Class](#)

[C1MediaChapter Members](#)

ThumbnailSource Property

Gets or sets the image that represents the chapter in the chapter list.

Syntax

Visual Basic (Declaration)	
Public Property ThumbnailSource As System.Windows.Media.ImageSource	
C#	
public System.Windows.Media.ImageSource ThumbnailSource { get ; set ;}	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaChapter Class](#)

[C1MediaChapter Members](#)

Title Property

Gets or sets the name of the chapter.

Syntax

Visual Basic (Declaration)	
----------------------------	--

Public Property Title As System.String
C#
public System.string Title { get ; set ;}

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaChapter Class](#)
[C1MediaChapter Members](#)


Events

%%scrap%%

" -->

For a list of all members of this type, see [C1MediaChapter members](#).

Public Events

	Name	Description
	PropertyChanged	Occurs when the items list of the collection has changed, or the collection is reset.

[Top](#)

See Also

Reference

[C1MediaChapter Class](#)
[C1.Silverlight.MediaPlayer Namespace](#)

PropertyChanged Event

Occurs when the items list of the collection has changed, or the collection is reset.

Syntax

Visual Basic (Declaration)
Public Event PropertyChanged As

System.ComponentModel.PropertyChangedEventArgs	
C#	
<pre>public event System.ComponentModel.PropertyChangedEventArgs PropertyChanged</pre>	

Event Data

The event handler receives an argument of type `System.ComponentModel.PropertyChangedEventArgs` containing data related to this event. The following **PropertyChangedEventArgs** properties provide information specific to this event.

Property	Description
PropertyName	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaChapter Class](#)
[C1MediaChapter Members](#)

C1MediaItem

A media file that can be played by [C1MediaPlayer](#).

Object Model

C1MediaItem

Syntax

Visual Basic (Declaration)	
<pre>Public Class C1MediaItem</pre>	
C#	
<pre>public class C1MediaItem</pre>	

Inheritance Hierarchy

System.Object

C1.Silverlight.MediaPlayer.C1MediaItem

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaItem Members](#)

[C1.Silverlight.MediaPlayer Namespace](#)

Overview

A media file that can be played by [C1MediaPlayer](#).

Object Model

C1MediaItem

Syntax

Visual Basic (Declaration)	
Public Class C1MediaItem	
C#	
public class C1MediaItem	

Inheritance Hierarchy

System.Object

C1.Silverlight.MediaPlayer.C1MediaItem

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaItem Members](#)


[C1.Silverlight.MediaPlayer Namespace](#)

Members

[Properties](#) [Events](#)








The following tables list the members exposed by [C1MediaItem](#).

Public Constructors

	Name	Description
	C1MediaItem Constructor	Initializes a new instance of the C1MediaItem class.


[Top](#)

Public Properties

	Name	Description
	Chapters	Gets the list of C1MediaChapter for this media item.
	MediaSource	Gets or sets the address of the media file.
	MediaStream	Gets or sets a stream with the media. Only one of MediaSource , MediaStream and MediaStreamSource can be used.
	MediaStreamSource	Gets or sets a MediaStreamSource with the media. Only one of MediaSource , MediaStream and MediaStreamSource can be used.
	NaturalDuration	Gets or sets the duration to show for this item in the item list.
	ThumbnailSource	Gets or sets the image that represents the item in the item list.
	Title	Gets or sets the name of the media item.

[Top](#)

Public Events

	Name	Description
	PropertyChanged	Occurs when the items list of the collection has changed, or the collection is reset.

[Top](#)

See Also

Reference

[C1Medialtem Class](#)
[C1.Silverlight.MediaPlayer Namespace](#)

C1Medialtem Constructor

Initializes a new instance of the [C1Medialtem](#) class.

Syntax

Visual Basic (Declaration)	
<code>Public Function New()</code>	
C#	
<code>public C1MediaItem()</code>	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1Medialtem Class](#)
[C1Medialtem Members](#)




Properties





%%scrap%%

" -->

For a list of all members of this type, see [C1Medialtem members](#).

Public Properties

	Name	Description
	Chapters	Gets the list of C1MediaChapter for this media item.
	MediaSource	Gets or sets the address of the media file.
	MediaStream	Gets or sets a stream with the media. Only one of MediaSource ,

		MediaStream and MediaStreamSource can be used.
	MediaStreamSource	Gets or sets a MediaStreamSource with the media. Only one of MediaSource , MediaStream and MediaStreamSource can be used.
	NaturalDuration	Gets or sets the duration to show for this item in the item list.
	ThumbnailSource	Gets or sets the image that represents the item in the item list.
	Title	Gets or sets the name of the media item.

[Top](#)

See Also

Reference

[C1MediaItem Class](#)

[C1.Silverlight.MediaPlayer Namespace](#)

Chapters Property

Gets the list of [C1MediaChapter](#) for this media item.

Syntax

Visual Basic (Declaration)	
Public ReadOnly Property Chapters As System.Collections.ObjectModel.ObservableCollection(Of C1MediaChapter)	
C#	
public System.Collections.ObjectModel.ObservableCollection<C1MediaChapter> Chapters { get ;}	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaItem Class](#)

[C1MediaItem Members](#)

MediaSource Property

Gets or sets the address of the media file.

Syntax

Visual Basic (Declaration)	
Public Property MediaSource As System.Uri	
C#	
public System.Uri MediaSource { get ; set ;}	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaItem Class](#)

[C1MediaItem Members](#)

MediaStream Property

Gets or sets a stream with the media. Only one of **MediaSource**, **MediaStream** and **MediaStreamSource** can be used.

Syntax

Visual Basic (Declaration)	
Public Property MediaStream As System.IO.Stream	
C#	
public System.IO.Stream MediaStream { get ; set ;}	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1Medialtem Class](#)
[C1Medialtem Members](#)

MediaStreamSource Property

Gets or sets a MediaStreamSource with the media. Only one of **MediaSource**, **MediaStream** and **MediaStreamSource** can be used.

Syntax

Visual Basic (Declaration)	
<code>Public Property MediaStreamSource As System.Windows.Media.MediaStreamSource</code>	
C#	
<code>public System.Windows.Media.MediaStreamSource MediaStreamSource {get; set;}</code>	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1Medialtem Class](#)
[C1Medialtem Members](#)

NaturalDuration Property

Gets or sets the duration to show for this item in the item list.

Syntax

Visual Basic (Declaration)	
<code>Public Property NaturalDuration As System.TimeSpan</code>	
C#	
<code>public System.TimeSpan NaturalDuration {get; set;}</code>	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaItem Class](#)

[C1MediaItem Members](#)

ThumbnailSource Property

Gets or sets the image that represents the item in the item list.

Syntax

Visual Basic (Declaration)	
Public Property ThumbnailSource As System.Windows.Media.ImageSource	
C#	
public System.Windows.Media.ImageSource ThumbnailSource { get ; set ;}	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaItem Class](#)

[C1MediaItem Members](#)

Title Property

Gets or sets the name of the media item.

Syntax

Visual Basic (Declaration)	
Public Property Title As System.String	
C#	
public System. string Title { get ; set ;}	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaItem Class](#)

[C1MediaItem Members](#)


Events

%%scrap%%

" -->

For a list of all members of this type, see [C1MediaItem members](#).

Public Events

	Name	Description
	PropertyChanged	Occurs when the items list of the collection has changed, or the collection is reset.

[Top](#)

See Also

Reference

[C1MediaItem Class](#)

[C1.Silverlight.MediaPlayer Namespace](#)

PropertyChanged Event

Occurs when the items list of the collection has changed, or the collection is reset.

Syntax

Visual Basic (Declaration)	
Public Event PropertyChanged As System.ComponentModel.PropertyChangedEventHandler	
C#	
public event System.ComponentModel.PropertyChangedEventHandler PropertyChanged	

Event Data

The event handler receives an argument of type `System.ComponentModel.PropertyChangedEventArgs` containing data related to this event. The following **PropertyChangedEventArgs** properties provide information specific to this event.

Property	Description
----------	-------------

PropertyName	
---------------------	--

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaItem Class](#)

[C1MediaItem Members](#)

C1MediaPlayer

The [C1MediaPlayer](#) plays video and audio from the internet.

Object Model

C1MediaPlayer

Syntax

Visual Basic (Declaration)

```
Public Class C1MediaPlayer
    Inherits System.Windows.Controls.Control
```

C#

```
public class C1MediaPlayer : System.Windows.Controls.Control
```

Inheritance Hierarchy

```
System.Object
    System.Windows.DependencyObject
        System.Windows.UIElement
            System.Windows.FrameworkElement
                System.Windows.Controls.Control
                    C1.Silverlight.MediaPlayer.C1MediaPlayer
```

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Members](#)

[C1.Silverlight.MediaPlayer Namespace](#)

Overview

The [C1MediaPlayer](#) plays video and audio from the internet.

Object Model

C1MediaPlayer

Syntax

Visual Basic (Declaration)

```
Public Class C1MediaPlayer
    Inherits System.Windows.Controls.Control
```

C#

```
public class C1MediaPlayer : System.Windows.Controls.Control
```

Inheritance Hierarchy

```
System.Object
  System.Windows.DependencyObject
    System.Windows.UIElement
      System.Windows.FrameworkElement
        System.Windows.Controls.Control
          C1.Silverlight.MediaPlayer.C1MediaPlayer
```

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Members](#)

[C1.Silverlight.MediaPlayer Namespace](#)

Members

[Fields](#) [Properties](#) [Methods](#) [Events](#)

The following tables list the members exposed by [C1MediaPlayer](#).

Public Constructors

	Name	Description
⇒	C1MediaPlayer Constructor	Initializes a new instance of a C1MediaPlayer .




[Top](#)

Public Fields

	Name	Description
◆ S	AutoAdvanceProperty	Identifies the AutoAdvance dependency property.
◆ S	AutoPlayProperty	Identifies the AutoPlay dependency property.
◆ S	BufferingProgressProperty	Identifies the BufferingProgress dependency property.
◆ S	BufferingTemplateProperty	Identifies the BufferingTemplate dependency property.
◆ S	BufferingTimeProperty	Identifies the BufferingTime dependency property.
◆ S	ButtonBackgroundProperty	Identifies the ButtonBackground dependency property.
◆ S	ButtonForegroundProperty	Identifies the ButtonForeground dependency property.
◆ S	DownloadProgressProperty	Identifies the DownloadProgress dependency property.
◆ S	FocusBrushProperty	Identifies the FocusBrush dependency property.
◆ S	IsChapterListButtonVisibleProperty	Identifies the IsChapterListButtonVisible dependency property.
◆ S	IsChapterListVisibleProperty	Identifies the IsChapterListVisible dependency property.











◆ S	IsFullScreenButtonVisibleProperty	Identifies the IsFullScreenButtonVisible dependency property.
◆ S	IsFullScreenProperty	Identifies the IsFullScreen dependency property.
◆ S	IsItemListButtonVisibleProperty	Identifies the IsItemListButtonVisible dependency property.
◆ S	IsItemListVisibleProperty	Identifies the IsItemListVisible dependency property.
◆ S	IsLoopButtonVisibleProperty	Identifies the IsLoopButtonVisible dependency property.
◆ S	IsLoopingProperty	Identifies the IsLooping dependency property.
◆ S	IsMouseOverProperty	Identifies the IsMouseOver dependency property.
◆ S	IsMutedProperty	Identifies the IsMuted dependency property.
◆ S	IsNextButtonVisibleProperty	Identifies the IsNextButtonVisible dependency property.
◆ S	IsPlayButtonVisibleProperty	Identifies the IsPlayButtonVisible dependency property.
◆ S	IsPlayingProperty	Identifies the IsPlaying dependency property.
◆ S	IsPositionSliderVisibleProperty	Identifies the IsPositionSliderVisible dependency property.
◆ S	IsPreviousButtonVisibleProperty	Identifies the IsPreviousButtonVisible dependency property.
◆ S	IsStopButtonVisibleProperty	Identifies the IsStopButtonVisible dependency property.
















◆ S	IsTimePresenterVisibleProperty	Identifies the IsTimePresenterVisible dependency property.
◆ S	IsTitleVisibleProperty	Identifies the IsTitleVisible dependency property.
◆ S	IsVolumeControlVisibleProperty	Identifies the IsVolumeControlVisible dependency property.
◆ S	MediaStateProperty	Identifies the MediaState dependency property.
◆ S	MediaTransformProperty	Identifies the MediaTransform dependency property.
◆ S	MouseOverBrushProperty	Identifies the MouseOverBrush dependency property.
◆ S	NaturalDurationProperty	Identifies the NaturalDuration dependency property.
◆ S	PausedTemplateProperty	Identifies the PausedTemplate dependency property.
◆ S	PositionProperty	Identifies the Position dependency property.
◆ S	PressedBrushProperty	Identifies the PressedBrush dependency property.
◆ S	ScreenExtensionProperty	Identifies the ScreenExtension dependency property.
◆ S	SuperimposeButtonsFullScreenProperty	Identifies the SuperimposeButtonsFullScreen dependency property.
◆ S	SuperimposeButtonsWindowedProperty	Identifies the SuperimposeButtonsWindowed dependency property.
◆ S	ToolBarButtonBaseStyleProperty	Identifies the ToolBarButtonBaseStyle


















		dependency property.
 S	ToolBarExtensionProperty	Identifies the ToolBarExtension dependency property.
 S	UnstartedTemplateProperty	Identifies the UnstartedTemplate dependency property.
 S	VolumeProperty	Identifies the Volume dependency property.















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Public Properties


















	Name	Description
	ActualHeight	(Inherited from System.Windows.FrameworkElement)
	ActualWidth	(Inherited from System.Windows.FrameworkElement)
	AllowDrop	(Inherited from System.Windows.UIElement)
	AutoAdvance	Gets or sets a value indicating whether the player advances to the next media item when the reproduction of the current item ends. See also AutoPlay .
	AutoPlay	Gets or sets a value indicating whether media begins to play automatically when the player starts or the current media item changes.
	Background	(Inherited from System.Windows.Controls.Control)
	BorderBrush	(Inherited from System.Windows.Controls.Control)
	BorderThickness	(Inherited from System.Windows.Controls.Control)
	BufferingProgress	Gets a value that indicates the percentage of buffering progress made.
	BufferingTemplate	Gets or sets the template for an overlay over the screen
















		when the state is Buffering.
	BufferingTime	Gets or sets the amount of time to buffer. The default is 5 seconds.
	ButtonBackground	Gets or sets the System.Windows.Media.Brush that will be assigned to the Background of the buttons inside the control.
	ButtonForeground	Gets or sets the System.Windows.Media.Brush that will be assigned to the Foreground of the buttons inside the control.
	CacheMode	(Inherited from System.Windows.UIElement)
	CharacterSpacing	(Inherited from System.Windows.Controls.Control)
	Clip	(Inherited from System.Windows.UIElement)
	Cursor	(Inherited from System.Windows.FrameworkElement)
	DataContext	(Inherited from System.Windows.FrameworkElement)
	DesiredSize	(Inherited from System.Windows.UIElement)
	Dispatcher	(Inherited from System.Windows.DependencyObject)
	DownloadProgress	Gets a percentage value indicating the amount of download completed for content located on a remote server.
	Effect	(Inherited from System.Windows.UIElement)
	FlowDirection	(Inherited from System.Windows.FrameworkElement)
	FocusBrush	Gets or sets the System.Windows.Media.Brush used to highlight the focused control.
	FontFamily	(Inherited from System.Windows.Controls.Control)

	FontSize	(Inherited from System.Windows.Controls.Control)
	FontStretch	(Inherited from System.Windows.Controls.Control)
	FontStyle	(Inherited from System.Windows.Controls.Control)
	FontWeight	(Inherited from System.Windows.Controls.Control)
	Foreground	(Inherited from System.Windows.Controls.Control)
	Height	(Inherited from System.Windows.FrameworkElement)
	HorizontalAlignment	(Inherited from System.Windows.FrameworkElement)
	HorizontalContentAlignment	(Inherited from System.Windows.Controls.Control)
	IsChapterListButtonVisible	Gets or sets a value indicating whether the button that toggles the visibility of list of chapter items is visible.
	IsChapterListVisible	Gets or sets a value indicating whether the list of chapters for the current media item is visible.
	IsEnabled	(Inherited from System.Windows.Controls.Control)
	IsFullScreen	Gets or sets a value indicating whether the player is running maximized.
	IsFullScreenButtonVisible	Gets or sets a value indicating whether the button that toggles full screen mode is visible.
	IsHitTestVisible	(Inherited from System.Windows.UIElement)
	IsItemListButtonVisible	Gets or sets a value indicating whether the button that toggles the visibility of list of media items is visible.
	IsItemListVisible	Gets or sets a value indicating whether the list of media items is visible.
	IsLoopButtonVisible	Gets or sets a value indicating whether the button that toggles media item list looping is visible.

	IsLooping	Gets or sets a value indicating whether the first media item should play after the last finishes.
	IsMouseOver	Returns true if the mouse is over the control.
	IsMuted	Gets or sets a value indicating whether the audio is muted.
	IsNextButtonVisible	Gets or sets a value indicating whether the button that advances to the next media item is visible.
	IsPlayButtonVisible	Gets or sets a value indicating whether the button that starts and stops media playing is visible.
	IsPlaying	Gets or sets a value indicating whether media advances.
	IsPositionSliderVisible	Gets or sets a value indicating whether the slider that shows and controls the current position is visible.
	IsPreviousButtonVisible	Gets or sets a value indicating whether the button that advances to the previous media item is visible.
	IsStopButtonVisible	Gets or sets a value indicating whether the button that stops the media is visible.
	IsTabStop	(Inherited from <code>System.Windows.Controls.Control</code>)
	IsTimePresenterVisible	Gets or sets a value indicating whether the widget that shows the current and total time of the media is visible.
	IsTitleVisible	Gets or sets a value indicating whether the text block that shows the title of the current item is visible.
	IsVolumeControlVisible	Gets or sets a value indicating whether the control that controls the media's volume is visible.
	Items	List of C1MediaItem to play.

	ItemsView	Collection view that maintains the current item for Items .
	Language	(Inherited from System.Windows.FrameworkElement)
	Margin	(Inherited from System.Windows.FrameworkElement)
	MaxHeight	(Inherited from System.Windows.FrameworkElement)
	MaxWidth	(Inherited from System.Windows.FrameworkElement)
	MediaState	The current playing state of the video or audio file.
	MediaTransform	Gets or sets a graphics transformation that should apply to the media rectangle when layout is performed.
	MinHeight	(Inherited from System.Windows.FrameworkElement)
	MinWidth	(Inherited from System.Windows.FrameworkElement)
	MouseOverBrush	Gets or sets the System.Windows.Media.Brush used to highlight the control when it has the mouse over.
 S	MoveCurrentToCommand	Gets the value that represents the MoveCurrentTo command.
	Name	(Inherited from System.Windows.FrameworkElement)
	NaturalDuration	Gets the natural duration of the current media item.
 S	NextCommand	Gets the value that represents the Next command.
	Opacity	(Inherited from System.Windows.UIElement)
	OpacityMask	(Inherited from System.Windows.UIElement)
	Padding	(Inherited from System.Windows.Controls.Control)
	Parent	(Inherited from System.Windows.FrameworkElement)





















 S	PauseCommand	Gets the value that represents the Pause command.
	PausedTemplate	Gets or sets the template for an overlay over the screen when the state is Paused.
 S	PlayCommand	Gets the value that represents the Play command.
	Position	Gets or sets the current position of the current media item.
	PressedBrush	Gets or sets the System.Windows.Media.Brush used to paint a button when it is pressed.
 S	PreviousCommand	Gets the value that represents the Previous command.
	Projection	(Inherited from System.Windows.UIElement)
	RenderSize	(Inherited from System.Windows.UIElement)
	RenderTransform	(Inherited from System.Windows.UIElement)
	RenderTransformOrigin	(Inherited from System.Windows.UIElement)
	Resources	(Inherited from System.Windows.FrameworkElement)
	ScreenExtension	Gets or sets the template for an optional overlay of the video area.
 S	SeekCommand	Gets the value that represents the Seek command.
 S	StopCommand	Gets the value that represents the Stop command.
	Style	(Inherited from System.Windows.FrameworkElement)
	SuperimposeButtonsFullScreen	Set to true to show the buttons over the video when the player is in full screen mode.
	SuperimposeButtonsWindowed	Set to true to show the buttons over the video when the player is not in full screen mode.

	TabIndex	(Inherited from System.Windows.Controls.Control)
	TabNavigation	(Inherited from System.Windows.Controls.Control)
	Tag	(Inherited from System.Windows.FrameworkElement)
	Template	(Inherited from System.Windows.Controls.Control)
	ToolBarButtonBaseStyle	Gets the style of the ToolBar buttons, so that the theme can be matched by user controls in the ToolBarExtension template.
	ToolBarExtension	Gets or sets the template for an optional extension of the ToolBar that contains the show/hide items/chapter list.
	Triggers	(Inherited from System.Windows.FrameworkElement)
	UnstartedTemplate	Gets or sets the template for an overlay over the screen when the state is Unstarted.
	UseLayoutRounding	(Inherited from System.Windows.UIElement)
	VerticalAlignment	(Inherited from System.Windows.FrameworkElement)
	VerticalContentAlignment	(Inherited from System.Windows.Controls.Control)
	VideoBrush	Gets a Brush that paints an area with video content.
	Visibility	(Inherited from System.Windows.UIElement)
	Volume	Gets or sets the media's volume.
	Width	(Inherited from System.Windows.FrameworkElement)

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Public Methods

Name	Description
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⇒ 	AddHandler	(Inherited from System.Windows.UIElement)
⇒ 	ApplyTemplate	(Inherited from System.Windows.Controls.Control)
⇒ 	Arrange	(Inherited from System.Windows.UIElement)
⇒ 	CaptureMouse	(Inherited from System.Windows.UIElement)
⇒ 	ClearValue	(Inherited from System.Windows.DependencyObject)
⇒ 	FindName	(Inherited from System.Windows.FrameworkElement)
⇒ 	Focus	(Inherited from System.Windows.Controls.Control)
⇒ 	GetAnimationBaseValue	(Inherited from System.Windows.DependencyObject)
⇒ 	GetBindingExpression	(Inherited from System.Windows.FrameworkElement)
⇒ 	GetValue	(Inherited from System.Windows.DependencyObject)
⇒ 	InvalidateArrange	(Inherited from System.Windows.UIElement)
⇒ 	InvalidateMeasure	(Inherited from System.Windows.UIElement)
⇒ 	Measure	(Inherited from System.Windows.UIElement)
⇒ 	OnApplyTemplate	Overridden. Builds the visual tree for the C1MediaPlayer control when a new template is applied.
⇒ 	Pause	Pauses media at the current position.
⇒ 	Play	Plays media from the current position.
⇒ 	ReadLocalValue	(Inherited from System.Windows.DependencyObject)
⇒ 	ReleaseMouseCapture	(Inherited from System.Windows.UIElement)
⇒ 	RemoveHandler	(Inherited from System.Windows.UIElement)
⇒ 	SetBinding	(Inherited from System.Windows.FrameworkElement)

⚡	SetValue	(Inherited from System.Windows.DependencyObject)
⚡	Stop	Stops and resets media to be played from the beginning of the current item.
⚡	TransformToVisual	(Inherited from System.Windows.UIElement)
⚡	UpdateLayout	(Inherited from System.Windows.UIElement)

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Public Events

	Name	Description
⚡	BindingValidationError	(Inherited from System.Windows.FrameworkElement)
⚡	DataContextChanged	(Inherited from System.Windows.FrameworkElement)
⚡	DragEnter	(Inherited from System.Windows.UIElement)
⚡	DragLeave	(Inherited from System.Windows.UIElement)
⚡	DragOver	(Inherited from System.Windows.UIElement)
⚡	Drop	(Inherited from System.Windows.UIElement)
⚡	GotFocus	(Inherited from System.Windows.UIElement)
⚡	IsEnabledChanged	(Inherited from System.Windows.Controls.Control)
⚡	IsMouseOverChanged	Event raised when the IsMouseOver property has changed.
⚡	KeyDown	(Inherited from System.Windows.UIElement)
⚡	KeyUp	(Inherited from System.Windows.UIElement)
⚡	LayoutUpdated	(Inherited from System.Windows.FrameworkElement)
⚡	Loaded	(Inherited from System.Windows.FrameworkElement)

	LostFocus	(Inherited from System.Windows.UIElement)
	LostMouseCapture	(Inherited from System.Windows.UIElement)
	MarkerReached	Occurs when a timeline marker is encountered during media playback.
	MediaCommand	(Inherited from System.Windows.UIElement)
	MediaFailed	Occurs when there is an error associated with the MediaSource of the current C1MediaItem .
	MediaStateChanged	Event raised when the MediaState property has changed.
	MouseEnter	(Inherited from System.Windows.UIElement)
	MouseLeave	(Inherited from System.Windows.UIElement)
	MouseLeftButtonDown	(Inherited from System.Windows.UIElement)
	MouseLeftButtonUp	(Inherited from System.Windows.UIElement)
	MouseMove	(Inherited from System.Windows.UIElement)
	MouseRightButtonDown	(Inherited from System.Windows.UIElement)
	MouseRightButtonUp	(Inherited from System.Windows.UIElement)
	MouseWheel	(Inherited from System.Windows.UIElement)
	SizeChanged	(Inherited from System.Windows.FrameworkElement)
	TextInput	(Inherited from System.Windows.UIElement)
	TextInputStart	(Inherited from System.Windows.UIElement)
	TextlnputUpdate	(Inherited from System.Windows.UIElement)
	Unloaded	(Inherited from System.Windows.FrameworkElement)

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See Also

Reference

[C1MediaPlayer Class](#)
[C1.Silverlight.MediaPlayer Namespace](#)

C1MediaPlayer Constructor

Initializes a new instance of a [C1MediaPlayer](#).

Syntax

Visual Basic (Declaration)	
Public Function New()	
C#	
public C1MediaPlayer()	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2








See Also

Reference

[C1MediaPlayer Class](#)
[C1MediaPlayer Members](#)

Methods

>

Name	Description
 AddHandler	(Inherited from System.Windows.UIElement)
 ApplyTemplate	(Inherited from System.Windows.Controls.Control)
 Arrange	(Inherited from System.Windows.UIElement)
 CaptureMouse	(Inherited from System.Windows.UIElement)
 ClearValue	(Inherited from System.Windows.DependencyObject)
 FindName	(Inherited from System.Windows.FrameworkElement)
 Focus	(Inherited from System.Windows.Controls.Control)

⇒ GetAnimationBaseValue	(Inherited from System.Windows.DependencyObject)
⇒ GetBindingExpression	(Inherited from System.Windows.FrameworkElement)
⇒ GetValue	(Inherited from System.Windows.DependencyObject)
⇒ InvalidateArrange	(Inherited from System.Windows.UIElement)
⇒ InvalidateMeasure	(Inherited from System.Windows.UIElement)
⇒ Measure	(Inherited from System.Windows.UIElement)
⇒ OnApplyTemplate	Overridden. Builds the visual tree for the C1MediaPlayer control when a new template is applied.
⇒ Pause	Pauses media at the current position.
⇒ Play	Plays media from the current position.
⇒ ReadLocalValue	(Inherited from System.Windows.DependencyObject)
⇒ ReleaseMouseCapture	(Inherited from System.Windows.UIElement)
⇒ RemoveHandler	(Inherited from System.Windows.UIElement)
⇒ SetBinding	(Inherited from System.Windows.FrameworkElement)
⇒ SetValue	(Inherited from System.Windows.DependencyObject)
⇒ Stop	Stops and resets media to be played from the beginning of the current item.
⇒ TransformToVisual	(Inherited from System.Windows.UIElement)
⇒ UpdateLayout	(Inherited from System.Windows.UIElement)

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See Also

Reference

[C1MediaPlayer Class](#)

[C1.Silverlight.MediaPlayer Namespace](#)

OnApplyTemplate Method

Builds the visual tree for the [C1MediaPlayer](#) control when a new template is applied.

Syntax

Visual Basic (Declaration)

```
Public Overrides Sub OnApplyTemplate()
```

C#	
<pre>public override void OnApplyTemplate()</pre>	

Remarks

This method is invoked whenever application code or an internal process, such as a rebuilding layout pass, calls the **ApplyTemplate** method.

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)

[C1MediaPlayer Members](#)

Pause Method

Pauses media at the current position.

Syntax

Visual Basic (Declaration)	
<pre>Public Sub Pause()</pre>	
C#	
<pre>public void Pause()</pre>	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)

[C1MediaPlayer Members](#)

Play Method

Plays media from the current position.

Syntax

Visual Basic (Declaration)	
<code>Public Sub Play()</code>	
C#	
<code>public void Play()</code>	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

- [C1MediaPlayer Class](#)
- [C1MediaPlayer Members](#)

Stop Method

Stops and resets media to be played from the beginning of the current item.

Syntax

Visual Basic (Declaration)	
<code>Public Sub Stop()</code>	
C#	
<code>public void Stop()</code>	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2





















See Also























Reference



- [C1MediaPlayer Class](#)
- [C1MediaPlayer Members](#)

























Properties





















>

Name	Description
 ActualHeight	(Inherited from System.Windows.FrameworkElement)
 ActualWidth	(Inherited from System.Windows.FrameworkElement)
 AllowDrop	(Inherited from System.Windows.UIElement)
 AutoAdvance	Gets or sets a value indicating whether the player advances to the next media item when the reproduction of the current item ends. See also AutoPlay .
 AutoPlay	Gets or sets a value indicating whether media begins to play automatically when the player starts or the current media item changes.
 Background	(Inherited from System.Windows.Controls.Control)
 BorderBrush	(Inherited from System.Windows.Controls.Control)
 BorderThickness	(Inherited from System.Windows.Controls.Control)
 BufferingProgress	Gets a value that indicates the percentage of buffering progress made.
 BufferingTemplate	Gets or sets the template for an overlay over the screen when the state is Buffering.
 BufferingTime	Gets or sets the amount of time to buffer. The default is 5 seconds.
 ButtonBackground	Gets or sets the System.Windows.Media.Brush that will be assigned to the Background of the buttons inside the control.
 ButtonForeground	Gets or sets the System.Windows.Media.Brush that will be assigned to the Foreground of the buttons inside the control.
 CacheMode	(Inherited from System.Windows.UIElement)
 CharacterSpacing	(Inherited from System.Windows.Controls.Control)
 Clip	(Inherited from System.Windows.UIElement)
 Cursor	(Inherited from System.Windows.FrameworkElement)
 DataContext	(Inherited from System.Windows.FrameworkElement)
 DesiredSize	(Inherited from System.Windows.UIElement)
 Dispatcher	(Inherited from System.Windows.DependencyObject)

	DownloadProgress	Gets a percentage value indicating the amount of download completed for content located on a remote server.
	Effect	(Inherited from System.Windows.UIElement)
	FlowDirection	(Inherited from System.Windows.FrameworkElement)
	FocusBrush	Gets or sets the System.Windows.Media.Brush used to highlight the focused control.
	FontFamily	(Inherited from System.Windows.Controls.Control)
	FontSize	(Inherited from System.Windows.Controls.Control)
	FontStretch	(Inherited from System.Windows.Controls.Control)
	FontStyle	(Inherited from System.Windows.Controls.Control)
	FontWeight	(Inherited from System.Windows.Controls.Control)
	Foreground	(Inherited from System.Windows.Controls.Control)
	Height	(Inherited from System.Windows.FrameworkElement)
	HorizontalAlignment	(Inherited from System.Windows.FrameworkElement)
	HorizontalContentAlignment	(Inherited from System.Windows.Controls.Control)
	IsChapterListButtonVisible	Gets or sets a value indicating whether the button that toggles the visibility of list of chapter items is visible.
	IsChapterListVisible	Gets or sets a value indicating whether the list of chapters for the current media item is visible.
	IsEnabled	(Inherited from System.Windows.Controls.Control)
	IsFullScreen	Gets or sets a value indicating whether the player is running maximized.
	IsFullScreenButtonVisible	Gets or sets a value indicating whether the button that toggles full screen mode is visible.
	IsHitTestVisible	(Inherited from System.Windows.UIElement)
	IsItemListButtonVisible	Gets or sets a value indicating whether the button that toggles the visibility of list of media items is visible.
	IsItemListVisible	Gets or sets a value indicating whether the list of media items is visible.
	IsLoopButtonVisible	Gets or sets a value indicating whether the button that

	toggles media item list looping is visible.
 IsLooping	Gets or sets a value indicating whether the first media item should play after the last finishes.
 IsMouseOver	Returns true if the mouse is over the control.
 IsMuted	Gets or sets a value indicating whether the audio is muted.
 IsNextButtonVisible	Gets or sets a value indicating whether the button that advances to the next media item is visible.
 IsPlayButtonVisible	Gets or sets a value indicating whether the button that starts and stops media playing is visible.
 IsPlaying	Gets or sets a value indicating whether media advances.
 IsPositionSliderVisible	Gets or sets a value indicating whether the slider that shows and controls the current position is visible.
 IsPreviousButtonVisible	Gets or sets a value indicating whether the button that advances to the previous media item is visible.
 IsStopButtonVisible	Gets or sets a value indicating whether the button that stops the media is visible.
 IsTabStop	(Inherited from System.Windows.Controls.Control)
 IsTimePresenterVisible	Gets or sets a value indicating whether the widget that shows the current and total time of the media is visible.
 IsTitleVisible	Gets or sets a value indicating whether the text block that shows the title of the current item is visible.
 IsVolumeControlVisible	Gets or sets a value indicating whether the control that controls the media's volume is visible.
 Items	List of C1MediaItem to play.
 ItemsView	Collection view that maintains the current item for Items .
 Language	(Inherited from System.Windows.FrameworkElement)
 Margin	(Inherited from System.Windows.FrameworkElement)
 MaxHeight	(Inherited from System.Windows.FrameworkElement)
 MaxWidth	(Inherited from System.Windows.FrameworkElement)
 MediaState	The current playing state of the video or audio file.

	MediaTransform	Gets or sets a graphics transformation that should apply to the media rectangle when layout is performed.
	MinHeight	(Inherited from System.Windows.FrameworkElement)
	MinWidth	(Inherited from System.Windows.FrameworkElement)
	MouseOverBrush	Gets or sets the System.Windows.Media.Brush used to highlight the control when it has the mouse over.
	S MoveCurrentToCommand	Gets the value that represents the MoveCurrentTo command.
	Name	(Inherited from System.Windows.FrameworkElement)
	NaturalDuration	Gets the natural duration of the current media item.
	S NextCommand	Gets the value that represents the Next command.
	Opacity	(Inherited from System.Windows.UIElement)
	OpacityMask	(Inherited from System.Windows.UIElement)
	Padding	(Inherited from System.Windows.Controls.Control)
	Parent	(Inherited from System.Windows.FrameworkElement)
	S PauseCommand	Gets the value that represents the Pause command.
	PausedTemplate	Gets or sets the template for an overlay over the screen when the state is Paused.
	S PlayCommand	Gets the value that represents the Play command.
	Position	Gets or sets the current position of the current media item.
	PressedBrush	Gets or sets the System.Windows.Media.Brush used to paint a button when it is pressed.
	S PreviousCommand	Gets the value that represents the Previous command.
	Projection	(Inherited from System.Windows.UIElement)
	RenderSize	(Inherited from System.Windows.UIElement)
	RenderTransform	(Inherited from System.Windows.UIElement)
	RenderTransformOrigin	(Inherited from System.Windows.UIElement)
	Resources	(Inherited from System.Windows.FrameworkElement)
	ScreenExtension	Gets or sets the template for an optional overlay of the

	video area.
 S SeekCommand	Gets the value that represents the Seek command.
 S StopCommand	Gets the value that represents the Stop command.
 Style	(Inherited from System.Windows.FrameworkElement)
 SuperimposeButtonsFullScreen	Set to true to show the buttons over the video when the player is in full screen mode.
 SuperimposeButtonsWindowed	Set to true to show the buttons over the video when the player is not in full screen mode.
 TabIndex	(Inherited from System.Windows.Controls.Control)
 TabNavigation	(Inherited from System.Windows.Controls.Control)
 Tag	(Inherited from System.Windows.FrameworkElement)
 Template	(Inherited from System.Windows.Controls.Control)
 ToolBarButtonBaseStyle	Gets the style of the ToolBar buttons, so that the theme can be matched by user controls in the ToolBarExtension template.
 ToolBarExtension	Gets or sets the template for an optional extension of the ToolBar that contains the show/hide items/chapter list.
 Triggers	(Inherited from System.Windows.FrameworkElement)
 UnstartedTemplate	Gets or sets the template for an overlay over the screen when the state is Unstarted.
 UseLayoutRounding	(Inherited from System.Windows.UIElement)
 VerticalAlignment	(Inherited from System.Windows.FrameworkElement)
 VerticalContentAlignment	(Inherited from System.Windows.Controls.Control)
 VideoBrush	Gets a Brush that paints an area with video content.
 Visibility	(Inherited from System.Windows.UIElement)
 Volume	Gets or sets the media's volume.
 Width	(Inherited from System.Windows.FrameworkElement)

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See Also

Reference

[C1MediaPlayer Class](#)

[C1.Silverlight.MediaPlayer Namespace](#)

AutoAdvance Property

Gets or sets a value indicating whether the player advances to the next media item when the reproduction of the current item ends. See also [AutoPlay](#).

Syntax

Visual Basic (Declaration)	
Public Property AutoAdvance As System.Boolean	
C#	
public System.bool AutoAdvance { get ; set ;}	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)

[C1MediaPlayer Members](#)

AutoPlay Property

Gets or sets a value indicating whether media begins to play automatically when the player starts or the current media item changes.

Syntax

Visual Basic (Declaration)	
Public Property AutoPlay As System.Boolean	
C#	
public System.bool AutoPlay { get ; set ;}	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)

[C1MediaPlayer Members](#)

BufferingProgress Property

Gets a value that indicates the percentage of buffering progress made.

Syntax

Visual Basic (Declaration)	
<code>Public ReadOnly Property BufferingProgress As System.Double</code>	
C#	
<code>public System.double BufferingProgress {get;}</code>	

Remarks

The value ranges from 0 to 1.

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)

[C1MediaPlayer Members](#)

BufferingTemplate Property

Gets or sets the template for an overlay over the screen when the state is Buffering.

Syntax

Visual Basic (Declaration)	
<code>Public Property BufferingTemplate As System.Windows.DataTemplate</code>	
C#	
<code>public System.Windows.DataTemplate BufferingTemplate {get; set;}</code>	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)
[C1MediaPlayer Members](#)

BufferingTime Property

Gets or sets the amount of time to buffer. The default is 5 seconds.

Syntax

Visual Basic (Declaration)	
Public Property BufferingTime As System.TimeSpan	
C#	
public System.TimeSpan BufferingTime { get ; set ;}	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)
[C1MediaPlayer Members](#)

ButtonBackground Property

Gets or sets the **System.Windows.Media.Brush** that will be assigned to the Background of the buttons inside the control.

Syntax

Visual Basic (Declaration)	
Public Property ButtonBackground As System.Windows.Media.Brush	
C#	
public System.Windows.Media.Brush ButtonBackground { get ; set ;}	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)

[C1MediaPlayer Members](#)

ButtonForeground Property

Gets or sets the **System.Windows.Media.Brush** that will be assigned to the Foreground of the buttons inside the control.

Syntax

Visual Basic (Declaration)	
<code>Public Property ButtonForeground As System.Windows.Media.Brush</code>	
C#	
<code>public System.Windows.Media.Brush ButtonForeground {get; set;}</code>	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)

[C1MediaPlayer Members](#)

DownloadProgress Property

Gets a percentage value indicating the amount of download completed for content located on a remote server.

Syntax

Visual Basic (Declaration)	
<code>Public ReadOnly Property DownloadProgress As System.Double</code>	

C#	
<code>public System.double DownloadProgress {get;}</code>	

Remarks

The value ranges from 0 to 1. The default value is 0.

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

- [C1MediaPlayer Class](#)
- [C1MediaPlayer Members](#)

FocusBrush Property
Gets or sets the **System.Windows.Media.Brush** used to highlight the focused control.

Syntax

Visual Basic (Declaration)	
<code>Public Property FocusBrush As System.Windows.Media.Brush</code>	
C#	
<code>public System.Windows.Media.Brush FocusBrush {get; set;}</code>	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

- [C1MediaPlayer Class](#)
- [C1MediaPlayer Members](#)

IsChapterListButtonVisible Property
Gets or sets a value indicating whether the button that toggles the visibility of list of chapter items is visible.

Syntax

Visual Basic (Declaration)

```
Public Property IsChapterListButtonVisible As System.Boolean
```

C#

```
public System.bool IsChapterListButtonVisible {get; set;}
```

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)

[C1MediaPlayer Members](#)

IsChapterListVisible Property

Gets or sets a value indicating whether the list of chapters for the current media item is visible.

Syntax

Visual Basic (Declaration)

```
Public Property IsChapterListVisible As System.Boolean
```

C#

```
public System.bool IsChapterListVisible {get; set;}
```

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)

[C1MediaPlayer Members](#)

IsFullScreen Property

Gets or sets a value indicating whether the player is running maximized.

Syntax

Visual Basic (Declaration)	
<code>Public Property IsFullScreen As System.Boolean</code>	
C#	
<code>public System.bool IsFullScreen {get; set;}</code>	

Remarks

When full screen is abandoned this property resets to false automatically. It's possible for the application to be maximized and this property to be false, for example an application containing several media players can only maximize one at a time.

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)

[C1MediaPlayer Members](#)

IsFullScreenButtonVisible Property

Gets or sets a value indicating whether the button that toggles full screen mode is visible.

Syntax

Visual Basic (Declaration)	
<code>Public Property IsFullScreenButtonVisible As System.Boolean</code>	
C#	
<code>public System.bool IsFullScreenButtonVisible {get; set;}</code>	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)
[C1MediaPlayer Members](#)

IsItemListButtonVisible Property

Gets or sets a value indicating whether the button that toggles the visibility of list of media items is visible.

Syntax

Visual Basic (Declaration)	
<code>Public Property IsItemListButtonVisible As System.Boolean</code>	
C#	
<code>public System.bool IsItemListButtonVisible {get; set;}</code>	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)
[C1MediaPlayer Members](#)

IsItemListVisible Property

Gets or sets a value indicating whether the list of media items is visible.

Syntax

Visual Basic (Declaration)	
<code>Public Property IsItemListVisible As System.Boolean</code>	
C#	
<code>public System.bool IsItemListVisible {get; set;}</code>	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)

[C1MediaPlayer Members](#)

IsLoopButtonVisible Property

Gets or sets a value indicating whether the button that toggles media item list looping is visible.

Syntax

Visual Basic (Declaration)

```
Public Property IsLoopButtonVisible As System.Boolean
```

C#

```
public System.bool IsLoopButtonVisible {get; set;}
```

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)

[C1MediaPlayer Members](#)

IsLooping Property

Gets or sets a value indicating whether the first media item should play after the last finishes.

Syntax

Visual Basic (Declaration)

```
Public Property IsLooping As System.Boolean
```

C#

```
public System.bool IsLooping {get; set;}
```

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)

[C1MediaPlayer Members](#)

IsMouseOver Property

Returns true if the mouse is over the control.

Syntax

Visual Basic (Declaration)

```
Public ReadOnly Property IsMouseOver As System.Boolean
```

C#

```
public System.bool IsMouseOver {get;}
```

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)

[C1MediaPlayer Members](#)

IsMuted Property

Gets or sets a value indicating whether the audio is muted.

Syntax

Visual Basic (Declaration)

```
Public Property IsMuted As System.Boolean
```

C#

```
public System.bool IsMuted {get; set;}
```

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)

[C1MediaPlayer Members](#)

IsNextButtonVisible Property

Gets or sets a value indicating whether the button that advances to the next media item is visible.

Syntax

Visual Basic (Declaration)	
Public Property IsNextButtonVisible As System.Boolean	
C#	
public System.bool IsNextButtonVisible { get ; set ;}	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)

[C1MediaPlayer Members](#)

IsPlayButtonVisible Property

Gets or sets a value indicating whether the button that starts and stops media playing is visible.

Syntax

Visual Basic (Declaration)	
Public Property IsPlayButtonVisible As System.Boolean	
C#	
public System.bool IsPlayButtonVisible { get ; set ;}	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)

[C1MediaPlayer Members](#)

IsPlaying Property

Gets or sets a value indicating whether media advances.

Syntax

Visual Basic (Declaration)	
Public Property IsPlaying As System.Boolean	
C#	
public System.bool IsPlaying { get ; set ;}	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)

[C1MediaPlayer Members](#)

IsPositionSliderVisible Property

Gets or sets a value indicating whether the slider that shows and controls the current position is visible.

Syntax

Visual Basic (Declaration)	
Public Property IsPositionSliderVisible As System.Boolean	
C#	
public System.bool IsPositionSliderVisible { get ; set ;}	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)
[C1MediaPlayer Members](#)

IsPreviousButtonVisible Property

Gets or sets a value indicating whether the button that advances to the previous media item is visible.

Syntax

Visual Basic (Declaration)	
Public Property IsPreviousButtonVisible As System.Boolean	
C#	
public System.bool IsPreviousButtonVisible { get ; set ;}	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)
[C1MediaPlayer Members](#)

IsStopButtonVisible Property

Gets or sets a value indicating whether the button that stops the media is visible.

Syntax

Visual Basic (Declaration)	
Public Property IsStopButtonVisible As System.Boolean	
C#	
public System.bool IsStopButtonVisible { get ; set ;}	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)

[C1MediaPlayer Members](#)

IsTimePresenterVisible Property

Gets or sets a value indicating whether the widget that shows the current and total time of the media is visible.

Syntax

Visual Basic (Declaration)	
Public Property IsTimePresenterVisible As System.Boolean	
C#	
public System.bool IsTimePresenterVisible { get ; set ;}	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)

[C1MediaPlayer Members](#)

IsTitleVisible Property

Gets or sets a value indicating whether the text block that shows the title of the current item is visible.

Syntax

Visual Basic (Declaration)	
Public Property IsTitleVisible As System.Boolean	

C#	
----	--

<pre>public System.bool IsTitleVisible {get; set;}</pre>	
--	--

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)

[C1MediaPlayer Members](#)

IsVolumeControlVisible Property

Gets or sets a value indicating whether the control that controls the media's volume is visible.

Syntax

Visual Basic (Declaration)	
----------------------------	--

<pre>Public Property IsVolumeControlVisible As System.Boolean</pre>	
---	--

C#	
----	--

<pre>public System.bool IsVolumeControlVisible {get; set;}</pre>	
--	--

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)

[C1MediaPlayer Members](#)

Items Property

List of [C1MedialItem](#) to play.

Syntax

Visual Basic (Declaration)	
----------------------------	--

<pre>Public ReadOnly Property Items As</pre>	
--	--

System.Collections.ObjectModel.ObservableCollection(Of C1MediaItem)	
C#	
<pre>public System.Collections.ObjectModel.ObservableCollection<C1MediaItem> Items {get;}</pre>	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)
[C1MediaPlayer Members](#)

ItemsView Property

Collection view that mantains the current item for [Items](#).

Syntax

Visual Basic (Declaration)	
<pre>Public ReadOnly Property ItemsView As System.ComponentModel.ICollectionView</pre>	
C#	
<pre>public System.ComponentModel.ICollectionView ItemsView {get;}</pre>	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)
[C1MediaPlayer Members](#)

MediaState Property

The current playing state of the video or audio file.

Syntax

Visual Basic (Declaration)	
Public ReadOnly Property MediaState As MediaState	
C#	
public MediaState MediaState { get ;}	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)

[C1MediaPlayer Members](#)

MediaTransform Property

Gets or sets a graphics transformation that should apply to the media rectangle when layout is performed.

Syntax

Visual Basic (Declaration)	
Public Property MediaTransform As System.Windows.Media.Transform	
C#	
public System.Windows.Media.Transform MediaTransform { get ; set ;}	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)

[C1MediaPlayer Members](#)

MouseOverBrush Property

Gets or sets the **System.Windows.Media.Brush** used to highlight the control when it has the mouse over.

Syntax

Visual Basic (Declaration)

```
Public Property MouseOverBrush As System.Windows.Media.Brush
```

C#

```
public System.Windows.Media.Brush MouseOverBrush {get; set;}
```

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)

[C1MediaPlayer Members](#)

MoveCurrentToCommand Property

Gets the value that represents the MoveCurrentTo command.

Syntax

Visual Basic (Declaration)

```
Public Shared ReadOnly Property MoveCurrentToCommand As  
C1.Silverlight.C1Command
```

C#

```
public static C1.Silverlight.C1Command MoveCurrentToCommand {get;}
```

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)

[C1MediaPlayer Members](#)

NaturalDuration Property

Gets the natural duration of the current media item.

Syntax

Visual Basic (Declaration)	
Public ReadOnly Property NaturalDuration As System.TimeSpan	
C#	
public System.TimeSpan NaturalDuration { get ;}	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)

[C1MediaPlayer Members](#)

NextCommand Property

Gets the value that represents the Next command.

Syntax

Visual Basic (Declaration)	
Public Shared ReadOnly Property NextCommand As C1.Silverlight.C1Command	
C#	
public static C1.Silverlight.C1Command NextCommand { get ;}	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)

[C1MediaPlayer Members](#)

PauseCommand Property

Gets the value that represents the Pause command.

Syntax

Visual Basic (Declaration)	
<code>Public Shared ReadOnly Property PauseCommand As C1.Silverlight.C1Command</code>	
C#	
<code>public static C1.Silverlight.C1Command PauseCommand {get;}</code>	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)

[C1MediaPlayer Members](#)

PausedTemplate Property

Gets or sets the template for an overlay over the screen when the state is Paused.

Syntax

Visual Basic (Declaration)	
<code>Public Property PausedTemplate As System.Windows.DataTemplate</code>	
C#	
<code>public System.Windows.DataTemplate PausedTemplate {get; set;}</code>	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)

[C1MediaPlayer Members](#)

PlayCommand Property

Gets the value that represents the Play command.

Syntax

Visual Basic (Declaration)	
<code>Public Shared ReadOnly Property PlayCommand As C1.Silverlight.C1Command</code>	
C#	
<code>public static C1.Silverlight.C1Command PlayCommand {get;}</code>	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)

[C1MediaPlayer Members](#)

Position Property

Gets or sets the current position of the current media item.

Syntax

Visual Basic (Declaration)	
<code>Public Property Position As System.TimeSpan</code>	
C#	
<code>public System.TimeSpan Position {get; set;}</code>	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)

[C1MediaPlayer Members](#)

PressedBrush Property

Gets or sets the **System.Windows.Media.Brush** used to paint a button when it is pressed.

Syntax

Visual Basic (Declaration)	
Public Property PressedBrush As System.Windows.Media.Brush	
C#	
public System.Windows.Media.Brush PressedBrush { get ; set ;}	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)

[C1MediaPlayer Members](#)

PreviousCommand Property

Gets the value that represents the Previous command.

Syntax

Visual Basic (Declaration)	
Public Shared ReadOnly Property PreviousCommand As C1.Silverlight.C1Command	
C#	
public static C1.Silverlight.C1Command PreviousCommand { get ;}	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)

[C1MediaPlayer Members](#)

ScreenExtension Property

Gets or sets the template for an optional overlay of the video area.

Syntax

Visual Basic (Declaration)	
<code>Public Property ScreenExtension As System.Windows.DataTemplate</code>	
C#	
<code>public System.Windows.DataTemplate ScreenExtension {get; set;}</code>	

Remarks

This is a Template because separate instances are needed for fullscreen and normal mode.

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)

[C1MediaPlayer Members](#)

SeekCommand Property

Gets the value that represents the Seek command.

Syntax

Visual Basic (Declaration)	
<code>Public Shared ReadOnly Property SeekCommand As C1.Silverlight.C1Command</code>	
C#	
<code>public static C1.Silverlight.C1Command SeekCommand {get;}</code>	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)

[C1MediaPlayer Members](#)

StopCommand Property

Gets the value that represents the Stop command.

Syntax

Visual Basic (Declaration)

```
Public Shared ReadOnly Property StopCommand As C1.Silverlight.C1Command
```

C#

```
public static C1.Silverlight.C1Command StopCommand {get;}
```

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)

[C1MediaPlayer Members](#)

SuperimposeButtonsFullScreen Property

Set to true to show the buttons over the video when the player is in full screen mode.

Syntax

Visual Basic (Declaration)

```
Public Property SuperimposeButtonsFullScreen As System.Boolean
```

C#

```
public System.bool SuperimposeButtonsFullScreen {get; set;}
```

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)

[C1MediaPlayer Members](#)

SuperimposeButtonsWindowed Property

Set to true to show the buttons over the video when the player is not in full screen mode.

Syntax

Visual Basic (Declaration)

```
Public Property SuperimposeButtonsWindowed As System.Boolean
```

C#

```
public System.bool SuperimposeButtonsWindowed {get; set;}
```

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)

[C1MediaPlayer Members](#)

ToolBarButtonBaseStyle Property

Gets the style of the ToolBat buttons, so that the theme can be matched by user controls in the ToolBarExtension template.

Syntax

Visual Basic (Declaration)

```
Public Property ToolBarButtonBaseStyle As System.Windows.Style
```

C#

```
public System.Windows.Style ToolBarButtonBaseStyle {get; set;}
```

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)
[C1MediaPlayer Members](#)

ToolBarExtension Property

Gets or sets the template for an optional extension of the ToolBar that contains the show/hide items/chapter list.

Syntax

Visual Basic (Declaration)	
Public Property ToolBarExtension As System.Windows.DataTemplate	
C#	
public System.Windows.DataTemplate ToolBarExtension { get ; set ;}	

Remarks

Allows adding more buttons or other content next to the chapter and items buttons. This is a Template because separate instances are needed for fullscreen and normal mode. Use ToolBarButtonBaseStyle as the style of buttons placed here to match the style of the template.

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)
[C1MediaPlayer Members](#)

UnstartedTemplate Property

Gets or sets the template for an overlay over the screen when the state is Unstarted.

Syntax

Visual Basic (Declaration)	
Public Property UnstartedTemplate As System.Windows.DataTemplate	
C#	

```
public System.Windows.DataTemplate UnstartedTemplate {get; set;}
```

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)

[C1MediaPlayer Members](#)

VideoBrush Property

Gets a Brush that paints an area with video content.

Syntax

Visual Basic (Declaration)

```
Public ReadOnly Property VideoBrush As System.Windows.Media.Brush
```

C#

```
public System.Windows.Media.Brush VideoBrush {get;}
```

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)

[C1MediaPlayer Members](#)

Volume Property

Gets or sets the media's volume.

Syntax

Visual Basic (Declaration)

```
Public Property Volume As System.Double
```

C#

```
public System.double Volume {get; set;}
```

Remarks

The media's volume represented on a linear scale between 0 and 1. The default is 1.

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)

[C1MediaPlayer Members](#)

Fields

%%scrap%%

" -->









For a list of all members of this type, see [C1MediaPlayer members](#).

Public Fields

	Name	Description
◆ S	AutoAdvanceProperty	Identifies the AutoAdvance dependency property.
◆ S	AutoPlayProperty	Identifies the AutoPlay dependency property.
◆ S	BufferingProgressProperty	Identifies the BufferingProgress dependency property.
◆ S	BufferingTemplateProperty	Identifies the BufferingTemplate dependency property.
◆ S	BufferingTimeProperty	Identifies the BufferingTime dependency property.
◆ S	ButtonBackgroundProperty	Identifies the ButtonBackground dependency property.

◆ S	ButtonForegroundProperty	Identifies the ButtonForeground dependency property.
◆ S	DownloadProgressProperty	Identifies the DownloadProgress dependency property.
◆ S	FocusBrushProperty	Identifies the FocusBrush dependency property.
◆ S	IsChapterListButtonVisibleProperty	Identifies the IsChapterListButtonVisible dependency property.
◆ S	IsChapterListVisibleProperty	Identifies the IsChapterListVisible dependency property.
◆ S	IsFullScreenButtonVisibleProperty	Identifies the IsFullScreenButtonVisible dependency property.
◆ S	IsFullScreenProperty	Identifies the IsFullScreen dependency property.
◆ S	IsItemListButtonVisibleProperty	Identifies the IsItemListButtonVisible dependency property.
◆ S	IsItemListVisibleProperty	Identifies the IsItemListVisible dependency property.
◆ S	IsLoopButtonVisibleProperty	Identifies the IsLoopButtonVisible dependency property.
◆ S	IsLoopingProperty	Identifies the IsLooping dependency property.
◆ S	IsMouseOverProperty	Identifies the IsMouseOver dependency property.
◆ S	IsMutedProperty	Identifies the IsMuted dependency property.
◆ S	IsNextButtonVisibleProperty	Identifies the IsNextButtonVisible dependency property.

◆ S	IsPlayButtonVisibleProperty	Identifies the IsPlayButtonVisible dependency property.
◆ S	IsPlayingProperty	Identifies the IsPlaying dependency property.
◆ S	IsPositionSliderVisibleProperty	Identifies the IsPositionSliderVisible dependency property.
◆ S	IsPreviousButtonVisibleProperty	Identifies the IsPreviousButtonVisible dependency property.
◆ S	IsStopButtonVisibleProperty	Identifies the IsStopButtonVisible dependency property.
◆ S	IsTimePresenterVisibleProperty	Identifies the IsTimePresenterVisible dependency property.
◆ S	IsTitleVisibleProperty	Identifies the IsTitleVisible dependency property.
◆ S	IsVolumeControlVisibleProperty	Identifies the IsVolumeControlVisible dependency property.
◆ S	MediaStateProperty	Identifies the MediaState dependency property.
◆ S	MediaTransformProperty	Identifies the MediaTransform dependency property.
◆ S	MouseOverBrushProperty	Identifies the MouseOverBrush dependency property.
◆ S	NaturalDurationProperty	Identifies the NaturalDuration dependency property.
◆ S	PausedTemplateProperty	Identifies the PausedTemplate dependency property.
◆ S	PositionProperty	Identifies the Position dependency property.

 S	PressedBrushProperty	Identifies the PressedBrush dependency property.
 S	ScreenExtensionProperty	Identifies the ScreenExtension dependency property.
 S	SuperimposeButtonsFullScreenProperty	Identifies the SuperimposeButtonsFullScreen dependency property.
 S	SuperimposeButtonsWindowedProperty	Identifies the SuperimposeButtonsWindowed dependency property.
 S	ToolBarButtonBaseStyleProperty	Identifies the ToolBarButtonBaseStyle dependency property.
 S	ToolBarExtensionProperty	Identifies the ToolBarExtension dependency property.
 S	UnstartedTemplateProperty	Identifies the UnstartedTemplate dependency property.
 S	VolumeProperty	Identifies the Volume dependency property.

[Top](#)

See Also

Reference

[C1MediaPlayer Class](#)

[C1.Silverlight.MediaPlayer Namespace](#)

AutoAdvanceProperty Field

Identifies the [AutoAdvance](#) dependency property.

Syntax

Visual Basic (Declaration)	
Public Shared ReadOnly AutoAdvanceProperty As System.Windows.DependencyProperty	
C#	

```
public static readonly System.Windows.DependencyProperty AutoAdvanceProperty
```

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)

[C1MediaPlayer Members](#)

AutoPlayProperty Field

Identifies the [AutoPlay](#) dependency property.

Syntax

Visual Basic (Declaration)

```
Public Shared ReadOnly AutoPlayProperty As System.Windows.DependencyProperty
```

C#

```
public static readonly System.Windows.DependencyProperty AutoPlayProperty
```

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)

[C1MediaPlayer Members](#)

BufferingProgressProperty Field

Identifies the [BufferingProgress](#) dependency property.

Syntax

Visual Basic (Declaration)

```
Public Shared ReadOnly BufferingProgressProperty As  
System.Windows.DependencyProperty
```


C#

```
public static readonly System.Windows.DependencyProperty  
BufferingProgressProperty
```

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)

[C1MediaPlayer Members](#)

BufferingTemplateProperty Field

Identifies the [BufferingTemplate](#) dependency property.

Syntax

Visual Basic (Declaration)

```
Public Shared ReadOnly BufferingTemplateProperty As  
System.Windows.DependencyProperty
```

C#

```
public static readonly System.Windows.DependencyProperty  
BufferingTemplateProperty
```

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)

[C1MediaPlayer Members](#)

BufferingTimeProperty Field

Identifies the [BufferingTime](#) dependency property.

Syntax

Visual Basic (Declaration)	
Public Shared ReadOnly BufferingTimeProperty As System.Windows.DependencyProperty	
C#	
public static readonly System.Windows.DependencyProperty BufferingTimeProperty	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)

[C1MediaPlayer Members](#)

ButtonBackgroundProperty Field

Identifies the [ButtonBackground](#) dependency property.

Syntax

Visual Basic (Declaration)	
Public Shared ReadOnly ButtonBackgroundProperty As System.Windows.DependencyProperty	
C#	
public static readonly System.Windows.DependencyProperty ButtonBackgroundProperty	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)

[C1MediaPlayer Members](#)

ButtonForegroundProperty Field

Identifies the [ButtonForeground](#) dependency property.

Syntax

Visual Basic (Declaration)	
<pre>Public Shared ReadOnly ButtonForegroundProperty As System.Windows.DependencyProperty</pre>	
C#	
<pre>public static readonly System.Windows.DependencyProperty ButtonForegroundProperty</pre>	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)

[C1MediaPlayer Members](#)

DownloadProgressProperty Field

Identifies the [DownloadProgress](#) dependency property.

Syntax

Visual Basic (Declaration)	
<pre>Public Shared ReadOnly DownloadProgressProperty As System.Windows.DependencyProperty</pre>	
C#	
<pre>public static readonly System.Windows.DependencyProperty DownloadProgressProperty</pre>	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)
[C1MediaPlayer Members](#)

FocusBrushProperty Field

Identifies the [FocusBrush](#) dependency property.

Syntax

Visual Basic (Declaration)	
<pre>Public Shared ReadOnly FocusBrushProperty As System.Windows.DependencyProperty</pre>	
C#	
<pre>public static readonly System.Windows.DependencyProperty FocusBrushProperty</pre>	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)
[C1MediaPlayer Members](#)

IsChapterListButtonVisibleProperty Field

Identifies the [IsChapterListButtonVisible](#) dependency property.

Syntax

Visual Basic (Declaration)	
<pre>Public Shared ReadOnly IsChapterListButtonVisibleProperty As System.Windows.DependencyProperty</pre>	
C#	
<pre>public static readonly System.Windows.DependencyProperty IsChapterListButtonVisibleProperty</pre>	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)
[C1MediaPlayer Members](#)

IsChapterListVisibleProperty Field

Identifies the [IsChapterListVisible](#) dependency property.

Syntax

Visual Basic (Declaration)	
<pre>Public Shared ReadOnly IsChapterListVisibleProperty As System.Windows.DependencyProperty</pre>	
C#	
<pre>public static readonly System.Windows.DependencyProperty IsChapterListVisibleProperty</pre>	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)
[C1MediaPlayer Members](#)

IsFullScreenButtonVisibleProperty Field

Identifies the [IsFullScreenButtonVisible](#) dependency property.

Syntax

Visual Basic (Declaration)	
<pre>Public Shared ReadOnly IsFullScreenButtonVisibleProperty As System.Windows.DependencyProperty</pre>	
C#	

```
public static readonly System.Windows.DependencyProperty  
IsFullScreenButtonVisibleProperty
```

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)

[C1MediaPlayer Members](#)

IsFullScreenProperty Field

Identifies the [IsFullScreen](#) dependency property.

Syntax

Visual Basic (Declaration)	
<pre>Public Shared ReadOnly IsFullScreenProperty As System.Windows.DependencyProperty</pre>	
C#	
<pre>public static readonly System.Windows.DependencyProperty IsFullScreenProperty</pre>	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)

[C1MediaPlayer Members](#)

IsItemListButtonVisibleProperty Field

Identifies the [IsItemListButtonVisible](#) dependency property.

Syntax

Visual Basic (Declaration)	
----------------------------	--

```
Public Shared ReadOnly IsItemActionButtonVisibleProperty As  
System.Windows.DependencyProperty
```

C#

```
public static readonly System.Windows.DependencyProperty  
IsItemActionButtonVisibleProperty
```

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)

[C1MediaPlayer Members](#)

IsItemActionButtonVisibleProperty Field

Identifies the [IsItemActionButtonVisible](#) dependency property.

Syntax

Visual Basic (Declaration)

```
Public Shared ReadOnly IsItemActionButtonVisibleProperty As  
System.Windows.DependencyProperty
```

C#

```
public static readonly System.Windows.DependencyProperty  
IsItemActionButtonVisibleProperty
```

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)

[C1MediaPlayer Members](#)

IsLoopActionButtonVisibleProperty Field

Identifies the [IsLoopActionButtonVisible](#) dependency property.

Syntax

Visual Basic (Declaration)

```
Public Shared ReadOnly IsLoopButtonVisibleProperty As  
System.Windows.DependencyProperty
```

C#

```
public static readonly System.Windows.DependencyProperty  
IsLoopButtonVisibleProperty
```

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)

[C1MediaPlayer Members](#)

IsLoopingProperty Field

Identifies the [IsLooping](#) dependency property.

Syntax

Visual Basic (Declaration)

```
Public Shared ReadOnly IsLoopingProperty As System.Windows.DependencyProperty
```

C#

```
public static readonly System.Windows.DependencyProperty IsLoopingProperty
```

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)

[C1MediaPlayer Members](#)

IsMouseOverProperty Field

Identifies the [IsMouseOver](#) dependency property.

Syntax

Visual Basic (Declaration)	
<pre>Public Shared ReadOnly IsMouseOverProperty As System.Windows.DependencyProperty</pre>	
C#	
<pre>public static readonly System.Windows.DependencyProperty IsMouseOverProperty</pre>	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)
[C1MediaPlayer Members](#)

IsMutedProperty Field

Identifies the [IsMuted](#) dependency property.

Syntax

Visual Basic (Declaration)	
<pre>Public Shared ReadOnly IsMutedProperty As System.Windows.DependencyProperty</pre>	
C#	
<pre>public static readonly System.Windows.DependencyProperty IsMutedProperty</pre>	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)
[C1MediaPlayer Members](#)

IsNextButtonVisibleProperty Field

Identifies the [IsNextButtonVisible](#) dependency property.

Syntax

Visual Basic (Declaration)

```
Public Shared ReadOnly IsNextButtonVisibleProperty As  
System.Windows.DependencyProperty
```

C#

```
public static readonly System.Windows.DependencyProperty  
IsNextButtonVisibleProperty
```

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)
[C1MediaPlayer Members](#)

IsPlayButtonVisibleProperty Field

Identifies the [IsPlayButtonVisible](#) dependency property.

Syntax

Visual Basic (Declaration)

```
Public Shared ReadOnly IsPlayButtonVisibleProperty As  
System.Windows.DependencyProperty
```

C#

```
public static readonly System.Windows.DependencyProperty  
IsPlayButtonVisibleProperty
```

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)
[C1MediaPlayer Members](#)

IsPlayingProperty Field
Identifies the [IsPlaying](#) dependency property.

Syntax

Visual Basic (Declaration)	
<code>Public Shared ReadOnly IsPlayingProperty As System.Windows.DependencyProperty</code>	
C#	
<code>public static readonly System.Windows.DependencyProperty IsPlayingProperty</code>	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)
[C1MediaPlayer Members](#)

IsPositionSliderVisibleProperty Field
Identifies the [IsPositionSliderVisible](#) dependency property.

Syntax

Visual Basic (Declaration)	
<code>Public Shared ReadOnly IsPositionSliderVisibleProperty As System.Windows.DependencyProperty</code>	
C#	
<code>public static readonly System.Windows.DependencyProperty</code>	

IsPositionSliderVisibleProperty

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)

[C1MediaPlayer Members](#)

IsPreviousButtonVisibleProperty Field

Identifies the [IsPreviousButtonVisible](#) dependency property.

Syntax

Visual Basic (Declaration)	
<pre>Public Shared ReadOnly IsPreviousButtonVisibleProperty As System.Windows.DependencyProperty</pre>	
C#	
<pre>public static readonly System.Windows.DependencyProperty IsPreviousButtonVisibleProperty</pre>	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)

[C1MediaPlayer Members](#)

IsStopButtonVisibleProperty Field

Identifies the [IsStopButtonVisible](#) dependency property.

Syntax

Visual Basic (Declaration)	
----------------------------	--

```
Public Shared ReadOnly IsStopButtonVisibleProperty As  
System.Windows.DependencyProperty
```

C#

```
public static readonly System.Windows.DependencyProperty  
IsStopButtonVisibleProperty
```

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)

[C1MediaPlayer Members](#)

IsTimePresenterVisibleProperty Field

Identifies the [IsTimePresenterVisible](#) dependency property.

Syntax

Visual Basic (Declaration)

```
Public Shared ReadOnly IsTimePresenterVisibleProperty As  
System.Windows.DependencyProperty
```

C#

```
public static readonly System.Windows.DependencyProperty  
IsTimePresenterVisibleProperty
```

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)

[C1MediaPlayer Members](#)

IsTitleVisibleProperty Field

Identifies the [IsTitleVisible](#) dependency property.

Syntax

Visual Basic (Declaration)

```
Public Shared ReadOnly IsTitleVisibleProperty As  
System.Windows.DependencyProperty
```

C#

```
public static readonly System.Windows.DependencyProperty  
IsTitleVisibleProperty
```

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)

[C1MediaPlayer Members](#)

IsVolumeControlVisibleProperty Field

Identifies the [IsVolumeControlVisible](#) dependency property.

Syntax

Visual Basic (Declaration)

```
Public Shared ReadOnly IsVolumeControlVisibleProperty As  
System.Windows.DependencyProperty
```

C#

```
public static readonly System.Windows.DependencyProperty  
IsVolumeControlVisibleProperty
```

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)
[C1MediaPlayer Members](#)

MediaStateProperty Field

Identifies the [MediaState](#) dependency property.

Syntax

Visual Basic (Declaration)

```
Public Shared ReadOnly MediaStateProperty As  
System.Windows.DependencyProperty
```

C#

```
public static readonly System.Windows.DependencyProperty MediaStateProperty
```

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)
[C1MediaPlayer Members](#)

MediaTransformProperty Field

Identifies the [MediaTransform](#) dependency property.

Syntax

Visual Basic (Declaration)

```
Public Shared ReadOnly MediaTransformProperty As  
System.Windows.DependencyProperty
```

C#

```
public static readonly System.Windows.DependencyProperty  
MediaTransformProperty
```

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)

[C1MediaPlayer Members](#)

MouseOverBrushProperty Field

Identifies the [MouseOverBrush](#) dependency property.

Syntax

Visual Basic (Declaration)	
<pre>Public Shared ReadOnly MouseOverBrushProperty As System.Windows.DependencyProperty</pre>	
C#	
<pre>public static readonly System.Windows.DependencyProperty MouseOverBrushProperty</pre>	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)

[C1MediaPlayer Members](#)

NaturalDurationProperty Field

Identifies the [NaturalDuration](#) dependency property.

Syntax

Visual Basic (Declaration)	
<pre>Public Shared ReadOnly NaturalDurationProperty As System.Windows.DependencyProperty</pre>	
C#	
<pre>public static readonly System.Windows.DependencyProperty NaturalDurationProperty</pre>	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)

[C1MediaPlayer Members](#)

PausedTemplateProperty Field

Identifies the [PausedTemplate](#) dependency property.

Syntax

Visual Basic (Declaration)	
<pre>Public Shared ReadOnly PausedTemplateProperty As System.Windows.DependencyProperty</pre>	
C#	
<pre>public static readonly System.Windows.DependencyProperty PausedTemplateProperty</pre>	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)

[C1MediaPlayer Members](#)

PositionProperty Field

Identifies the [Position](#) dependency property.

Syntax

Visual Basic (Declaration)	
<pre>Public Shared ReadOnly PositionProperty As System.Windows.DependencyProperty</pre>	

C#	
<code>public static readonly System.Windows.DependencyProperty PositionProperty</code>	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)
[C1MediaPlayer Members](#)

PressedBrushProperty Field

Identifies the [PressedBrush](#) dependency property.

Syntax

Visual Basic (Declaration)	
<code>Public Shared ReadOnly PressedBrushProperty As System.Windows.DependencyProperty</code>	
C#	
<code>public static readonly System.Windows.DependencyProperty PressedBrushProperty</code>	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)
[C1MediaPlayer Members](#)

ScreenExtensionProperty Field

Identifies the [ScreenExtension](#) dependency property.

Syntax

Visual Basic (Declaration)	
----------------------------	--

<code>Public Shared ReadOnly</code> ScreenExtensionProperty <code>As</code> System.Windows.DependencyProperty
C#
<code>public static readonly</code> System.Windows.DependencyProperty ScreenExtensionProperty

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)

[C1MediaPlayer Members](#)

SuperimposeButtonsFullScreenProperty Field

Identifies the [SuperimposeButtonsFullScreen](#) dependency property.

Syntax

Visual Basic (Declaration)
<code>Public Shared ReadOnly</code> SuperimposeButtonsFullScreenProperty <code>As</code> System.Windows.DependencyProperty
C#
<code>public static readonly</code> System.Windows.DependencyProperty SuperimposeButtonsFullScreenProperty

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)

[C1MediaPlayer Members](#)

SuperimposeButtonsWindowedProperty Field

Identifies the [SuperimposeButtonsWindowed](#) dependency property.

Syntax

Visual Basic (Declaration)

```
Public Shared ReadOnly SuperimposeButtonsWindowedProperty As  
System.Windows.DependencyProperty
```

C#

```
public static readonly System.Windows.DependencyProperty  
SuperimposeButtonsWindowedProperty
```

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)

[C1MediaPlayer Members](#)

ToolBarButtonBaseStyleProperty Field

Identifies the [ToolBarButtonBaseStyle](#) dependency property.

Syntax

Visual Basic (Declaration)

```
Public Shared ReadOnly ToolBarButtonBaseStyleProperty As  
System.Windows.DependencyProperty
```

C#

```
public static readonly System.Windows.DependencyProperty  
ToolBarButtonBaseStyleProperty
```

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)
[C1MediaPlayer Members](#)

ToolBarExtensionProperty Field

Identifies the [ToolBarExtension](#) dependency property.

Syntax

Visual Basic (Declaration)

```
Public Shared ReadOnly ToolBarExtensionProperty As  
System.Windows.DependencyProperty
```

C#

```
public static readonly System.Windows.DependencyProperty  
ToolBarExtensionProperty
```

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)
[C1MediaPlayer Members](#)

UnstartedTemplateProperty Field

Identifies the [UnstartedTemplate](#) dependency property.

Syntax

Visual Basic (Declaration)

```
Public Shared ReadOnly UnstartedTemplateProperty As  
System.Windows.DependencyProperty
```

C#

```
public static readonly System.Windows.DependencyProperty  
UnstartedTemplateProperty
```

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)
[C1MediaPlayer Members](#)

VolumeProperty Field

Identifies the [Volume](#) dependency property.

Syntax

Visual Basic (Declaration)	
<code>Public Shared ReadOnly VolumeProperty As System.Windows.DependencyProperty</code>	
C#	
<code>public static readonly System.Windows.DependencyProperty VolumeProperty</code>	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)
[C1MediaPlayer Members](#)


Events




















%%scrap%%













" -->

For a list of all members of this type, see [C1MediaPlayer members](#).

Public Events

	Name	Description
	BindingValidationError	(Inherited from System.Windows.FrameworkElement)

	DataContextChanged	(Inherited from System.Windows.FrameworkElement)
	DragEnter	(Inherited from System.Windows.UIElement)
	DragLeave	(Inherited from System.Windows.UIElement)
	DragOver	(Inherited from System.Windows.UIElement)
	Drop	(Inherited from System.Windows.UIElement)
	GotFocus	(Inherited from System.Windows.UIElement)
	IsEnabledChanged	(Inherited from System.Windows.Controls.Control)
	IsMouseOverChanged	Event raised when the IsMouseOver property has changed.
	KeyDown	(Inherited from System.Windows.UIElement)
	KeyUp	(Inherited from System.Windows.UIElement)
	LayoutUpdated	(Inherited from System.Windows.FrameworkElement)
	Loaded	(Inherited from System.Windows.FrameworkElement)
	LostFocus	(Inherited from System.Windows.UIElement)
	LostMouseCapture	(Inherited from System.Windows.UIElement)
	MarkerReached	Occurs when a timeline marker is encountered during media playback.
	MediaCommand	(Inherited from System.Windows.UIElement)
	MediaFailed	Occurs when there is an error associated with the MediaSource of the current C1MediaItem .
	MediaStateChanged	Event raised when the MediaState property has changed.
	MouseEnter	(Inherited from System.Windows.UIElement)

	MouseLeave	(Inherited from System.Windows.UIElement)
	MouseLeftButtonDown	(Inherited from System.Windows.UIElement)
	MouseLeftButtonUp	(Inherited from System.Windows.UIElement)
	MouseMove	(Inherited from System.Windows.UIElement)
	MouseRightButtonDown	(Inherited from System.Windows.UIElement)
	MouseRightButtonUp	(Inherited from System.Windows.UIElement)
	MouseWheel	(Inherited from System.Windows.UIElement)
	SizeChanged	(Inherited from System.Windows.FrameworkElement)
	TextInput	(Inherited from System.Windows.UIElement)
	TextInputStart	(Inherited from System.Windows.UIElement)
	TextInputUpdate	(Inherited from System.Windows.UIElement)
	Unloaded	(Inherited from System.Windows.FrameworkElement)

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See Also

Reference

[C1MediaPlayer Class](#)

[C1.Silverlight.MediaPlayer Namespace](#)

IsMouseOverChanged Event

Event raised when the **IsMouseOver** property has changed.

Syntax

Visual Basic (Declaration)	
<pre>Public Event IsMouseOverChanged As System.EventHandler(Of PropertyChangedEventArgs(Of Boolean))</pre>	
C#	


```
public event System.EventHandler<PropertyChangedEventArgs<bool>>  
IsMouseOverChanged
```

Event Data

The event handler receives an argument of type `C1.Silverlight.PropertyChangedEventArgs<T>` containing data related to this event. The following **`PropertyChangedEventArgs<T>`** properties provide information specific to this event.

Property	Description
NewValue	
OldValue	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)
[C1MediaPlayer Members](#)

MarkerReached Event

Occurs when a timeline marker is encountered during media playback.

Syntax

Visual Basic (Declaration)

```
Public Event MarkerReached As  
System.Windows.Media.TimelineMarkerRoutedEventHandler
```

C#

```
public event System.Windows.Media.TimelineMarkerRoutedEventHandler  
MarkerReached
```

Event Data

The event handler receives an argument of type `System.Windows.Media.TimelineMarkerRoutedEventArgs` containing data related to this event. The following **`TimelineMarkerRoutedEventArgs`** properties provide information specific to this event.

Property	Description
Marker	Gets the System.Windows.Media.TimelineMarker that triggered this event.
OriginalSource	(Inherited from System.Windows.RoutedEventArgs)

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)

[C1MediaPlayer Members](#)

MediaFailed Event

Occurs when there is an error associated with the MediaSource of the current [C1MediaItem](#).

Syntax

Visual Basic (Declaration)	
Public Event MediaFailed As System.EventHandler(Of ExceptionRoutedEventArgs)	
C#	
public event System.EventHandler<ExceptionRoutedEventArgs> MediaFailed	

Event Data

The event handler receives an argument of type System.Windows.ExceptionRoutedEventArgs containing data related to this event. The following **ExceptionRoutedEventArgs** properties provide information specific to this event.

Property	Description
ErrorException	Gets the underlying exception or native-level error reported by the event.
OriginalSource	(Inherited from System.Windows.RoutedEventArgs)

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)

[C1MediaPlayer Members](#)

MediaStateChanged Event

Event raised when the **MediaState** property has changed.

Syntax

Visual Basic (Declaration)	
<pre>Public Event MediaStateChanged As System.EventHandler(Of PropertyChangedEventArgs(Of MediaState))</pre>	
C#	
<pre>public event System.EventHandler<PropertyChangedEventArgs<MediaState>> MediaStateChanged</pre>	

Event Data

The event handler receives an argument of type `C1.Silverlight.PropertyChangedEventArgs<T>` containing data related to this event. The following **PropertyChangedEventArgs<T>** properties provide information specific to this event.

Property	Description
NewValue	
OldValue	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)

[C1MediaPlayer Members](#)

C1MoveToPointSlider

A slider that jumps where clicked, without dragging.

Object Model

C1MoveToPointSlider

Syntax

Visual Basic (Declaration)	
<pre>Public Class C1MoveToPointSlider Inherits System.Windows.Controls.Primitives.RangeBase</pre>	
C#	
<pre>public class C1MoveToPointSlider : System.Windows.Controls.Primitives.RangeBase</pre>	

Inheritance Hierarchy

System.Object
 System.Windows.DependencyObject
 System.Windows.UIElement
 System.Windows.FrameworkElement
 System.Windows.Controls.Control
 System.Windows.Controls.Primitives.RangeBase
 C1.Silverlight.MediaPlayer.C1MoveToPointSlider

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MoveToPointSlider Members](#)
[C1.Silverlight.MediaPlayer Namespace](#)

Overview

A slider that jumps where clicked, without dragging.

Object Model

C1MoveToPointSlider

Syntax

Visual Basic (Declaration)

```
Public Class C1MoveToPointSlider
    Inherits System.Windows.Controls.Primitives.RangeBase
```

C#

```
public class C1MoveToPointSlider :
    System.Windows.Controls.Primitives.RangeBase
```

Inheritance Hierarchy

System.Object
 System.Windows.DependencyObject
 System.Windows.UIElement
 System.Windows.FrameworkElement
 System.Windows.Controls.Control
 System.Windows.Controls.Primitives.RangeBase
 C1.Silverlight.MediaPlayer.C1MoveToPointSlider

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MoveToPointSlider Members](#)


[C1.Silverlight.MediaPlayer Namespace](#)

Members

[Fields](#) [Properties](#) [Methods](#) [Events](#)


The following tables list the members exposed by [C1MoveToPointSlider](#).

Public Constructors

	Name	Description
	C1MoveToPointSlider Constructor	Initializes a new instance of a C1MoveToPointSlider .

















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Public Fields




















	Name	Description
 S	IsMouseOverProperty	Identifies the IsMouseOver dependency property.







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Public Properties

	Name	Description
	ActualHeight	(Inherited from System.Windows.FrameworkElement)
	ActualWidth	(Inherited from System.Windows.FrameworkElement)
	AllowDrop	(Inherited from System.Windows.UIElement)
	Background	(Inherited from System.Windows.Controls.Control)
	BorderBrush	(Inherited from System.Windows.Controls.Control)
	BorderThickness	(Inherited from System.Windows.Controls.Control)
	CacheMode	(Inherited from System.Windows.UIElement)
	CharacterSpacing	(Inherited from System.Windows.Controls.Control)
	Clip	(Inherited from System.Windows.UIElement)
	Cursor	(Inherited from System.Windows.FrameworkElement)
	DataContext	(Inherited from System.Windows.FrameworkElement)
	DesiredSize	(Inherited from System.Windows.UIElement)
	Dispatcher	(Inherited from System.Windows.DependencyObject)
	Effect	(Inherited from System.Windows.UIElement)
	FlowDirection	(Inherited from System.Windows.FrameworkElement)
	FontFamily	(Inherited from System.Windows.Controls.Control)












	FontSize	(Inherited from System.Windows.Controls.Control)
	FontStretch	(Inherited from System.Windows.Controls.Control)
	FontStyle	(Inherited from System.Windows.Controls.Control)
	FontWeight	(Inherited from System.Windows.Controls.Control)
	Foreground	(Inherited from System.Windows.Controls.Control)
	Height	(Inherited from System.Windows.FrameworkElement)
	HorizontalAlignment	(Inherited from System.Windows.FrameworkElement)
	HorizontalContentAlignment	(Inherited from System.Windows.Controls.Control)
	IsEnabled	(Inherited from System.Windows.Controls.Control)
	IsHitTestVisible	(Inherited from System.Windows.UIElement)
	IsMouseOver	Returns true if the mouse is over the control.
	IsTabStop	(Inherited from System.Windows.Controls.Control)
	Language	(Inherited from System.Windows.FrameworkElement)
	LargeChange	(Inherited from System.Windows.Controls.Primitives.RangeBase)
	Margin	(Inherited from System.Windows.FrameworkElement)
	MaxHeight	(Inherited from System.Windows.FrameworkElement)
	Maximum	(Inherited from System.Windows.Controls.Primitives.RangeBase)
	MaxWidth	(Inherited from System.Windows.FrameworkElement)
	MinHeight	(Inherited from System.Windows.FrameworkElement)












	Minimum	(Inherited from System.Windows.Controls.Primitives.RangeBase)
	MinWidth	(Inherited from System.Windows.FrameworkElement)
	Name	(Inherited from System.Windows.FrameworkElement)
	Opacity	(Inherited from System.Windows.UIElement)
	OpacityMask	(Inherited from System.Windows.UIElement)
	Padding	(Inherited from System.Windows.Controls.Control)
	Parent	(Inherited from System.Windows.FrameworkElement)
	Projection	(Inherited from System.Windows.UIElement)
	RenderSize	(Inherited from System.Windows.UIElement)
	RenderTransform	(Inherited from System.Windows.UIElement)
	RenderTransformOrigin	(Inherited from System.Windows.UIElement)
	Resources	(Inherited from System.Windows.FrameworkElement)
	SmallChange	(Inherited from System.Windows.Controls.Primitives.RangeBase)
	Style	(Inherited from System.Windows.FrameworkElement)
	TabIndex	(Inherited from System.Windows.Controls.Control)
	TabNavigation	(Inherited from System.Windows.Controls.Control)
	Tag	(Inherited from System.Windows.FrameworkElement)
	Template	(Inherited from System.Windows.Controls.Control)
	Triggers	(Inherited from System.Windows.FrameworkElement)

	UseLayoutRounding	(Inherited from System.Windows.UIElement)
	Value	(Inherited from System.Windows.Controls.Primitives.RangeBase)
	VerticalAlignment	(Inherited from System.Windows.FrameworkElement)
	VerticalContentAlignment	(Inherited from System.Windows.Controls.Control)
	Visibility	(Inherited from System.Windows.UIElement)
	Width	(Inherited from System.Windows.FrameworkElement)

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Public Methods





















	Name	Description
	AddHandler	(Inherited from System.Windows.UIElement)
	ApplyTemplate	(Inherited from System.Windows.Controls.Control)
	Arrange	(Inherited from System.Windows.UIElement)
	CaptureMouse	(Inherited from System.Windows.UIElement)
	ClearValue	(Inherited from System.Windows.DependencyObject)
	FindName	(Inherited from System.Windows.FrameworkElement)
	Focus	(Inherited from System.Windows.Controls.Control)
	GetAnimationBaseValue	(Inherited from System.Windows.DependencyObject)
	GetBindingExpression	(Inherited from System.Windows.FrameworkElement)
	GetValue	(Inherited from System.Windows.DependencyObject)
	InvalidateArrange	(Inherited from System.Windows.UIElement)





≡ 	InvalidateMeasure	(Inherited from System.Windows.UIElement)
≡ 	Measure	(Inherited from System.Windows.UIElement)
≡ 	OnApplyTemplate	Overridden. Builds the visual tree for the C1MoveToPointSlider control when a new template is applied.
≡ 	ReadLocalValue	(Inherited from System.Windows.DependencyObject)
≡ 	ReleaseMouseCapture	(Inherited from System.Windows.UIElement)
≡ 	RemoveHandler	(Inherited from System.Windows.UIElement)
≡ 	SetBinding	(Inherited from System.Windows.FrameworkElement)
≡ 	SetValue	(Inherited from System.Windows.DependencyObject)
≡ 	ToString	(Inherited from System.Windows.Controls.Primitives.RangeBase)
≡ 	TransformToVisual	(Inherited from System.Windows.UIElement)
≡ 	UpdateLayout	(Inherited from System.Windows.UIElement)

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Public Events

	Name	Description
	BindingValidationError	(Inherited from System.Windows.FrameworkElement)
	DataContextChanged	(Inherited from System.Windows.FrameworkElement)
	DragEnter	(Inherited from System.Windows.UIElement)
	DragLeave	(Inherited from System.Windows.UIElement)
	DragOver	(Inherited from System.Windows.UIElement)
	Drop	(Inherited from System.Windows.UIElement)

	GotFocus	(Inherited from System.Windows.UIElement)
	IsEnabledChanged	(Inherited from System.Windows.Controls.Control)
	IsMouseOverChanged	Event raised when the IsMouseOver property has changed.
	KeyDown	(Inherited from System.Windows.UIElement)
	KeyUp	(Inherited from System.Windows.UIElement)
	LayoutUpdated	(Inherited from System.Windows.FrameworkElement)
	Loaded	(Inherited from System.Windows.FrameworkElement)
	LostFocus	(Inherited from System.Windows.UIElement)
	LostMouseCapture	(Inherited from System.Windows.UIElement)
	MediaCommand	(Inherited from System.Windows.UIElement)
	MouseEnter	(Inherited from System.Windows.UIElement)
	MouseLeave	(Inherited from System.Windows.UIElement)
	MouseLeftButtonDown	(Inherited from System.Windows.UIElement)
	MouseLeftButtonUp	(Inherited from System.Windows.UIElement)
	MouseMove	(Inherited from System.Windows.UIElement)
	MouseRightButtonDown	(Inherited from System.Windows.UIElement)
	MouseRightButtonUp	(Inherited from System.Windows.UIElement)
	MouseWheel	(Inherited from System.Windows.UIElement)
	SizeChanged	(Inherited from System.Windows.FrameworkElement)
	TextInput	(Inherited from System.Windows.UIElement)

	TextInputStart	(Inherited from System.Windows.UIElement)
	TextInputUpdate	(Inherited from System.Windows.UIElement)
	Unloaded	(Inherited from System.Windows.FrameworkElement)
	ValueChanged	(Inherited from System.Windows.Controls.Primitives.RangeBase)

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See Also

Reference

[C1MoveToPointSlider Class](#)

[C1.Silverlight.MediaPlayer Namespace](#)

C1MoveToPointSlider Constructor

Initializes a new instance of a [C1MoveToPointSlider](#).

Syntax

Visual Basic (Declaration)	
Public Function New()	
C#	
public C1MoveToPointSlider()	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also


Reference

[C1MoveToPointSlider Class](#)

[C1MoveToPointSlider Members](#)

Methods

>

Name	Description
 AddHandler	(Inherited from System.Windows.UIElement)

⇒ ApplyTemplate	(Inherited from System.Windows.Controls.Control)
⇒ Arrange	(Inherited from System.Windows.UIElement)
⇒ CaptureMouse	(Inherited from System.Windows.UIElement)
⇒ ClearValue	(Inherited from System.Windows.DependencyObject)
⇒ FindName	(Inherited from System.Windows.FrameworkElement)
⇒ Focus	(Inherited from System.Windows.Controls.Control)
⇒ GetAnimationBaseValue	(Inherited from System.Windows.DependencyObject)
⇒ GetBindingExpression	(Inherited from System.Windows.FrameworkElement)
⇒ GetValue	(Inherited from System.Windows.DependencyObject)
⇒ InvalidateArrange	(Inherited from System.Windows.UIElement)
⇒ InvalidateMeasure	(Inherited from System.Windows.UIElement)
⇒ Measure	(Inherited from System.Windows.UIElement)
⇒ OnApplyTemplate	Overridden. Builds the visual tree for the C1MoveToPointSlider control when a new template is applied.
⇒ ReadLocalValue	(Inherited from System.Windows.DependencyObject)
⇒ ReleaseMouseCapture	(Inherited from System.Windows.UIElement)
⇒ RemoveHandler	(Inherited from System.Windows.UIElement)
⇒ SetBinding	(Inherited from System.Windows.FrameworkElement)
⇒ SetValue	(Inherited from System.Windows.DependencyObject)
⇒ ToString	(Inherited from System.Windows.Controls.Primitives.RangeBase)
⇒ TransformToVisual	(Inherited from System.Windows.UIElement)
⇒ UpdateLayout	(Inherited from System.Windows.UIElement)

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See Also

Reference

[C1MoveToPointSlider Class](#)

[C1.Silverlight.MediaPlayer Namespace](#)

OnApplyTemplate Method

Builds the visual tree for the [C1MoveToPointSlider](#) control when a new template is applied.

Syntax

Visual Basic (Declaration)	
<code>Public Overrides Sub OnApplyTemplate()</code>	
C#	
<code>public override void OnApplyTemplate()</code>	

Remarks

This method is invoked whenever application code or an internal process, such as a rebuilding layout pass, calls the **ApplyTemplate** method.

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2











See Also



























Reference

























[C1MoveToPointSlider Class](#)
[C1MoveToPointSlider Members](#)

Properties

>

Name	Description
 ActualHeight	(Inherited from System.Windows.FrameworkElement)
 ActualWidth	(Inherited from System.Windows.FrameworkElement)
 AllowDrop	(Inherited from System.Windows.UIElement)
 Background	(Inherited from System.Windows.Controls.Control)
 BorderBrush	(Inherited from System.Windows.Controls.Control)
 BorderThickness	(Inherited from System.Windows.Controls.Control)
 CacheMode	(Inherited from System.Windows.UIElement)
 CharacterSpacing	(Inherited from System.Windows.Controls.Control)
 Clip	(Inherited from System.Windows.UIElement)
 Cursor	(Inherited from System.Windows.FrameworkElement)

 DataContext	(Inherited from System.Windows.FrameworkElement)
 DesiredSize	(Inherited from System.Windows.UIElement)
 Dispatcher	(Inherited from System.Windows.DependencyObject)
 Effect	(Inherited from System.Windows.UIElement)
 FlowDirection	(Inherited from System.Windows.FrameworkElement)
 FontFamily	(Inherited from System.Windows.Controls.Control)
 FontSize	(Inherited from System.Windows.Controls.Control)
 FontStretch	(Inherited from System.Windows.Controls.Control)
 FontStyle	(Inherited from System.Windows.Controls.Control)
 FontWeight	(Inherited from System.Windows.Controls.Control)
 Foreground	(Inherited from System.Windows.Controls.Control)
 Height	(Inherited from System.Windows.FrameworkElement)
 HorizontalAlignment	(Inherited from System.Windows.FrameworkElement)
 HorizontalContentAlignment	(Inherited from System.Windows.Controls.Control)
 IsEnabled	(Inherited from System.Windows.Controls.Control)
 IsHitTestVisible	(Inherited from System.Windows.UIElement)
 IsMouseOver	Returns true if the mouse is over the control.
 IsTabStop	(Inherited from System.Windows.Controls.Control)
 Language	(Inherited from System.Windows.FrameworkElement)
 LargeChange	(Inherited from System.Windows.Controls.Primitives.RangeBase)
 Margin	(Inherited from System.Windows.FrameworkElement)
 MaxHeight	(Inherited from System.Windows.FrameworkElement)
 Maximum	(Inherited from System.Windows.Controls.Primitives.RangeBase)
 MaxWidth	(Inherited from System.Windows.FrameworkElement)
 MinHeight	(Inherited from System.Windows.FrameworkElement)
 Minimum	(Inherited from

	System.Windows.Controls.Primitives.RangeBase)
 MinWidth	(Inherited from System.Windows.FrameworkElement)
 Name	(Inherited from System.Windows.FrameworkElement)
 Opacity	(Inherited from System.Windows.UIElement)
 OpacityMask	(Inherited from System.Windows.UIElement)
 Padding	(Inherited from System.Windows.Controls.Control)
 Parent	(Inherited from System.Windows.FrameworkElement)
 Projection	(Inherited from System.Windows.UIElement)
 RenderSize	(Inherited from System.Windows.UIElement)
 RenderTransform	(Inherited from System.Windows.UIElement)
 RenderTransformOrigin	(Inherited from System.Windows.UIElement)
 Resources	(Inherited from System.Windows.FrameworkElement)
 SmallChange	(Inherited from System.Windows.Controls.Primitives.RangeBase)
 Style	(Inherited from System.Windows.FrameworkElement)
 TabIndex	(Inherited from System.Windows.Controls.Control)
 TabNavigation	(Inherited from System.Windows.Controls.Control)
 Tag	(Inherited from System.Windows.FrameworkElement)
 Template	(Inherited from System.Windows.Controls.Control)
 Triggers	(Inherited from System.Windows.FrameworkElement)
 UseLayoutRounding	(Inherited from System.Windows.UIElement)
 Value	(Inherited from System.Windows.Controls.Primitives.RangeBase)
 VerticalAlignment	(Inherited from System.Windows.FrameworkElement)
 VerticalContentAlignment	(Inherited from System.Windows.Controls.Control)
 Visibility	(Inherited from System.Windows.UIElement)
 Width	(Inherited from System.Windows.FrameworkElement)

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See Also

Reference

[C1MoveToPointSlider Class](#)
[C1.Silverlight.MediaPlayer Namespace](#)

IsMouseOver Property

Returns true if the mouse is over the control.

Syntax

Visual Basic (Declaration)	
<code>Public ReadOnly Property IsMouseOver As System.Boolean</code>	
C#	
<code>public System.bool IsMouseOver {get;}</code>	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference


[C1MoveToPointSlider Class](#)
[C1MoveToPointSlider Members](#)

Fields

%%scrap%%
" -->

For a list of all members of this type, see [C1MoveToPointSlider members](#).

Public Fields

	Name	Description
 S	IsMouseOverProperty	Identifies the IsMouseOver dependency property.

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See Also

Reference

IsMouseOverProperty Field
Identifies the [IsMouseOver](#) dependency property.

Syntax

Visual Basic (Declaration)	
<code>Public Shared ReadOnly IsMouseOverProperty As System.Windows.DependencyProperty</code>	
C#	
<code>public static readonly System.Windows.DependencyProperty IsMouseOverProperty</code>	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also





Reference





















Events







%%scrap%%
" -->

For a list of all members of this type, see [C1MoveToPointSlider members](#).

Public Events

	Name	Description
	BindingValidationError	(Inherited from System.Windows.FrameworkElement)
	DataContextChanged	(Inherited from System.Windows.FrameworkElement)
	DragEnter	(Inherited from System.Windows.UIElement)
	DragLeave	(Inherited from System.Windows.UIElement)

	DragOver	(Inherited from System.Windows.UIElement)
	Drop	(Inherited from System.Windows.UIElement)
	GotFocus	(Inherited from System.Windows.UIElement)
	IsEnabledChanged	(Inherited from System.Windows.Controls.Control)
	IsMouseOverChanged	Event raised when the IsMouseOver property has changed.
	KeyDown	(Inherited from System.Windows.UIElement)
	KeyUp	(Inherited from System.Windows.UIElement)
	LayoutUpdated	(Inherited from System.Windows.FrameworkElement)
	Loaded	(Inherited from System.Windows.FrameworkElement)
	LostFocus	(Inherited from System.Windows.UIElement)
	LostMouseCapture	(Inherited from System.Windows.UIElement)
	MediaCommand	(Inherited from System.Windows.UIElement)
	MouseEnter	(Inherited from System.Windows.UIElement)
	MouseLeave	(Inherited from System.Windows.UIElement)
	MouseLeftButtonDown	(Inherited from System.Windows.UIElement)
	MouseLeftButtonUp	(Inherited from System.Windows.UIElement)
	MouseMove	(Inherited from System.Windows.UIElement)
	MouseRightButtonDown	(Inherited from System.Windows.UIElement)
	MouseRightButtonUp	(Inherited from System.Windows.UIElement)
	MouseWheel	(Inherited from System.Windows.UIElement)

	SizeChanged	(Inherited from System.Windows.FrameworkElement)
	TextInput	(Inherited from System.Windows.UIElement)
	TextInputStart	(Inherited from System.Windows.UIElement)
	TextInputUpdate	(Inherited from System.Windows.UIElement)
	Unloaded	(Inherited from System.Windows.FrameworkElement)
	ValueChanged	(Inherited from System.Windows.Controls.Primitives.RangeBase)

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See Also

Reference

[C1MoveToPointSlider Class](#)

[C1.Silverlight.MediaPlayer Namespace](#)

IsMouseOverChanged Event

Event raised when the **IsMouseOver** property has changed.

Syntax

Visual Basic (Declaration)	
<pre>Public Event IsMouseOverChanged As System.EventHandler(Of PropertyChangedEventArgs(Of Boolean))</pre>	
C#	
<pre>public event System.EventHandler<PropertyChangedEventArgs<bool>> IsMouseOverChanged</pre>	

Event Data

The event handler receives an argument of type C1.Silverlight.PropertyChangedEventArgs<T> containing data related to this event. The following **PropertyChangedEventArgs<T>** properties provide information specific to this event.

Property	Description
NewValue	

OldValue	
-----------------	--

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MoveToPointSlider Class](#)

[C1MoveToPointSlider Members](#)

FallbackConverter

Converter that returns the value unchanged if the value is not null or the parameter otherwise.

Object Model

FallbackConverter

Syntax

Visual Basic (Declaration)	
Public Class FallbackConverter	
C#	
public class FallbackConverter	

Inheritance Hierarchy

System.Object

C1.Silverlight.MediaPlayer.FallbackConverter

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[FallbackConverter Members](#)

[C1.Silverlight.MediaPlayer Namespace](#)

Overview

Converter that returns the value unchanged if the value is not null or the parameter otherwise.

Object Model

FallbackConverter

Syntax

Visual Basic (Declaration)	
Public Class FallbackConverter	
C#	
public class FallbackConverter	

Inheritance Hierarchy

System.Object
C1.Silverlight.MediaPlayer.FallbackConverter

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[FallbackConverter Members](#)
[C1.Silverlight.MediaPlayer Namespace](#)

Members

The following tables list the members exposed by [FallbackConverter](#).

Public Constructors

	Name	Description
≡	FallbackConverter Constructor	

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See Also

Reference

[FallbackConverter Class](#)
[C1.Silverlight.MediaPlayer Namespace](#)

FallbackConverter Constructor

Syntax

Visual Basic (Declaration)	
<code>Public Function New()</code>	
C#	
<code>public FallbackConverter()</code>	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[FallbackConverter Class](#)
[FallbackConverter Members](#)

HoursMinutesSecondsConverter

Converts TimeSpan values to the hh:mm:ss string format.

Object Model

HoursMinutesSecondsConverter

Syntax

Visual Basic (Declaration)	
<code>Public Class HoursMinutesSecondsConverter</code>	
C#	
<code>public class HoursMinutesSecondsConverter</code>	

Inheritance Hierarchy

System.Object
 C1.Silverlight.MediaPlayer.HoursMinutesSecondsConverter

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[HoursMinutesSecondsConverter Members](#)
[C1.Silverlight.MediaPlayer Namespace](#)

Overview

Converts TimeSpan values to the hh:mm:ss string format.

Object Model

HoursMinutesSecondsConverter

Syntax

Visual Basic (Declaration)	
<code>Public Class HoursMinutesSecondsConverter</code>	
C#	
<code>public class HoursMinutesSecondsConverter</code>	

Inheritance Hierarchy

System.Object
 C1.Silverlight.MediaPlayer.HoursMinutesSecondsConverter

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[HoursMinutesSecondsConverter Members](#)
[C1.Silverlight.MediaPlayer Namespace](#)

Members

The following tables list the members exposed by [HoursMinutesSecondsConverter](#).

Public Constructors

	Name	Description
⇒	HoursMinutesSecondsConverter Constructor	

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See Also

Reference

[HoursMinutesSecondsConverter Class](#)

[C1.Silverlight.MediaPlayer Namespace](#)

HoursMinutesSecondsConverter Constructor

Syntax

Visual Basic (Declaration)	
<code>Public Function New()</code>	
C#	
<code>public HoursMinutesSecondsConverter()</code>	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[HoursMinutesSecondsConverter Class](#)

[HoursMinutesSecondsConverter Members](#)

InverseToOpacityConverter

Converts Boolean values to [0..1] opacity double values. true becomes 0.0 and false becomes 1.0.

Object Model

InverseToOpacityConverter

Syntax

Visual Basic (Declaration)	
----------------------------	--

Public Class	InverseToOpacityConverter
C#	
public class	InverseToOpacityConverter

Inheritance Hierarchy

System.Object

C1.Silverlight.MediaPlayer.InverseToOpacityConverter

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[InverseToOpacityConverter Members](#)

[C1.Silverlight.MediaPlayer Namespace](#)

Overview

Converts Boolean values to [0..1] opacity double values. true becomes 0.0 and false becomes 1.0.

Object Model

InverseToOpacityConverter

Syntax

Visual Basic (Declaration)	
Public Class	InverseToOpacityConverter
C#	
public class	InverseToOpacityConverter

Inheritance Hierarchy

System.Object

C1.Silverlight.MediaPlayer.InverseToOpacityConverter

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[InverseToOpacityConverter Members](#)
[C1.Silverlight.MediaPlayer Namespace](#)

Members

The following tables list the members exposed by [InverseToOpacityConverter](#).

Public Constructors

	Name	Description
	InverseToOpacityConverter Constructor	

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See Also

Reference

[InverseToOpacityConverter Class](#)
[C1.Silverlight.MediaPlayer Namespace](#)

InverseToOpacityConverter Constructor

Syntax

Visual Basic (Declaration)	
<code>Public Function New()</code>	
C#	
<code>public InverseToOpacityConverter()</code>	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[InverseToOpacityConverter Class](#)
[InverseToOpacityConverter Members](#)

InverseToVisibilityConverter

Converts Boolean values to Visibility enumeration values. true becomes Collapsed and false becomes Visible.

Object Model

InverseToVisibilityConverter

Syntax

Visual Basic (Declaration)

```
Public Class InverseToVisibilityConverter
```

C#

```
public class InverseToVisibilityConverter
```

Inheritance Hierarchy

System.Object

C1.Silverlight.MediaPlayer.InverseToVisibilityConverter

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[InverseToVisibilityConverter Members](#)
[C1.Silverlight.MediaPlayer Namespace](#)

Overview

Converts Boolean values to Visibility enumeration values. true becomes Collapsed and false becomes Visible.

Object Model

InverseToVisibilityConverter

Syntax

Visual Basic (Declaration)	
Public Class InverseToVisibilityConverter	
C#	
public class InverseToVisibilityConverter	

Inheritance Hierarchy

System.Object

C1.Silverlight.MediaPlayer.InverseToVisibilityConverter

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[InverseToVisibilityConverter Members](#)

[C1.Silverlight.MediaPlayer Namespace](#)

Members

The following tables list the members exposed by [InverseToVisibilityConverter](#).

Public Constructors

	Name	Description
	InverseToVisibilityConverter Constructor	

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See Also

Reference

[InverseToVisibilityConverter Class](#)

[C1.Silverlight.MediaPlayer Namespace](#)

InverseToVisibilityConverter Constructor

Syntax

Visual Basic (Declaration)	
----------------------------	--

Public Function New()

C#

public InverseToVisibilityConverter()

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[InverseToVisibilityConverter Class](#)

[InverseToVisibilityConverter Members](#)

TemplateControl

Control that loads a DataTemplate, forwarding its own DataContext.

Object Model

TemplateControl

Syntax

Visual Basic (Declaration)

<pre>Public Class TemplateControl Inherits System.Windows.Controls.UserControl</pre>
--

C#

<pre>public class TemplateControl : System.Windows.Controls.UserControl</pre>

Inheritance Hierarchy

```
System.Object
  System.Windows.DependencyObject
    System.Windows.UIElement
      System.Windows.FrameworkElement
        System.Windows.Controls.Control
          System.Windows.Controls.UserControl
            C1.Silverlight.MediaPlayer.TemplateControl
```

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[TemplateControl Members](#)

[C1.Silverlight.MediaPlayer Namespace](#)

Overview

Control that loads a DataTemplate, forwarding its own DataContext.

Object Model

TemplateControl

Syntax

Visual Basic (Declaration)

```
Public Class TemplateControl
    Inherits System.Windows.Controls.UserControl
```

C#

```
public class TemplateControl : System.Windows.Controls.UserControl
```

Inheritance Hierarchy

```
System.Object
    System.Windows.DependencyObject
        System.Windows.UIElement
            System.Windows.FrameworkElement
                System.Windows.Controls.Control
                    System.Windows.Controls.UserControl
                        C1.Silverlight.MediaPlayer.TemplateControl
```

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[TemplateControl Members](#)


[C1.Silverlight.MediaPlayer Namespace](#)

Members

[Fields](#) [Properties](#) [Methods](#) [Events](#)

The following tables list the members exposed by [TemplateControl](#).

Public Constructors

	Name	Description
	TemplateControl Constructor	Initializes a new instance of a TemplateControl .











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Public Fields





















	Name	Description
 S	DataTemplateProperty	Identifies the DataTemplate dependency property.







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Public Properties

	Name	Description
	ActualHeight	(Inherited from System.Windows.FrameworkElement)
	ActualWidth	(Inherited from System.Windows.FrameworkElement)
	AllowDrop	(Inherited from System.Windows.UIElement)
	Background	(Inherited from System.Windows.Controls.Control)
	BorderBrush	(Inherited from System.Windows.Controls.Control)
	BorderThickness	(Inherited from System.Windows.Controls.Control)
	CacheMode	(Inherited from System.Windows.UIElement)
	CharacterSpacing	(Inherited from System.Windows.Controls.Control)
	Clip	(Inherited from System.Windows.UIElement)
	Content	(Inherited from System.Windows.Controls.UserControl)













	Cursor	(Inherited from System.Windows.FrameworkElement)
	DataContext	(Inherited from System.Windows.FrameworkElement)
	DataTemplate	Gets or sets the template to load.
	DesiredSize	(Inherited from System.Windows.UIElement)
	Dispatcher	(Inherited from System.Windows.DependencyObject)
	Effect	(Inherited from System.Windows.UIElement)
	FlowDirection	(Inherited from System.Windows.FrameworkElement)
	FontFamily	(Inherited from System.Windows.Controls.Control)
	FontSize	(Inherited from System.Windows.Controls.Control)
	FontStretch	(Inherited from System.Windows.Controls.Control)
	FontStyle	(Inherited from System.Windows.Controls.Control)
	FontWeight	(Inherited from System.Windows.Controls.Control)
	Foreground	(Inherited from System.Windows.Controls.Control)
	Height	(Inherited from System.Windows.FrameworkElement)
	HorizontalAlignment	(Inherited from System.Windows.FrameworkElement)
	HorizontalContentAlignment	(Inherited from System.Windows.Controls.Control)
	IsEnabled	(Inherited from System.Windows.Controls.Control)
	IsHitTestVisible	(Inherited from System.Windows.UIElement)
	IsTabStop	(Inherited from System.Windows.Controls.Control)
	Language	(Inherited from System.Windows.FrameworkElement)










	Margin	(Inherited from System.Windows.FrameworkElement)
	MaxHeight	(Inherited from System.Windows.FrameworkElement)
	MaxWidth	(Inherited from System.Windows.FrameworkElement)
	MinHeight	(Inherited from System.Windows.FrameworkElement)
	MinWidth	(Inherited from System.Windows.FrameworkElement)
	Name	(Inherited from System.Windows.FrameworkElement)
	Opacity	(Inherited from System.Windows.UIElement)
	OpacityMask	(Inherited from System.Windows.UIElement)
	Padding	(Inherited from System.Windows.Controls.Control)
	Parent	(Inherited from System.Windows.FrameworkElement)
	Projection	(Inherited from System.Windows.UIElement)
	RenderSize	(Inherited from System.Windows.UIElement)
	RenderTransform	(Inherited from System.Windows.UIElement)
	RenderTransformOrigin	(Inherited from System.Windows.UIElement)
	Resources	(Inherited from System.Windows.FrameworkElement)
	Style	(Inherited from System.Windows.FrameworkElement)
	TabIndex	(Inherited from System.Windows.Controls.Control)
	TabNavigation	(Inherited from System.Windows.Controls.Control)
	Tag	(Inherited from System.Windows.FrameworkElement)
	Template	(Inherited from System.Windows.Controls.Control)

	Triggers	(Inherited from System.Windows.FrameworkElement)
	UseLayoutRounding	(Inherited from System.Windows.UIElement)
	VerticalAlignment	(Inherited from System.Windows.FrameworkElement)
	VerticalContentAlignment	(Inherited from System.Windows.Controls.Control)
	Visibility	(Inherited from System.Windows.UIElement)
	Width	(Inherited from System.Windows.FrameworkElement)

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Public Methods




















	Name	Description
	AddHandler	(Inherited from System.Windows.UIElement)
	ApplyTemplate	(Inherited from System.Windows.Controls.Control)
	Arrange	(Inherited from System.Windows.UIElement)
	CaptureMouse	(Inherited from System.Windows.UIElement)
	ClearValue	(Inherited from System.Windows.DependencyObject)
	FindName	(Inherited from System.Windows.FrameworkElement)
	Focus	(Inherited from System.Windows.Controls.Control)
	GetAnimationBaseValue	(Inherited from System.Windows.DependencyObject)
	GetBindingExpression	(Inherited from System.Windows.FrameworkElement)
	GetValue	(Inherited from System.Windows.DependencyObject)
	InvalidateArrange	(Inherited from System.Windows.UIElement)
	InvalidateMeasure	(Inherited from System.Windows.UIElement)

	Measure	(Inherited from System.Windows.UIElement)
	OnApplyTemplate	(Inherited from System.Windows.FrameworkElement)
	ReadLocalValue	(Inherited from System.Windows.DependencyObject)
	ReleaseMouseCapture	(Inherited from System.Windows.UIElement)
	RemoveHandler	(Inherited from System.Windows.UIElement)
	SetBinding	(Inherited from System.Windows.FrameworkElement)
	SetValue	(Inherited from System.Windows.DependencyObject)
	TransformToVisual	(Inherited from System.Windows.UIElement)
	UpdateLayout	(Inherited from System.Windows.UIElement)

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Public Events

	Name	Description
	BindingValidationError	(Inherited from System.Windows.FrameworkElement)
	DataContextChanged	(Inherited from System.Windows.FrameworkElement)
	DragEnter	(Inherited from System.Windows.UIElement)
	DragLeave	(Inherited from System.Windows.UIElement)
	DragOver	(Inherited from System.Windows.UIElement)
	Drop	(Inherited from System.Windows.UIElement)
	GotFocus	(Inherited from System.Windows.UIElement)
	IsEnabledChanged	(Inherited from System.Windows.Controls.Control)
	KeyDown	(Inherited from System.Windows.UIElement)

	KeyUp	(Inherited from System.Windows.UIElement)
	LayoutUpdated	(Inherited from System.Windows.FrameworkElement)
	Loaded	(Inherited from System.Windows.FrameworkElement)
	LostFocus	(Inherited from System.Windows.UIElement)
	LostMouseCapture	(Inherited from System.Windows.UIElement)
	MediaCommand	(Inherited from System.Windows.UIElement)
	MouseEnter	(Inherited from System.Windows.UIElement)
	MouseLeave	(Inherited from System.Windows.UIElement)
	MouseLeftButtonDown	(Inherited from System.Windows.UIElement)
	MouseLeftButtonUp	(Inherited from System.Windows.UIElement)
	MouseMove	(Inherited from System.Windows.UIElement)
	MouseRightButtonDown	(Inherited from System.Windows.UIElement)
	MouseRightButtonUp	(Inherited from System.Windows.UIElement)
	MouseWheel	(Inherited from System.Windows.UIElement)
	SizeChanged	(Inherited from System.Windows.FrameworkElement)
	TextInput	(Inherited from System.Windows.UIElement)
	TextInputStart	(Inherited from System.Windows.UIElement)
	TextInputUpdate	(Inherited from System.Windows.UIElement)
	Unloaded	(Inherited from System.Windows.FrameworkElement)

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See Also

Reference

[TemplateControl Class](#)

[C1.Silverlight.MediaPlayer Namespace](#)

TemplateControl Constructor

Initializes a new instance of a [TemplateControl](#).

Syntax

Visual Basic (Declaration)	
Public Function New()	
C#	
public TemplateControl()	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also









Reference

[TemplateControl Class](#)






















[TemplateControl Members](#)

Properties

>

Name	Description
 ActualHeight	(Inherited from System.Windows.FrameworkElement)
 ActualWidth	(Inherited from System.Windows.FrameworkElement)
 AllowDrop	(Inherited from System.Windows.UIElement)
 Background	(Inherited from System.Windows.Controls.Control)
 BorderBrush	(Inherited from System.Windows.Controls.Control)
 BorderThickness	(Inherited from System.Windows.Controls.Control)
 CacheMode	(Inherited from System.Windows.UIElement)
 CharacterSpacing	(Inherited from System.Windows.Controls.Control)

 Clip	(Inherited from System.Windows.UIElement)
 Content	(Inherited from System.Windows.Controls.UserControl)
 Cursor	(Inherited from System.Windows.FrameworkElement)
 DataContext	(Inherited from System.Windows.FrameworkElement)
 DataTemplate	Gets or sets the template to load.
 DesiredSize	(Inherited from System.Windows.UIElement)
 Dispatcher	(Inherited from System.Windows.DependencyObject)
 Effect	(Inherited from System.Windows.UIElement)
 FlowDirection	(Inherited from System.Windows.FrameworkElement)
 FontFamily	(Inherited from System.Windows.Controls.Control)
 FontSize	(Inherited from System.Windows.Controls.Control)
 FontStretch	(Inherited from System.Windows.Controls.Control)
 FontStyle	(Inherited from System.Windows.Controls.Control)
 FontWeight	(Inherited from System.Windows.Controls.Control)
 Foreground	(Inherited from System.Windows.Controls.Control)
 Height	(Inherited from System.Windows.FrameworkElement)
 HorizontalAlignment	(Inherited from System.Windows.FrameworkElement)
 HorizontalContentAlignment	(Inherited from System.Windows.Controls.Control)
 IsEnabled	(Inherited from System.Windows.Controls.Control)
 IsHitTestVisible	(Inherited from System.Windows.UIElement)
 IsTabStop	(Inherited from System.Windows.Controls.Control)
 Language	(Inherited from System.Windows.FrameworkElement)
 Margin	(Inherited from System.Windows.FrameworkElement)
 MaxHeight	(Inherited from System.Windows.FrameworkElement)
 MaxWidth	(Inherited from System.Windows.FrameworkElement)
 MinHeight	(Inherited from System.Windows.FrameworkElement)
 MinWidth	(Inherited from System.Windows.FrameworkElement)

 Name	(Inherited from System.Windows.FrameworkElement)
 Opacity	(Inherited from System.Windows.UIElement)
 OpacityMask	(Inherited from System.Windows.UIElement)
 Padding	(Inherited from System.Windows.Controls.Control)
 Parent	(Inherited from System.Windows.FrameworkElement)
 Projection	(Inherited from System.Windows.UIElement)
 RenderSize	(Inherited from System.Windows.UIElement)
 RenderTransform	(Inherited from System.Windows.UIElement)
 RenderTransformOrigin	(Inherited from System.Windows.UIElement)
 Resources	(Inherited from System.Windows.FrameworkElement)
 Style	(Inherited from System.Windows.FrameworkElement)
 TabIndex	(Inherited from System.Windows.Controls.Control)
 TabNavigation	(Inherited from System.Windows.Controls.Control)
 Tag	(Inherited from System.Windows.FrameworkElement)
 Template	(Inherited from System.Windows.Controls.Control)
 Triggers	(Inherited from System.Windows.FrameworkElement)
 UseLayoutRounding	(Inherited from System.Windows.UIElement)
 VerticalAlignment	(Inherited from System.Windows.FrameworkElement)
 VerticalContentAlignment	(Inherited from System.Windows.Controls.Control)
 Visibility	(Inherited from System.Windows.UIElement)
 Width	(Inherited from System.Windows.FrameworkElement)

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See Also

Reference

[TemplateControl Class](#)

[C1.Silverlight.MediaPlayer Namespace](#)

DataTemplate Property

Gets or sets the template to load.

Syntax

Visual Basic (Declaration)	
<code>Public Property DataTemplate As System.Windows.DataTemplate</code>	
C#	
<code>public System.Windows.DataTemplate DataTemplate {get; set;}</code>	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference


[TemplateControl Class](#)
[TemplateControl Members](#)

Fields

%%scrap%%
" -->

For a list of all members of this type, see [TemplateControl members](#).

Public Fields

	Name	Description
	DataTemplateProperty	Identifies the DataTemplate dependency property.

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See Also

Reference

[TemplateControl Class](#)
[C1.Silverlight.MediaPlayer Namespace](#)

DataTemplateProperty Field

Identifies the [DataTemplate](#) dependency property.

Syntax

Visual Basic (Declaration)	
<pre>Public Shared ReadOnly DataTemplateProperty As System.Windows.DependencyProperty</pre>	
C#	
<pre>public static readonly System.Windows.DependencyProperty DataTemplateProperty</pre>	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[TemplateControl Class](#)

[TemplateControl Members](#)

TimeSpanConverter

Converts TimeSpan values to and from whole and fractional seconds.

Object Model

TimeSpanConverter

Syntax

Visual Basic (Declaration)	
<pre>Public Class TimeSpanConverter</pre>	
C#	
<pre>public class TimeSpanConverter</pre>	

Inheritance Hierarchy

System.Object

C1.Silverlight.MediaPlayer.TimeSpanConverter

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[TimeSpanConverter Members](#)
[C1.Silverlight.MediaPlayer Namespace](#)

Overview

Converts TimeSpan values to and from whole and fractional seconds.

Object Model

TimeSpanConverter

Syntax

Visual Basic (Declaration)	
Public Class TimeSpanConverter	
C#	
public class TimeSpanConverter	

Inheritance Hierarchy

System.Object
 C1.Silverlight.MediaPlayer.TimeSpanConverter

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference


[TimeSpanConverter Members](#)
[C1.Silverlight.MediaPlayer Namespace](#)

Members

The following tables list the members exposed by [TimeSpanConverter](#).

Public Constructors

	Name	Description
--	------	-------------

	TimeSpanConverter Constructor	
---	-------------------------------	--

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See Also

Reference

[TimeSpanConverter Class](#)

[C1.Silverlight.MediaPlayer Namespace](#)

TimeSpanConverter Constructor

Syntax

Visual Basic (Declaration)	
Public Function New()	
C#	
public TimeSpanConverter()	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[TimeSpanConverter Class](#)

[TimeSpanConverter Members](#)

ToVisibilityConverter

Converts Boolean values to Visibility enumeration values. true becomes Visible and false becomes Collapsed.

Object Model

ToVisibilityConverter

Syntax

Visual Basic (Declaration)	
Public Class ToVisibilityConverter	

C#	
<code>public class ToVisibilityConverter</code>	

Inheritance Hierarchy

System.Object
C1.Silverlight.MediaPlayer.ToVisibilityConverter

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

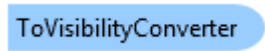
See Also

- Reference
- [ToVisibilityConverter Members](#)
 - [C1.Silverlight.MediaPlayer Namespace](#)

Overview

Converts Boolean values to Visibility enumeration values. true becomes Visible and false becomes Collapsed.

Object Model



Syntax

Visual Basic (Declaration)	
<code>Public Class ToVisibilityConverter</code>	
C#	
<code>public class ToVisibilityConverter</code>	

Inheritance Hierarchy

System.Object
C1.Silverlight.MediaPlayer.ToVisibilityConverter

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also


Reference

[ToVisibilityConverter Members](#)
[C1.Silverlight.MediaPlayer Namespace](#)

Members

The following tables list the members exposed by [ToVisibilityConverter](#).

Public Constructors

	Name	Description
	ToVisibilityConverter Constructor	

[Top](#)

See Also

Reference

[ToVisibilityConverter Class](#)
[C1.Silverlight.MediaPlayer Namespace](#)

ToVisibilityConverter Constructor

Syntax

Visual Basic (Declaration)	
<code>Public Function New()</code>	
C#	
<code>public ToVisibilityConverter()</code>	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[ToVisibilityConverter Class](#)
[ToVisibilityConverter Members](#)

Enumerations

MediaState

Defines the potential states of a [C1MediaPlayer](#) object.

Syntax

Visual Basic (Declaration)	
<pre>Public Enum MediaState Inherits System.Enum</pre>	
C#	
<pre>public enum MediaState : System.Enum</pre>	

Members

Member	Description
Buffering	The C1MediaPlayer is loading the media for playback.
NoMedia	The C1MediaPlayer contains no media.
Paused	The C1MediaPlayer does not advance its position.
Playing	The C1MediaPlayer is playing the media specified by the C1MediaItem.MediaSource property of the current C1MediaItem -
Unstarted	The C1MediaPlayer is stopped at the beginning of the file.

Inheritance Hierarchy

System.Object
 System.ValueType
 System.Enum
 C1.Silverlight.MediaPlayer.MediaState

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference











C1.WPF.MediaPlayer.4 Assembly


Namespaces

C1.WPF.MediaPlayer Namespace


Overview

Classes

	Class	Description
	C1MediaChapter	A distinct segment of a C1Medialtem .
	C1Medialtem	A media file that can be played by C1MediaPlayer .
	C1MediaPlayer	The C1MediaPlayer plays video and audio from the internet.
	C1MoveToPointSlider	A slider that jumps where clicked, without dragging.
	FallbackConverter	Converter that returns the value unchanged if the value is not null or the parameter otherwise.
	HoursMinutesSecondsConverter	Converts TimeSpan values to the hh:mm:ss string format.
	InverseToOpacityConverter	Converts Boolean values to [0..1] opacity double values. true becomes 0.0 and false becomes 1.0.
	InverseToVisibilityConverter	Converts Boolean values to Visibility enumeration values. true becomes Collapsed and false becomes Visible.
	TemplateControl	Control that loads a DataTemplate, forwarding its own DataContext.
	TimeSpanConverter	Converts TimeSpan values to and from whole and fractional seconds.

	ToVisibilityConverter	Converts Boolean values to Visibility enumeration values. true becomes Visible and false becomes Collapsed.
---	---------------------------------------	---

Enumerations

	Enumeration	Description
	MediaState	Defines the potential states of a C1MediaPlayer object.

See Also

Reference

[C1.WPF.MediaPlayer.4 Assembly](#)

Classes

C1MediaChapter

A distinct segment of a [C1MediaItem](#).

Object Model

[C1MediaChapter](#)

Syntax

Visual Basic (Declaration)	
<code>Public Class C1MediaChapter</code>	
C#	
<code>public class C1MediaChapter</code>	

Inheritance Hierarchy

System.Object

C1.WPF.MediaPlayer.C1MediaChapter

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

Overview

A distinct segment of a [C1MediaItem](#).

Object Model

C1MediaChapter

Syntax

Visual Basic (Declaration)	
<code>Public Class C1MediaChapter</code>	
C#	
<code>public class C1MediaChapter</code>	

Inheritance Hierarchy

System.Object
 C1.WPF.MediaPlayer.C1MediaChapter

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

C1MediaChapter Members

C1.WPF.MediaPlayer Namespace


Members

Properties

Events




The following tables list the members exposed by [C1MediaChapter](#).

Public Constructors

	Name	Description
	C1MediaChapter Constructor	


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Public Properties

	Name	Description
	Position	Gets or sets the Position where the chapter starts.
	ThumbnailSource	Gets or sets the image that represents the chapter in the chapter list.
	Title	Gets or sets the name of the chapter.

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Public Events

	Name	Description
	PropertyChanged	Occurs when the items list of the collection has changed, or the collection is reset.

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See Also

Reference

[C1MediaChapter Class](#)
[C1.WPF.MediaPlayer Namespace](#)

C1MediaChapter Constructor

Syntax

Visual Basic (Declaration)	
<code>Public Function New()</code>	
C#	
<code>public C1MediaChapter()</code>	

Requirements




Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

Properties

>

Name	Description
 Position	Gets or sets the Position where the chapter starts.
 ThumbnailSource	Gets or sets the image that represents the chapter in the chapter list.
 Title	Gets or sets the name of the chapter.

[Top](#)

See Also

Reference

[C1MediaChapter Class](#)
[C1.WPF.MediaPlayer Namespace](#)

Position Property

Gets or sets the Position where the chapter starts.

Syntax

Visual Basic (Declaration)	
Public Property Position As System.TimeSpan	
C#	
public System.TimeSpan Position { get ; set ;}	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaChapter Class](#)
[C1MediaChapter Members](#)

ThumbnailSource Property

Gets or sets the image that represents the chapter in the chapter list.

Syntax

Visual Basic (Declaration)	
<code>Public Property ThumbnailSource As System.Windows.Media.ImageSource</code>	
C#	
<code>public System.Windows.Media.ImageSource ThumbnailSource {get; set;}</code>	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

- [C1MediaChapter Class](#)
- [C1MediaChapter Members](#)

Title Property

Gets or sets the name of the chapter.

Syntax

Visual Basic (Declaration)	
<code>Public Property Title As System.String</code>	
C#	
<code>public System.string Title {get; set;}</code>	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

- [C1MediaChapter Class](#)
- [C1MediaChapter Members](#)


Events

%%scrap%%

" -->

For a list of all members of this type, see [C1MediaChapter members](#).

Public Events

	Name	Description
	PropertyChanged	Occurs when the items list of the collection has changed, or the collection is reset.

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See Also

Reference

[C1MediaChapter Class](#)

[C1.WPF.MediaPlayer Namespace](#)

PropertyChanged Event

Occurs when the items list of the collection has changed, or the collection is reset.

Syntax

Visual Basic (Declaration)	
<pre>Public Event PropertyChanged As System.ComponentModel.PropertyChangedEventHandler</pre>	
C#	
<pre>public event System.ComponentModel.PropertyChangedEventHandler PropertyChanged</pre>	

Event Data

The event handler receives an argument of type `System.ComponentModel.PropertyChangedEventArgs` containing data related to this event. The following **PropertyChangedEventArgs** properties provide information specific to this event.

Property	Description
PropertyName	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

- [C1MediaChapter Class](#)
- [C1MediaChapter Members](#)

C1Medialtem

A media file that can be played by [C1MediaPlayer](#).

Object Model

C1Medialtem

Syntax

Visual Basic (Declaration)	
Public Class C1MediaItem	
C#	
public class C1MediaItem	

Inheritance Hierarchy

System.Object
 C1.WPF.MediaPlayer.C1Medialtem

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

- [C1Medialtem Members](#)
- [C1.WPF.MediaPlayer Namespace](#)

Overview

A media file that can be played by [C1MediaPlayer](#).

Object Model

C1Medialtem

Syntax

Visual Basic (Declaration)	
Public Class C1MediaItem	
C#	
public class C1MediaItem	

Inheritance Hierarchy

System.Object

C1.WPF.MediaPlayer.C1MediaItem

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaItem Members](#)


[C1.WPF.MediaPlayer Namespace](#)

Members

[Properties](#) [Events](#)




The following tables list the members exposed by [C1MediaItem](#).



Public Constructors

	Name	Description
	C1MediaItem Constructor	Initializes a new instance of the C1MediaItem class.

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Public Properties

	Name	Description
	Chapters	Gets the list of C1MediaChapter for this media item.
	MediaSource	Gets or sets the address of the media file.
	NaturalDuration	Gets or sets the duration to show for this item in the item list.

	ThumbnailSource	Gets or sets the image that represents the item in the item list.
	Title	Gets or sets the name of the media item.

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Public Events

	Name	Description
	PropertyChanged	Occurs when the items list of the collection has changed, or the collection is reset.

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See Also

Reference

[C1Medialtem Class](#)

[C1.WPF.MediaPlayer Namespace](#)

C1Medialtem Constructor

Initializes a new instance of the [C1Medialtem](#) class.

Syntax

Visual Basic (Declaration)	
Public Function New()	
C#	
public C1MediaItem()	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1Medialtem Class](#)

[C1Medialtem Members](#)






Properties

%%scrap%%

" -->

For a list of all members of this type, see [C1MediaItem members](#).

Public Properties

	Name	Description
	Chapters	Gets the list of C1MediaChapter for this media item.
	MediaSource	Gets or sets the address of the media file.
	NaturalDuration	Gets or sets the duration to show for this item in the item list.
	ThumbnailSource	Gets or sets the image that represents the item in the item list.
	Title	Gets or sets the name of the media item.

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See Also

Reference

[C1MediaItem Class](#)
[C1.WPF.MediaPlayer Namespace](#)

Chapters Property

Gets the list of [C1MediaChapter](#) for this media item.

Syntax

Visual Basic (Declaration)	
<pre>Public ReadOnly Property Chapters As System.Collections.ObjectModel.ObservableCollection(Of C1MediaChapter)</pre>	
C#	
<pre>public System.Collections.ObjectModel.ObservableCollection<C1MediaChapter> Chapters {get;}</pre>	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1Medialtem Class](#)
[C1Medialtem Members](#)

MediaSource Property

Gets or sets the address of the media file.

Syntax

Visual Basic (Declaration)	
<code>Public Property MediaSource As System.Uri</code>	
C#	
<code>public System.Uri MediaSource {get; set;}</code>	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1Medialtem Class](#)
[C1Medialtem Members](#)

NaturalDuration Property

Gets or sets the duration to show for this item in the item list.

Syntax

Visual Basic (Declaration)	
<code>Public Property NaturalDuration As System.TimeSpan</code>	
C#	
<code>public System.TimeSpan NaturalDuration {get; set;}</code>	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

- [C1Medialtem Class](#)
- [C1Medialtem Members](#)

ThumbnailSource Property

Gets or sets the image that represents the item in the item list.

Syntax

Visual Basic (Declaration)	
Public Property ThumbnailSource As System.Windows.Media.ImageSource	
C#	
public System.Windows.Media.ImageSource ThumbnailSource { get ; set ;}	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

- [C1Medialtem Class](#)
- [C1Medialtem Members](#)

Title Property

Gets or sets the name of the media item.

Syntax

Visual Basic (Declaration)	
Public Property Title As System.String	
C#	
public System.string Title { get ; set ;}	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1Medialtem Class](#)
[C1Medialtem Members](#)


Events

%%scrap%%

" -->

For a list of all members of this type, see [C1Medialtem members](#).

Public Events

	Name	Description
	PropertyChanged	Occurs when the items list of the collection has changed, or the collection is reset.

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See Also

Reference

[C1Medialtem Class](#)
[C1.WPF.MediaPlayer Namespace](#)

PropertyChanged Event

Occurs when the items list of the collection has changed, or the collection is reset.

Syntax

Visual Basic (Declaration)	
Public Event PropertyChanged As System.ComponentModel.PropertyChangedEventHandler	
C#	
public event System.ComponentModel.PropertyChangedEventHandler PropertyChanged	

Event Data

The event handler receives an argument of type `System.ComponentModel.PropertyChangedEventArgs` containing data related to this event. The following **PropertyChangedEventArgs** properties provide information specific to this event.

Property	Description
PropertyName	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaItem Class](#)
[C1MediaItem Members](#)

C1MediaPlayer

The [C1MediaPlayer](#) plays video and audio from the internet.

Object Model

C1MediaPlayer

Syntax

Visual Basic (Declaration)	
<pre>Public Class C1MediaPlayer Inherits System.Windows.Controls.Control</pre>	
C#	
<pre>public class C1MediaPlayer : System.Windows.Controls.Control</pre>	

Inheritance Hierarchy

System.Object
 System.Windows.Threading.DispatcherObject
 System.Windows.DependencyObject
 System.Windows.Media.Visual
 System.Windows.UIElement
 System.Windows.FrameworkElement
 System.Windows.Controls.Control
 C1.WPF.MediaPlayer.C1MediaPlayer

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Members](#)

[C1.WPF.MediaPlayer Namespace](#)

Overview

The [C1MediaPlayer](#) plays video and audio from the internet.

Object Model

C1MediaPlayer

Syntax

Visual Basic (Declaration)	
<pre>Public Class C1MediaPlayer Inherits System.Windows.Controls.Control</pre>	
C#	
<pre>public class C1MediaPlayer : System.Windows.Controls.Control</pre>	

Inheritance Hierarchy

```
System.Object
  System.Windows.Threading.DispatcherObject
    System.Windows.DependencyObject
      System.Windows.Media.Visual
        System.Windows.UIElement
          System.Windows.FrameworkElement
            System.Windows.Controls.Control
              C1.WPF.MediaPlayer.C1MediaPlayer
```

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference


[C1MediaPlayer Members](#)
[C1.WPF.MediaPlayer Namespace](#)

Members

[Fields](#) [Properties](#) [Methods](#) [Events](#)









The following tables list the members exposed by [C1MediaPlayer](#).

Public Constructors

	Name	Description
	C1MediaPlayer Constructor	Initializes a new instance of a C1MediaPlayer .





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Public Fields

	Name	Description
 S	AutoAdvanceProperty	Identifies the AutoAdvance dependency property.
 S	AutoPlayProperty	Identifies the AutoPlay dependency property.
 S	BufferingProgressProperty	Identifies the BufferingProgress dependency property.
 S	BufferingTemplateProperty	Identifies the BufferingTemplate dependency property.
 S	ButtonBackgroundProperty	Identifies the ButtonBackground dependency property.
 S	ButtonForegroundProperty	Identifies the ButtonForeground dependency property.
 S	DownloadProgressProperty	Identifies the DownloadProgress dependency property.
 S	FocusBrushProperty	Identifies the FocusBrush dependency property.










◆ S	IsChapterListButtonVisibleProperty	Identifies the IsChapterListButtonVisible dependency property.
◆ S	IsChapterListVisibleProperty	Identifies the IsChapterListVisible dependency property.
◆ S	IsFullScreenButtonVisibleProperty	Identifies the IsFullScreenButtonVisible dependency property.
◆ S	IsFullScreenProperty	Identifies the IsFullScreen dependency property.
◆ S	IsItemListButtonVisibleProperty	Identifies the IsItemListButtonVisible dependency property.
◆ S	IsItemListVisibleProperty	Identifies the IsItemListVisible dependency property.
◆ S	IsLoopButtonVisibleProperty	Identifies the IsLoopButtonVisible dependency property.
◆ S	IsLoopingProperty	Identifies the IsLooping dependency property.
◆ S	IsMutedProperty	Identifies the IsMuted dependency property.
◆ S	IsNextButtonVisibleProperty	Identifies the IsNextButtonVisible dependency property.
◆ S	IsPlayButtonVisibleProperty	Identifies the IsPlayButtonVisible dependency property.
◆ S	IsPlayingProperty	Identifies the IsPlaying dependency property.
◆ S	IsPositionSliderVisibleProperty	Identifies the IsPositionSliderVisible dependency property.
◆ S	IsPreviousButtonVisibleProperty	Identifies the IsPreviousButtonVisible dependency property.


















◆ S	IsStopButtonVisibleProperty	Identifies the IsStopButtonVisible dependency property.
◆ S	IsTimePresenterVisibleProperty	Identifies the IsTimePresenterVisible dependency property.
◆ S	IsTitleVisibleProperty	Identifies the IsTitleVisible dependency property.
◆ S	IsVolumeControlVisibleProperty	Identifies the IsVolumeControlVisible dependency property.
◆ S	MediaStateProperty	Identifies the MediaState dependency property.
◆ S	MediaTransformProperty	Identifies the MediaTransform dependency property.
◆ S	MouseOverBrushProperty	Identifies the MouseOverBrush dependency property.
◆ S	NaturalDurationProperty	Identifies the NaturalDuration dependency property.
◆ S	PausedTemplateProperty	Identifies the PausedTemplate dependency property.
◆ S	PositionProperty	Identifies the Position dependency property.
◆ S	PressedBrushProperty	Identifies the PressedBrush dependency property.
◆ S	ScreenExtensionProperty	Identifies the ScreenExtension dependency property.
◆ S	SuperimposeButtonsFullScreenProperty	Identifies the SuperimposeButtonsFullScreen dependency property.
◆ S	SuperimposeButtonsWindowedProperty	Identifies the SuperimposeButtonsWindowed dependency property.



















		dependency property.
 S	ToolBarButtonBaseStyleProperty	Identifies the ToolBarButtonBaseStyle dependency property.
 S	ToolBarExtensionProperty	Identifies the ToolBarExtension dependency property.
 S	UnstartedTemplateProperty	Identifies the UnstartedTemplate dependency property.
 S	VolumeProperty	Identifies the Volume dependency property.


















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Public Properties


















	Name	Description
	ActualHeight	(Inherited from System.Windows.FrameworkElement)
	ActualWidth	(Inherited from System.Windows.FrameworkElement)
	AllowDrop	(Inherited from System.Windows.UIElement)
	AreAnyTouchesCaptured	(Inherited from System.Windows.UIElement)
	AreAnyTouchesCapturedWithin	(Inherited from System.Windows.UIElement)
	AreAnyTouchesDirectlyOver	(Inherited from System.Windows.UIElement)
	AreAnyTouchesOver	(Inherited from System.Windows.UIElement)
	AutoAdvance	Gets or sets a value indicating whether the player advances to the next media item when the reproduction of the current item ends. See also AutoPlay .
	AutoPlay	Gets or sets a value indicating whether media begins to play automatically when the player starts or the current media item changes.



















	Background	(Inherited from System.Windows.Controls.Control)
	BindingGroup	(Inherited from System.Windows.FrameworkElement)
	BitmapEffect	(Inherited from System.Windows.UIElement)
	BitmapEffectInput	(Inherited from System.Windows.UIElement)
	BorderBrush	(Inherited from System.Windows.Controls.Control)
	BorderThickness	(Inherited from System.Windows.Controls.Control)
	BufferingProgress	Gets a value that indicates the percentage of buffering progress made.
	BufferingTemplate	Gets or sets the template for an overlay over the screen when the state is Buffering.
	ButtonBackground	Gets or sets the System.Windows.Media.Brush that will be assigned to the Background of the buttons inside the control.
	ButtonForeground	Gets or sets the System.Windows.Media.Brush that will be assigned to the Foreground of the buttons inside the control.
	CacheMode	(Inherited from System.Windows.UIElement)
	Clip	(Inherited from System.Windows.UIElement)
	ClipToBounds	(Inherited from System.Windows.UIElement)
	CommandBindings	(Inherited from System.Windows.UIElement)
	ContextMenu	(Inherited from System.Windows.FrameworkElement)
	Cursor	(Inherited from System.Windows.FrameworkElement)
	DataContext	(Inherited from System.Windows.FrameworkElement)



















	DependencyObjectType	(Inherited from System.Windows.DependencyObject)
	DesiredSize	(Inherited from System.Windows.UIElement)
	Dispatcher	(Inherited from System.Windows.Threading.DispatcherObject)
	DownloadProgress	Gets a percentage value indicating the amount of download completed for content located on a remote server.
	Effect	(Inherited from System.Windows.UIElement)
	FlowDirection	(Inherited from System.Windows.FrameworkElement)
	Focusable	(Inherited from System.Windows.UIElement)
	FocusBrush	Gets or sets the System.Windows.Media.Brush used to highlight the focused control.
	FocusVisualStyle	(Inherited from System.Windows.FrameworkElement)
	FontFamily	(Inherited from System.Windows.Controls.Control)
	FontSize	(Inherited from System.Windows.Controls.Control)
	FontStretch	(Inherited from System.Windows.Controls.Control)
	FontStyle	(Inherited from System.Windows.Controls.Control)
	FontWeight	(Inherited from System.Windows.Controls.Control)
	ForceCursor	(Inherited from System.Windows.FrameworkElement)
	Foreground	(Inherited from System.Windows.Controls.Control)
	HasAnimatedProperties	(Inherited from System.Windows.UIElement)
	Height	(Inherited from System.Windows.FrameworkElement)



















	HorizontalAlignment	(Inherited from System.Windows.FrameworkElement)
	HorizontalContentAlignment	(Inherited from System.Windows.Controls.Control)
	InputBindings	(Inherited from System.Windows.UIElement)
	InputScope	(Inherited from System.Windows.FrameworkElement)
	IsArrangeValid	(Inherited from System.Windows.UIElement)
	IsChapterListButtonVisible	Gets or sets a value indicating whether the button that toggles the visibility of list of chapter items is visible.
	IsChapterListVisible	Gets or sets a value indicating whether the list of chapters for the current media item is visible.
	IsEnabled	(Inherited from System.Windows.UIElement)
	IsFocused	(Inherited from System.Windows.UIElement)
	IsFullScreen	Gets or sets a value indicating whether the player is running maximized.
	IsFullScreenButtonVisible	Gets or sets a value indicating whether the button that toggles full screen mode is visible.
	IsHitTestVisible	(Inherited from System.Windows.UIElement)
	IsInitialized	(Inherited from System.Windows.FrameworkElement)
	IsInputMethodEnabled	(Inherited from System.Windows.UIElement)
	IsItemListButtonVisible	Gets or sets a value indicating whether the button that toggles the visibility of list of media items is visible.
	IsItemListVisible	Gets or sets a value indicating whether the list of media items is visible.
	IsKeyboardFocused	(Inherited from System.Windows.UIElement)

	IsKeyboardFocusWithin	(Inherited from System.Windows.UIElement)
	IsLoaded	(Inherited from System.Windows.FrameworkElement)
	IsLoopButtonVisible	Gets or sets a value indicating whether the button that toggles media item list looping is visible.
	IsLooping	Gets or sets a value indicating whether the first media item should play after the last finishes.
	IsManipulationEnabled	(Inherited from System.Windows.UIElement)
	IsMeasureValid	(Inherited from System.Windows.UIElement)
	IsMouseCaptured	(Inherited from System.Windows.UIElement)
	IsMouseCaptureWithin	(Inherited from System.Windows.UIElement)
	IsMouseDirectlyOver	(Inherited from System.Windows.UIElement)
	IsMouseOver	(Inherited from System.Windows.UIElement)
	IsMuted	Gets or sets a value indicating whether the audio is muted.
	IsNextButtonVisible	Gets or sets a value indicating whether the button that advances to the next media item is visible.
	IsPlayButtonVisible	Gets or sets a value indicating whether the button that starts and stops media playing is visible.
	IsPlaying	Gets or sets a value indicating whether media advances.
	IsPositionSliderVisible	Gets or sets a value indicating whether the slider that shows and controls the current position is visible.
	IsPreviousButtonVisible	Gets or sets a value indicating whether the button that advances to the previous media item is visible.

	IsSealed	(Inherited from System.Windows.DependencyObject)
	IsStopButtonVisible	Gets or sets a value indicating whether the button that stops the media is visible.
	IsStylusCaptured	(Inherited from System.Windows.UIElement)
	IsStylusCaptureWithin	(Inherited from System.Windows.UIElement)
	IsStylusDirectlyOver	(Inherited from System.Windows.UIElement)
	IsStylusOver	(Inherited from System.Windows.UIElement)
	IsTabStop	(Inherited from System.Windows.Controls.Control)
	IsTimePresenterVisible	Gets or sets a value indicating whether the widget that shows the current and total time of the media is visible.
	IsTitleVisible	Gets or sets a value indicating whether the text block that shows the title of the current item is visible.
	IsVisible	(Inherited from System.Windows.UIElement)
	IsVolumeControlVisible	Gets or sets a value indicating whether the control that controls the media's volume is visible.
	Items	List of C1MediaItem to play.
	ItemsView	Collection view that maintains the current item for Items .
	Language	(Inherited from System.Windows.FrameworkElement)
	LayoutTransform	(Inherited from System.Windows.FrameworkElement)
	Margin	(Inherited from System.Windows.FrameworkElement)
	MaxHeight	(Inherited from System.Windows.FrameworkElement)

	MaxWidth	(Inherited from System.Windows.FrameworkElement)
	MediaState	The current playing state of the video or audio file.
	MediaTransform	Gets or sets a graphics transformation that should apply to the media rectangle when layout is performed.
	MinHeight	(Inherited from System.Windows.FrameworkElement)
	MinWidth	(Inherited from System.Windows.FrameworkElement)
	MouseOverBrush	Gets or sets the System.Windows.Media.Brush used to highlight the control when it has the mouse over.
 S	MoveCurrentToCommand	Gets the value that represents the MoveCurrentTo command.
	Name	(Inherited from System.Windows.FrameworkElement)
	NaturalDuration	Gets the natural duration of the current media item.
 S	NextCommand	Gets the value that represents the Next command.
	Opacity	(Inherited from System.Windows.UIElement)
	OpacityMask	(Inherited from System.Windows.UIElement)
	OverridesDefaultStyle	(Inherited from System.Windows.FrameworkElement)
	Padding	(Inherited from System.Windows.Controls.Control)
	Parent	(Inherited from System.Windows.FrameworkElement)
 S	PauseCommand	Gets the value that represents the Pause command.
	PausedTemplate	Gets or sets the template for an overlay over the screen when the state is Paused.
	PersistId	(Inherited from System.Windows.UIElement)





















 S	PlayCommand	Gets the value that represents the Play command.
	Position	Gets or sets the current position of the current media item.
	PressedBrush	Gets or sets the System.Windows.Media.Brush used to paint a button when it is pressed.
 S	PreviousCommand	Gets the value that represents the Previous command.
	RenderSize	(Inherited from System.Windows.UIElement)
	RenderTransform	(Inherited from System.Windows.UIElement)
	RenderTransformOrigin	(Inherited from System.Windows.UIElement)
	Resources	(Inherited from System.Windows.FrameworkElement)
	ScreenExtension	Gets or sets the template for an optional overlay of the video area.
 S	SeekCommand	Gets the value that represents the Seek command.
	SnapsToDevicePixels	(Inherited from System.Windows.UIElement)
 S	StopCommand	Gets the value that represents the Stop command.
	Style	(Inherited from System.Windows.FrameworkElement)
	SuperimposeButtonsFullScreen	Set to true to show the buttons over the video when the player is in full screen mode.
	SuperimposeButtonsWindowed	Set to true to show the buttons over the video when the player is not in full screen mode.
	TabIndex	(Inherited from System.Windows.Controls.Control)
	Tag	(Inherited from System.Windows.FrameworkElement)
	Template	(Inherited from System.Windows.Controls.Control)




















	TemplatedParent	(Inherited from System.Windows.FrameworkElement)
	ToolBarButtonBaseStyle	Gets the style of the ToolBar buttons, so that the theme can be matched by user controls in the ToolBarExtension template.
	ToolBarExtension	Gets or sets the template for an optional extension of the ToolBar that contains the show/hide items/chapter list.
	ToolTip	(Inherited from System.Windows.FrameworkElement)
	TouchesCaptured	(Inherited from System.Windows.UIElement)
	TouchesCapturedWithin	(Inherited from System.Windows.UIElement)
	TouchesDirectlyOver	(Inherited from System.Windows.UIElement)
	TouchesOver	(Inherited from System.Windows.UIElement)
	Triggers	(Inherited from System.Windows.FrameworkElement)
	Uid	(Inherited from System.Windows.UIElement)
	UnstartedTemplate	Gets or sets the template for an overlay over the screen when the state is Unstarted.
	UseLayoutRounding	(Inherited from System.Windows.FrameworkElement)
	VerticalAlignment	(Inherited from System.Windows.FrameworkElement)
	VerticalContentAlignment	(Inherited from System.Windows.Controls.Control)
	VideoBrush	Gets a Brush that paints an area with video content.
	Visibility	(Inherited from System.Windows.UIElement)
	Volume	Gets or sets the media's volume.
	Width	(Inherited from System.Windows.FrameworkElement)

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Public Methods

	Name	Description
≡	AddHandler	Overloaded. (Inherited from System.Windows.UIElement)
≡	AddToEventRoute	(Inherited from System.Windows.UIElement)
≡	ApplyAnimationClock	Overloaded. (Inherited from System.Windows.UIElement)
≡	ApplyTemplate	(Inherited from System.Windows.FrameworkElement)
≡	Arrange	(Inherited from System.Windows.UIElement)
≡	BeginAnimation	Overloaded. (Inherited from System.Windows.UIElement)
≡	BeginInit	(Inherited from System.Windows.FrameworkElement)
≡	BeginStoryboard	Overloaded. (Inherited from System.Windows.FrameworkElement)
≡	BringIntoView	Overloaded. (Inherited from System.Windows.FrameworkElement)
≡	CaptureMouse	(Inherited from System.Windows.UIElement)
≡	CaptureStylus	(Inherited from System.Windows.UIElement)
≡	CaptureTouch	(Inherited from System.Windows.UIElement)
≡	ClearValue	Overloaded. (Inherited from System.Windows.DependencyObject)
≡	CoerceValue	(Inherited from System.Windows.DependencyObject)
≡	EndInit	(Inherited from System.Windows.FrameworkElement)
≡	Equals	(Inherited from System.Windows.DependencyObject)

≡ 	FindCommonVisualAncestor	(Inherited from System.Windows.Media.Visual)
≡ 	FindName	(Inherited from System.Windows.FrameworkElement)
≡ 	FindResource	(Inherited from System.Windows.FrameworkElement)
≡ 	Focus	(Inherited from System.Windows.UIElement)
≡ 	GetAnimationBaseValue	(Inherited from System.Windows.UIElement)
≡ 	GetBindingExpression	(Inherited from System.Windows.FrameworkElement)
≡ 	GetHashCode	(Inherited from System.Windows.DependencyObject)
≡ 	GetLocalValueEnumerator	(Inherited from System.Windows.DependencyObject)
≡ 	GetValue	(Inherited from System.Windows.DependencyObject)
≡ 	InputHitTest	(Inherited from System.Windows.UIElement)
≡ 	InvalidateArrange	(Inherited from System.Windows.UIElement)
≡ 	InvalidateMeasure	(Inherited from System.Windows.UIElement)
≡ 	InvalidateProperty	(Inherited from System.Windows.DependencyObject)
≡ 	InvalidateVisual	(Inherited from System.Windows.UIElement)
≡ 	IsAncestorOf	(Inherited from System.Windows.Media.Visual)
≡ 	IsDescendantOf	(Inherited from System.Windows.Media.Visual)
≡ 	Measure	(Inherited from System.Windows.UIElement)
≡ 	MoveFocus	(Inherited from System.Windows.FrameworkElement)
≡ 	OnApplyTemplate	Overridden. Builds the visual tree for the C1MediaPlayer control when a new template is applied.
≡ 	Pause	Pauses media at the current position.





















 Play	Plays media from the current position.
 PointFromScreen	(Inherited from System.Windows.Media.Visual)
 PointToScreen	(Inherited from System.Windows.Media.Visual)
 PredictFocus	(Inherited from System.Windows.FrameworkElement)
 RaiseEvent	(Inherited from System.Windows.UIElement)
 ReadLocalValue	(Inherited from System.Windows.DependencyObject)
 RegisterName	(Inherited from System.Windows.FrameworkElement)
 ReleaseAllTouchCaptures	(Inherited from System.Windows.UIElement)
 ReleaseMouseCapture	(Inherited from System.Windows.UIElement)
 ReleaseStylusCapture	(Inherited from System.Windows.UIElement)
 ReleaseTouchCapture	(Inherited from System.Windows.UIElement)
 RemoveHandler	(Inherited from System.Windows.UIElement)
 SetBinding	Overloaded. (Inherited from System.Windows.FrameworkElement)
 SetCurrentValue	(Inherited from System.Windows.DependencyObject)
 SetResourceReference	(Inherited from System.Windows.FrameworkElement)
 SetValue	Overloaded. (Inherited from System.Windows.DependencyObject)
 Stop	Stops and resets media to be played from the beginning of the current item.
 ToString	(Inherited from System.Windows.Controls.Control)
 TransformToAncestor	Overloaded. (Inherited from System.Windows.Media.Visual)




















≡💎	TransformToDescendant	(Inherited from System.Windows.Media.Visual)
≡💎	TransformToVisual	(Inherited from System.Windows.Media.Visual)
≡💎	TranslatePoint	(Inherited from System.Windows.UIElement)
≡💎	TryFindResource	(Inherited from System.Windows.FrameworkElement)
≡💎	UnregisterName	(Inherited from System.Windows.FrameworkElement)
≡💎	UpdateDefaultStyle	(Inherited from System.Windows.FrameworkElement)
≡💎	UpdateLayout	(Inherited from System.Windows.UIElement)





















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Public Events





















	Name	Description
⚡	ContextMenuClosing	(Inherited from System.Windows.FrameworkElement)
⚡	ContextMenuOpening	(Inherited from System.Windows.FrameworkElement)
⚡	DataContextChanged	(Inherited from System.Windows.FrameworkElement)
⚡	DragEnter	(Inherited from System.Windows.UIElement)
⚡	DragLeave	(Inherited from System.Windows.UIElement)
⚡	DragOver	(Inherited from System.Windows.UIElement)
⚡	Drop	(Inherited from System.Windows.UIElement)
⚡	FocusableChanged	(Inherited from System.Windows.UIElement)
⚡	GiveFeedback	(Inherited from System.Windows.UIElement)
⚡	GotFocus	(Inherited from System.Windows.UIElement)
⚡	GotKeyboardFocus	(Inherited from System.Windows.UIElement)





	GotMouseCapture	(Inherited from System.Windows.UIElement)
	GotStylusCapture	(Inherited from System.Windows.UIElement)
	GotTouchCapture	(Inherited from System.Windows.UIElement)
	Initialized	(Inherited from System.Windows.FrameworkElement)
	IsEnabledChanged	(Inherited from System.Windows.UIElement)
	IsHitTestVisibleChanged	(Inherited from System.Windows.UIElement)
	IsKeyboardFocusedChanged	(Inherited from System.Windows.UIElement)
	IsKeyboardFocusWithinChanged	(Inherited from System.Windows.UIElement)
	IsMouseCapturedChanged	(Inherited from System.Windows.UIElement)
	IsMouseCaptureWithinChanged	(Inherited from System.Windows.UIElement)
	IsMouseDirectlyOverChanged	(Inherited from System.Windows.UIElement)
	IsMouseOverChanged	Event raised when the IsMouseOver property has changed.
	IsStylusCapturedChanged	(Inherited from System.Windows.UIElement)
	IsStylusCaptureWithinChanged	(Inherited from System.Windows.UIElement)
	IsStylusDirectlyOverChanged	(Inherited from System.Windows.UIElement)
	IsVisibleChanged	(Inherited from System.Windows.UIElement)
	KeyDown	(Inherited from System.Windows.UIElement)
	KeyUp	(Inherited from System.Windows.UIElement)
	LayoutUpdated	(Inherited from System.Windows.UIElement)
	Loaded	(Inherited from System.Windows.FrameworkElement)

	LostFocus	(Inherited from System.Windows.UIElement)
	LostKeyboardFocus	(Inherited from System.Windows.UIElement)
	LostMouseCapture	(Inherited from System.Windows.UIElement)
	LostStylusCapture	(Inherited from System.Windows.UIElement)
	LostTouchCapture	(Inherited from System.Windows.UIElement)
	ManipulationBoundaryFeedback	(Inherited from System.Windows.UIElement)
	ManipulationCompleted	(Inherited from System.Windows.UIElement)
	ManipulationDelta	(Inherited from System.Windows.UIElement)
	ManipulationInertiaStarting	(Inherited from System.Windows.UIElement)
	ManipulationStarted	(Inherited from System.Windows.UIElement)
	ManipulationStarting	(Inherited from System.Windows.UIElement)
	MediaFailed	Occurs when there is an error associated with the MediaSource of the current C1MediaItem .
	MediaStateChanged	Event raised when the MediaState property has changed.
	MouseDoubleClick	(Inherited from System.Windows.Controls.Control)
	MouseDown	(Inherited from System.Windows.UIElement)
	MouseEnter	(Inherited from System.Windows.UIElement)
	MouseLeave	(Inherited from System.Windows.UIElement)
	MouseLeftButtonDown	(Inherited from System.Windows.UIElement)
	MouseLeftButtonUp	(Inherited from System.Windows.UIElement)

	MouseMove	(Inherited from System.Windows.UIElement)
	MouseRightButtonDown	(Inherited from System.Windows.UIElement)
	MouseRightButtonUp	(Inherited from System.Windows.UIElement)
	MouseUp	(Inherited from System.Windows.UIElement)
	MouseWheel	(Inherited from System.Windows.UIElement)
	PreviewDragEnter	(Inherited from System.Windows.UIElement)
	PreviewDragLeave	(Inherited from System.Windows.UIElement)
	PreviewDragOver	(Inherited from System.Windows.UIElement)
	PreviewDrop	(Inherited from System.Windows.UIElement)
	PreviewGiveFeedback	(Inherited from System.Windows.UIElement)
	PreviewGotKeyboardFocus	(Inherited from System.Windows.UIElement)
	PreviewKeyDown	(Inherited from System.Windows.UIElement)
	PreviewKeyUp	(Inherited from System.Windows.UIElement)
	PreviewLostKeyboardFocus	(Inherited from System.Windows.UIElement)
	PreviewMouseDoubleClick	(Inherited from System.Windows.Controls.Control)
	PreviewMouseDown	(Inherited from System.Windows.UIElement)
	PreviewMouseLeftButtonDown	(Inherited from System.Windows.UIElement)
	PreviewMouseLeftButtonUp	(Inherited from System.Windows.UIElement)
	PreviewMouseMove	(Inherited from System.Windows.UIElement)
	PreviewMouseRightButtonDown	(Inherited from System.Windows.UIElement)

	PreviewMouseRightButtonUp	(Inherited from System.Windows.UIElement)
	PreviewMouseUp	(Inherited from System.Windows.UIElement)
	PreviewMouseWheel	(Inherited from System.Windows.UIElement)
	PreviewQueryContinueDrag	(Inherited from System.Windows.UIElement)
	PreviewStylusButtonDown	(Inherited from System.Windows.UIElement)
	PreviewStylusButtonUp	(Inherited from System.Windows.UIElement)
	PreviewStylusDown	(Inherited from System.Windows.UIElement)
	PreviewStylusInAirMove	(Inherited from System.Windows.UIElement)
	PreviewStylusInRange	(Inherited from System.Windows.UIElement)
	PreviewStylusMove	(Inherited from System.Windows.UIElement)
	PreviewStylusOutOfRange	(Inherited from System.Windows.UIElement)
	PreviewStylusSystemGesture	(Inherited from System.Windows.UIElement)
	PreviewStylusUp	(Inherited from System.Windows.UIElement)
	PreviewTextInput	(Inherited from System.Windows.UIElement)
	PreviewTouchDown	(Inherited from System.Windows.UIElement)
	PreviewTouchMove	(Inherited from System.Windows.UIElement)
	PreviewTouchUp	(Inherited from System.Windows.UIElement)
	QueryContinueDrag	(Inherited from System.Windows.UIElement)
	QueryCursor	(Inherited from System.Windows.UIElement)
	RequestBringIntoView	(Inherited from System.Windows.FrameworkElement)

	ScriptCommand	Occurs when a script command has been encountered within the media.
	SizeChanged	(Inherited from System.Windows.FrameworkElement)
	SourceUpdated	(Inherited from System.Windows.FrameworkElement)
	StylusButtonDown	(Inherited from System.Windows.UIElement)
	StylusButtonUp	(Inherited from System.Windows.UIElement)
	StylusDown	(Inherited from System.Windows.UIElement)
	StylusEnter	(Inherited from System.Windows.UIElement)
	StylusInAirMove	(Inherited from System.Windows.UIElement)
	StylusInRange	(Inherited from System.Windows.UIElement)
	StylusLeave	(Inherited from System.Windows.UIElement)
	StylusMove	(Inherited from System.Windows.UIElement)
	StylusOutOfRange	(Inherited from System.Windows.UIElement)
	StylusSystemGesture	(Inherited from System.Windows.UIElement)
	StylusUp	(Inherited from System.Windows.UIElement)
	TargetUpdated	(Inherited from System.Windows.FrameworkElement)
	TextInput	(Inherited from System.Windows.UIElement)
	ToolTipClosing	(Inherited from System.Windows.FrameworkElement)
	ToolTipOpening	(Inherited from System.Windows.FrameworkElement)
	TouchDown	(Inherited from System.Windows.UIElement)
	TouchEnter	(Inherited from System.Windows.UIElement)

	TouchLeave	(Inherited from System.Windows.UIElement)
	TouchMove	(Inherited from System.Windows.UIElement)
	TouchUp	(Inherited from System.Windows.UIElement)
	Unloaded	(Inherited from System.Windows.FrameworkElement)

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See Also

Reference

[C1MediaPlayer Class](#)
[C1.WPF.MediaPlayer Namespace](#)

C1MediaPlayer Constructor

Initializes a new instance of a [C1MediaPlayer](#).

Syntax

Visual Basic (Declaration)	
<code>Public Function New()</code>	
C#	
<code>public C1MediaPlayer()</code>	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2


See Also

Reference

[C1MediaPlayer Class](#)
[C1MediaPlayer Members](#)

Methods

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Name	Description
 AddHandler	Overloaded. (Inherited from System.Windows.UIElement)

⇒ AddToEventRoute	(Inherited from System.Windows.UIElement)
⇒ ApplyAnimationClock	Overloaded. (Inherited from System.Windows.UIElement)
⇒ ApplyTemplate	(Inherited from System.Windows.FrameworkElement)
⇒ Arrange	(Inherited from System.Windows.UIElement)
⇒ BeginAnimation	Overloaded. (Inherited from System.Windows.UIElement)
⇒BeginInit	(Inherited from System.Windows.FrameworkElement)
⇒ BeginStoryboard	Overloaded. (Inherited from System.Windows.FrameworkElement)
⇒ BringIntoView	Overloaded. (Inherited from System.Windows.FrameworkElement)
⇒ CaptureMouse	(Inherited from System.Windows.UIElement)
⇒ CaptureStylus	(Inherited from System.Windows.UIElement)
⇒ CaptureTouch	(Inherited from System.Windows.UIElement)
⇒ ClearValue	Overloaded. (Inherited from System.Windows.DependencyObject)
⇒ CoerceValue	(Inherited from System.Windows.DependencyObject)
⇒EndInit	(Inherited from System.Windows.FrameworkElement)
⇒ Equals	(Inherited from System.Windows.DependencyObject)
⇒ FindCommonVisualAncestor	(Inherited from System.Windows.Media.Visual)
⇒ FindName	(Inherited from System.Windows.FrameworkElement)
⇒ FindResource	(Inherited from System.Windows.FrameworkElement)
⇒ Focus	(Inherited from System.Windows.UIElement)
⇒ GetAnimationBaseValue	(Inherited from System.Windows.UIElement)
⇒ GetBindingExpression	(Inherited from System.Windows.FrameworkElement)
⇒ GetHashCode	(Inherited from System.Windows.DependencyObject)
⇒ GetLocalValueEnumerator	(Inherited from System.Windows.DependencyObject)
⇒ GetValue	(Inherited from System.Windows.DependencyObject)
⇒ InputHitTest	(Inherited from System.Windows.UIElement)

⇒ InvalidateArrange	(Inherited from System.Windows.UIElement)
⇒ InvalidateMeasure	(Inherited from System.Windows.UIElement)
⇒ InvalidateProperty	(Inherited from System.Windows.DependencyObject)
⇒ InvalidateVisual	(Inherited from System.Windows.UIElement)
⇒ IsAncestorOf	(Inherited from System.Windows.Media.Visual)
⇒ IsDescendantOf	(Inherited from System.Windows.Media.Visual)
⇒ Measure	(Inherited from System.Windows.UIElement)
⇒ MoveFocus	(Inherited from System.Windows.FrameworkElement)
⇒ OnApplyTemplate	Overridden. Builds the visual tree for the C1MediaPlayer control when a new template is applied.
⇒ Pause	Pauses media at the current position.
⇒ Play	Plays media from the current position.
⇒ PointFromScreen	(Inherited from System.Windows.Media.Visual)
⇒ PointToScreen	(Inherited from System.Windows.Media.Visual)
⇒ PredictFocus	(Inherited from System.Windows.FrameworkElement)
⇒ RaiseEvent	(Inherited from System.Windows.UIElement)
⇒ ReadLocalValue	(Inherited from System.Windows.DependencyObject)
⇒ RegisterName	(Inherited from System.Windows.FrameworkElement)
⇒ ReleaseAllTouchCaptures	(Inherited from System.Windows.UIElement)
⇒ ReleaseMouseCapture	(Inherited from System.Windows.UIElement)
⇒ ReleaseStylusCapture	(Inherited from System.Windows.UIElement)
⇒ ReleaseTouchCapture	(Inherited from System.Windows.UIElement)
⇒ RemoveHandler	(Inherited from System.Windows.UIElement)
⇒ SetBinding	Overloaded. (Inherited from System.Windows.FrameworkElement)
⇒ SetCurrentValue	(Inherited from System.Windows.DependencyObject)
⇒ SetResourceReference	(Inherited from System.Windows.FrameworkElement)
⇒ SetValue	Overloaded. (Inherited from

	System.Windows.DependencyObject)
≡ Stop	Stops and resets media to be played from the beginning of the current item.
≡ ToString	(Inherited from System.Windows.Controls.Control)
≡ TransformToAncestor	Overloaded. (Inherited from System.Windows.Media.Visual)
≡ TransformToDescendant	(Inherited from System.Windows.Media.Visual)
≡ TransformToVisual	(Inherited from System.Windows.Media.Visual)
≡ TranslatePoint	(Inherited from System.Windows.UIElement)
≡ TryFindResource	(Inherited from System.Windows.FrameworkElement)
≡ UnregisterName	(Inherited from System.Windows.FrameworkElement)
≡ UpdateDefaultStyle	(Inherited from System.Windows.FrameworkElement)
≡ UpdateLayout	(Inherited from System.Windows.UIElement)

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See Also

Reference

[C1MediaPlayer Class](#)
[C1.WPF.MediaPlayer Namespace](#)

OnApplyTemplate Method

Builds the visual tree for the [C1MediaPlayer](#) control when a new template is applied.

Syntax

Visual Basic (Declaration)	
Public Overrides Sub OnApplyTemplate()	
C#	
public override void OnApplyTemplate()	

Remarks

This method is invoked whenever application code or an internal process, such as a rebuilding layout pass, calls the **ApplyTemplate** method.

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)

[C1MediaPlayer Members](#)

Pause Method

Pauses media at the current position.

Syntax

Visual Basic (Declaration)	
Public Sub Pause()	
C#	
public void Pause()	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)

[C1MediaPlayer Members](#)

Play Method

Plays media from the current position.

Syntax

Visual Basic (Declaration)	
Public Sub Play()	
C#	
public void Play()	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)
[C1MediaPlayer Members](#)

Stop Method

Stops and resets media to be played from the beginning of the current item.

Syntax

Visual Basic (Declaration)	
Public Sub Stop()	
C#	
public void Stop()	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2






See Also






















Reference

























[C1MediaPlayer Class](#)
[C1MediaPlayer Members](#)
























Properties























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	Name	Description
	ActualHeight	(Inherited from System.Windows.FrameworkElement)
	ActualWidth	(Inherited from System.Windows.FrameworkElement)
	AllowDrop	(Inherited from System.Windows.UIElement)
	AreAnyTouchesCaptured	(Inherited from System.Windows.UIElement)
	AreAnyTouchesCapturedWithin	(Inherited from System.Windows.UIElement)
























	AreAnyTouchesDirectlyOver	(Inherited from System.Windows.UIElement)
	AreAnyTouchesOver	(Inherited from System.Windows.UIElement)
	AutoAdvance	Gets or sets a value indicating whether the player advances to the next media item when the reproduction of the current item ends. See also AutoPlay .
	AutoPlay	Gets or sets a value indicating whether media begins to play automatically when the player starts or the current media item changes.
	Background	(Inherited from System.Windows.Controls.Control)
	BindingGroup	(Inherited from System.Windows.FrameworkElement)
	BitmapEffect	(Inherited from System.Windows.UIElement)
	BitmapEffectInput	(Inherited from System.Windows.UIElement)
	BorderBrush	(Inherited from System.Windows.Controls.Control)
	BorderThickness	(Inherited from System.Windows.Controls.Control)
	BufferingProgress	Gets a value that indicates the percentage of buffering progress made.
	BufferingTemplate	Gets or sets the template for an overlay over the screen when the state is Buffering.
	ButtonBackground	Gets or sets the System.Windows.Media.Brush that will be assigned to the Background of the buttons inside the control.
	ButtonForeground	Gets or sets the System.Windows.Media.Brush that will be assigned to the Foreground of the buttons inside the control.
	CacheMode	(Inherited from System.Windows.UIElement)
	Clip	(Inherited from System.Windows.UIElement)
	ClipToBounds	(Inherited from System.Windows.UIElement)
	CommandBindings	(Inherited from System.Windows.UIElement)
	ContextMenu	(Inherited from System.Windows.FrameworkElement)
	Cursor	(Inherited from System.Windows.FrameworkElement)
	DataContext	(Inherited from System.Windows.FrameworkElement)







	DependencyObjectType	(Inherited from System.Windows.DependencyObject)
	DesiredSize	(Inherited from System.Windows.UIElement)
	Dispatcher	(Inherited from System.Windows.Threading.DispatcherObject)
	DownloadProgress	Gets a percentage value indicating the amount of download completed for content located on a remote server.
	Effect	(Inherited from System.Windows.UIElement)
	FlowDirection	(Inherited from System.Windows.FrameworkElement)
	Focusable	(Inherited from System.Windows.UIElement)
	FocusBrush	Gets or sets the System.Windows.Media.Brush used to highlight the focused control.
	FocusVisualStyle	(Inherited from System.Windows.FrameworkElement)
	FontFamily	(Inherited from System.Windows.Controls.Control)
	FontSize	(Inherited from System.Windows.Controls.Control)
	FontStretch	(Inherited from System.Windows.Controls.Control)
	FontStyle	(Inherited from System.Windows.Controls.Control)
	FontWeight	(Inherited from System.Windows.Controls.Control)
	ForceCursor	(Inherited from System.Windows.FrameworkElement)
	Foreground	(Inherited from System.Windows.Controls.Control)
	HasAnimatedProperties	(Inherited from System.Windows.UIElement)
	Height	(Inherited from System.Windows.FrameworkElement)
	HorizontalAlignment	(Inherited from System.Windows.FrameworkElement)
	HorizontalContentAlignment	(Inherited from System.Windows.Controls.Control)
	InputBindings	(Inherited from System.Windows.UIElement)
	InputScope	(Inherited from System.Windows.FrameworkElement)
	IsArrangeValid	(Inherited from System.Windows.UIElement)
	IsChapterListButtonVisible	Gets or sets a value indicating whether the button that toggles the visibility of list of chapter items is visible.

	<code>IsChapterListVisible</code>	Gets or sets a value indicating whether the list of chapters for the current media item is visible.
	<code>IsEnabled</code>	(Inherited from <code>System.Windows.UIElement</code>)
	<code>IsFocused</code>	(Inherited from <code>System.Windows.UIElement</code>)
	<code>IsFullScreen</code>	Gets or sets a value indicating whether the player is running maximized.
	<code>IsFullScreenButtonVisible</code>	Gets or sets a value indicating whether the button that toggles full screen mode is visible.
	<code>IsHitTestVisible</code>	(Inherited from <code>System.Windows.UIElement</code>)
	<code>IsInitialized</code>	(Inherited from <code>System.Windows.FrameworkElement</code>)
	<code>IsInputMethodEnabled</code>	(Inherited from <code>System.Windows.UIElement</code>)
	<code>IsItemListButtonVisible</code>	Gets or sets a value indicating whether the button that toggles the visibility of list of media items is visible.
	<code>IsItemListVisible</code>	Gets or sets a value indicating whether the list of media items is visible.
	<code>IsKeyboardFocused</code>	(Inherited from <code>System.Windows.UIElement</code>)
	<code>IsKeyboardFocusWithin</code>	(Inherited from <code>System.Windows.UIElement</code>)
	<code>IsLoaded</code>	(Inherited from <code>System.Windows.FrameworkElement</code>)
	<code>IsLoopButtonVisible</code>	Gets or sets a value indicating whether the button that toggles media item list looping is visible.
	<code>IsLooping</code>	Gets or sets a value indicating whether the first media item should play after the last finishes.
	<code>IsManipulationEnabled</code>	(Inherited from <code>System.Windows.UIElement</code>)
	<code>IsMeasureValid</code>	(Inherited from <code>System.Windows.UIElement</code>)
	<code>IsMouseCaptured</code>	(Inherited from <code>System.Windows.UIElement</code>)
	<code>IsMouseCaptureWithin</code>	(Inherited from <code>System.Windows.UIElement</code>)
	<code>IsMouseDirectlyOver</code>	(Inherited from <code>System.Windows.UIElement</code>)
	<code>IsMouseOver</code>	(Inherited from <code>System.Windows.UIElement</code>)
	<code>IsMuted</code>	Gets or sets a value indicating whether the audio is muted.
	<code>IsNextButtonVisible</code>	Gets or sets a value indicating whether the button that

	advances to the next media item is visible.
 IsPlayButtonVisible	Gets or sets a value indicating whether the button that starts and stops media playing is visible.
 IsPlaying	Gets or sets a value indicating whether media advances.
 IsPositionSliderVisible	Gets or sets a value indicating whether the slider that shows and controls the current position is visible.
 IsPreviousButtonVisible	Gets or sets a value indicating whether the button that advances to the previous media item is visible.
 IsSealed	(Inherited from System.Windows.DependencyObject)
 IsStopButtonVisible	Gets or sets a value indicating whether the button that stops the media is visible.
 IsStylusCaptured	(Inherited from System.Windows.UIElement)
 IsStylusCaptureWithin	(Inherited from System.Windows.UIElement)
 IsStylusDirectlyOver	(Inherited from System.Windows.UIElement)
 IsStylusOver	(Inherited from System.Windows.UIElement)
 IsTabStop	(Inherited from System.Windows.Controls.Control)
 IsTimePresenterVisible	Gets or sets a value indicating whether the widget that shows the current and total time of the media is visible.
 IsTitleVisible	Gets or sets a value indicating whether the text block that shows the title of the current item is visible.
 IsVisible	(Inherited from System.Windows.UIElement)
 IsVolumeControlVisible	Gets or sets a value indicating whether the control that controls the media's volume is visible.
 Items	List of C1MediaItem to play.
 ItemsView	Collection view that maintains the current item for Items .
 Language	(Inherited from System.Windows.FrameworkElement)
 LayoutTransform	(Inherited from System.Windows.FrameworkElement)
 Margin	(Inherited from System.Windows.FrameworkElement)
 MaxHeight	(Inherited from System.Windows.FrameworkElement)
 MaxWidth	(Inherited from System.Windows.FrameworkElement)

	MediaState	The current playing state of the video or audio file.
	MediaTransform	Gets or sets a graphics transformation that should apply to the media rectangle when layout is performed.
	MinHeight	(Inherited from System.Windows.FrameworkElement)
	MinWidth	(Inherited from System.Windows.FrameworkElement)
	MouseOverBrush	Gets or sets the System.Windows.Media.Brush used to highlight the control when it has the mouse over.
 S	MoveCurrentToCommand	Gets the value that represents the MoveCurrentTo command.
	Name	(Inherited from System.Windows.FrameworkElement)
	NaturalDuration	Gets the natural duration of the current media item.
 S	NextCommand	Gets the value that represents the Next command.
	Opacity	(Inherited from System.Windows.UIElement)
	OpacityMask	(Inherited from System.Windows.UIElement)
	OverridesDefaultStyle	(Inherited from System.Windows.FrameworkElement)
	Padding	(Inherited from System.Windows.Controls.Control)
	Parent	(Inherited from System.Windows.FrameworkElement)
 S	PauseCommand	Gets the value that represents the Pause command.
	PausedTemplate	Gets or sets the template for an overlay over the screen when the state is Paused.
	PersistId	(Inherited from System.Windows.UIElement)
 S	PlayCommand	Gets the value that represents the Play command.
	Position	Gets or sets the current position of the current media item.
	PressedBrush	Gets or sets the System.Windows.Media.Brush used to paint a button when it is pressed.
 S	PreviousCommand	Gets the value that represents the Previous command.
	RenderSize	(Inherited from System.Windows.UIElement)
	RenderTransform	(Inherited from System.Windows.UIElement)
	RenderTransformOrigin	(Inherited from System.Windows.UIElement)

	Resources	(Inherited from System.Windows.FrameworkElement)
	ScreenExtension	Gets or sets the template for an optional overlay of the video area.
	S SeekCommand	Gets the value that represents the Seek command.
	SnapsToDevicePixels	(Inherited from System.Windows.UIElement)
	S StopCommand	Gets the value that represents the Stop command.
	Style	(Inherited from System.Windows.FrameworkElement)
	SuperimposeButtonsFullScreen	Set to true to show the buttons over the video when the player is in full screen mode.
	SuperimposeButtonsWindowed	Set to true to show the buttons over the video when the player is not in full screen mode.
	TabIndex	(Inherited from System.Windows.Controls.Control)
	Tag	(Inherited from System.Windows.FrameworkElement)
	Template	(Inherited from System.Windows.Controls.Control)
	TemplatedParent	(Inherited from System.Windows.FrameworkElement)
	ToolBarButtonBaseStyle	Gets the style of the ToolBar buttons, so that the theme can be matched by user controls in the ToolBarExtension template.
	ToolBarExtension	Gets or sets the template for an optional extension of the ToolBar that contains the show/hide items/chapter list.
	ToolTip	(Inherited from System.Windows.FrameworkElement)
	TouchesCaptured	(Inherited from System.Windows.UIElement)
	TouchesCapturedWithin	(Inherited from System.Windows.UIElement)
	TouchesDirectlyOver	(Inherited from System.Windows.UIElement)
	TouchesOver	(Inherited from System.Windows.UIElement)
	Triggers	(Inherited from System.Windows.FrameworkElement)
	Uid	(Inherited from System.Windows.UIElement)
	UnstartedTemplate	Gets or sets the template for an overlay over the screen when the state is Unstarted.
	UseLayoutRounding	(Inherited from System.Windows.FrameworkElement)

	VerticalAlignment	(Inherited from System.Windows.FrameworkElement)
	VerticalContentAlignment	(Inherited from System.Windows.Controls.Control)
	VideoBrush	Gets a Brush that paints an area with video content.
	Visibility	(Inherited from System.Windows.UIElement)
	Volume	Gets or sets the media's volume.
	Width	(Inherited from System.Windows.FrameworkElement)

[Top](#)

See Also

Reference

[C1MediaPlayer Class](#)
[C1.WPF.MediaPlayer Namespace](#)

AutoAdvance Property

Gets or sets a value indicating whether the player advances to the next media item when the reproduction of the current item ends. See also [AutoPlay](#).

Syntax

Visual Basic (Declaration)	
Public Property AutoAdvance As System.Boolean	
C#	
public System.bool AutoAdvance { get ; set ;}	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)
[C1MediaPlayer Members](#)

AutoPlay Property

Gets or sets a value indicating whether media begins to play automatically when the player starts or the current media item changes.

Syntax

Visual Basic (Declaration)

```
Public Property AutoPlay As System.Boolean
```

C#

```
public System.bool AutoPlay {get; set;}
```

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)

[C1MediaPlayer Members](#)

BufferingProgress Property

Gets a value that indicates the percentage of buffering progress made.

Syntax

Visual Basic (Declaration)

```
Public ReadOnly Property BufferingProgress As System.Double
```

C#

```
public System.double BufferingProgress {get;}
```

Remarks

The value ranges from 0 to 1.

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)
[C1MediaPlayer Members](#)

BufferingTemplate Property

Gets or sets the template for an overlay over the screen when the state is Buffering.

Syntax

Visual Basic (Declaration)	
Public Property BufferingTemplate As System.Windows.DataTemplate	
C#	
public System.Windows.DataTemplate BufferingTemplate { get ; set ;}	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)
[C1MediaPlayer Members](#)

ButtonBackground Property

Gets or sets the **System.Windows.Media.Brush** that will be assigned to the Background of the buttons inside the control.

Syntax

Visual Basic (Declaration)	
Public Property ButtonBackground As System.Windows.Media.Brush	
C#	
public System.Windows.Media.Brush ButtonBackground { get ; set ;}	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)

[C1MediaPlayer Members](#)

ButtonForeground Property

Gets or sets the **System.Windows.Media.Brush** that will be assigned to the Foreground of the buttons inside the control.

Syntax

Visual Basic (Declaration)	
Public Property ButtonForeground As System.Windows.Media.Brush	
C#	
public System.Windows.Media.Brush ButtonForeground { get ; set ;}	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)

[C1MediaPlayer Members](#)

DownloadProgress Property

Gets a percentage value indicating the amount of download completed for content located on a remote server.

Syntax

Visual Basic (Declaration)	
Public ReadOnly Property DownloadProgress As System.Double	
C#	
public System.double DownloadProgress { get ;}	

Remarks

The value ranges from 0 to 1. The default value is 0.

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)
[C1MediaPlayer Members](#)

FocusBrush Property

Gets or sets the **System.Windows.Media.Brush** used to highlight the focused control.

Syntax

Visual Basic (Declaration)	
Public Property FocusBrush As System.Windows.Media.Brush	
C#	
public System.Windows.Media.Brush FocusBrush { get ; set ;}	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)
[C1MediaPlayer Members](#)

IsChapterListButtonVisible Property

Gets or sets a value indicating whether the button that toggles the visibility of list of chapter items is visible.

Syntax

Visual Basic (Declaration)	
Public Property IsChapterListButtonVisible As System.Boolean	
C#	
public System. bool IsChapterListButtonVisible { get ; set ;}	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)

[C1MediaPlayer Members](#)

IsChapterListVisible Property

Gets or sets a value indicating whether the list of chapters for the current media item is visible.

Syntax

Visual Basic (Declaration)	
Public Property IsChapterListVisible As System.Boolean	
C#	
public System.bool IsChapterListVisible { get ; set ;}	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)

[C1MediaPlayer Members](#)

IsFullScreen Property

Gets or sets a value indicating whether the player is running maximized.

Syntax

Visual Basic (Declaration)	
Public Property IsFullScreen As System.Boolean	
C#	
public System.bool IsFullScreen { get ; set ;}	

Remarks

When full screen is abandoned this property resets to false automatically. It's possible for the application to be maximized and this property to be false, for example an application containing several media players can only maximize one at a time.

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)

[C1MediaPlayer Members](#)

IsFullScreenButtonVisible Property

Gets or sets a value indicating whether the button that toggles full screen mode is visible.

Syntax

Visual Basic (Declaration)	
<code>Public Property IsFullScreenButtonVisible As System.Boolean</code>	
C#	
<code>public System.bool IsFullScreenButtonVisible {get; set;}</code>	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)

[C1MediaPlayer Members](#)

IsItemListButtonVisible Property

Gets or sets a value indicating whether the button that toggles the visibility of list of media items is visible.

Syntax

Visual Basic (Declaration)	
Public Property IsItemListButtonVisible As System.Boolean	
C#	
public System.bool IsItemListButtonVisible { get ; set ;}	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)

[C1MediaPlayer Members](#)

IsItemListViewable Property

Gets or sets a value indicating whether the list of media items is visible.

Syntax

Visual Basic (Declaration)	
Public Property IsItemListViewable As System.Boolean	
C#	
public System.bool IsItemListViewable { get ; set ;}	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)

[C1MediaPlayer Members](#)

IsLoopButtonVisible Property

Gets or sets a value indicating whether the button that toggles media item list looping is visible.

Syntax

Visual Basic (Declaration)	
Public Property IsLoopButtonVisible As System.Boolean	
C#	
public System.bool IsLoopButtonVisible { get ; set ;}	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)
[C1MediaPlayer Members](#)

IsLooping Property

Gets or sets a value indicating whether the first media item should play after the last finishes.

Syntax

Visual Basic (Declaration)	
Public Property IsLooping As System.Boolean	
C#	
public System.bool IsLooping { get ; set ;}	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)
[C1MediaPlayer Members](#)

IsMuted Property

Gets or sets a value indicating whether the audio is muted.

Syntax

Visual Basic (Declaration)	
Public Property IsMuted As System.Boolean	
C#	
public System.bool IsMuted { get ; set ;}	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)

[C1MediaPlayer Members](#)

IsNextButtonVisible Property

Gets or sets a value indicating whether the button that advances to the next media item is visible.

Syntax

Visual Basic (Declaration)	
Public Property IsNextButtonVisible As System.Boolean	
C#	
public System.bool IsNextButtonVisible { get ; set ;}	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)

[C1MediaPlayer Members](#)

IsPlayButtonVisible Property

Gets or sets a value indicating whether the button that starts and stops media playing is visible.

Syntax

Visual Basic (Declaration)

```
Public Property IsPlayButtonVisible As System.Boolean
```

C#

```
public System.bool IsPlayButtonVisible {get; set;}
```

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)

[C1MediaPlayer Members](#)

IsPlaying Property

Gets or sets a value indicating whether media advances.

Syntax

Visual Basic (Declaration)

```
Public Property IsPlaying As System.Boolean
```

C#

```
public System.bool IsPlaying {get; set;}
```

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)

[C1MediaPlayer Members](#)

IsPositionSliderVisible Property

Gets or sets a value indicating whether the slider that shows and controls the current position is visible.

Syntax

Visual Basic (Declaration)	
Public Property IsPositionSliderVisible As System.Boolean	
C#	
public System.bool IsPositionSliderVisible { get ; set ;}	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)

[C1MediaPlayer Members](#)

IsPreviousButtonVisible Property

Gets or sets a value indicating whether the button that advances to the previous media item is visible.

Syntax

Visual Basic (Declaration)	
Public Property IsPreviousButtonVisible As System.Boolean	
C#	
public System.bool IsPreviousButtonVisible { get ; set ;}	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)
[C1MediaPlayer Members](#)

IsStopButtonVisible Property

Gets or sets a value indicating whether the button that stops the media is visible.

Syntax

Visual Basic (Declaration)	
<code>Public Property IsStopButtonVisible As System.Boolean</code>	
C#	
<code>public System.bool IsStopButtonVisible {get; set;}</code>	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)
[C1MediaPlayer Members](#)

IsTimePresenterVisible Property

Gets or sets a value indicating whether the widget that shows the current and total time of the media is visible.

Syntax

Visual Basic (Declaration)	
<code>Public Property IsTimePresenterVisible As System.Boolean</code>	
C#	
<code>public System.bool IsTimePresenterVisible {get; set;}</code>	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)

[C1MediaPlayer Members](#)

IsTitleVisible Property

Gets or sets a value indicating whether the text block that shows the title of the current item is visible.

Syntax

Visual Basic (Declaration)	
Public Property IsTitleVisible As System.Boolean	
C#	
public System.bool IsTitleVisible { get ; set ;}	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)

[C1MediaPlayer Members](#)

IsVolumeControlVisible Property

Gets or sets a value indicating whether the control that controls the media's volume is visible.

Syntax

Visual Basic (Declaration)	
Public Property IsVolumeControlVisible As System.Boolean	
C#	
public System.bool IsVolumeControlVisible { get ; set ;}	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)
[C1MediaPlayer Members](#)

Items Property

List of [C1MediaItem](#) to play.

Syntax

Visual Basic (Declaration)	
<pre>Public ReadOnly Property Items As System.Collections.ObjectModel.ObservableCollection(Of C1MediaItem)</pre>	
C#	
<pre>public System.Collections.ObjectModel.ObservableCollection<C1MediaItem> Items {get;}</pre>	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)
[C1MediaPlayer Members](#)

ItemsView Property

Collection view that maintains the current item for [Items](#).

Syntax

Visual Basic (Declaration)	
<pre>Public ReadOnly Property ItemsView As System.ComponentModel.ICollectionView</pre>	
C#	
<pre>public System.ComponentModel.ICollectionView ItemsView {get;}</pre>	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)
[C1MediaPlayer Members](#)

MediaState Property

The current playing state of the video or audio file.

Syntax

Visual Basic (Declaration)	
<code>Public ReadOnly Property MediaState As MediaState</code>	
C#	
<code>public MediaState MediaState {get;}</code>	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)
[C1MediaPlayer Members](#)

MediaTransform Property

Gets or sets a graphics transformation that should apply to the media rectangle when layout is performed.

Syntax

Visual Basic (Declaration)	
<code>Public Property MediaTransform As System.Windows.Media.Transform</code>	
C#	
<code>public System.Windows.Media.Transform MediaTransform {get; set;}</code>	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)

[C1MediaPlayer Members](#)

MouseOverBrush Property

Gets or sets the **System.Windows.Media.Brush** used to highlight the control when it has the mouse over.

Syntax

Visual Basic (Declaration)	
Public Property MouseOverBrush As System.Windows.Media.Brush	
C#	
public System.Windows.Media.Brush MouseOverBrush { get ; set ;}	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)

[C1MediaPlayer Members](#)

MoveCurrentToCommand Property

Gets the value that represents the MoveCurrentTo command.

Syntax

Visual Basic (Declaration)	
Public Shared ReadOnly Property MoveCurrentToCommand As System.Windows.Input.RoutedCommand	

C#	
----	--

<code>public static System.Windows.Input.RoutedCommand MoveCurrentToCommand {get;}</code>	
---	--

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)

[C1MediaPlayer Members](#)

NaturalDuration Property

Gets the natural duration of the current media item.

Syntax

Visual Basic (Declaration)	
----------------------------	--

<code>Public ReadOnly Property NaturalDuration As System.TimeSpan</code>	
--	--

C#	
----	--

<code>public System.TimeSpan NaturalDuration {get;}</code>	
--	--

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)

[C1MediaPlayer Members](#)

NextCommand Property

Gets the value that represents the Next command.

Syntax

Visual Basic (Declaration)	
----------------------------	--

<code>Public Shared ReadOnly Property NextCommand As</code>	
---	--

System.Windows.Input.RoutedCommand	
C#	
<code>public static System.Windows.Input.RoutedCommand NextCommand {get;}</code>	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)

[C1MediaPlayer Members](#)

PauseCommand Property

Gets the value that represents the Pause command.

Syntax

Visual Basic (Declaration)	
<code>Public Shared ReadOnly Property PauseCommand As System.Windows.Input.RoutedCommand</code>	
C#	
<code>public static System.Windows.Input.RoutedCommand PauseCommand {get;}</code>	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)

[C1MediaPlayer Members](#)

PausedTemplate Property

Gets or sets the template for an overlay over the screen when the state is Paused.

Syntax

Visual Basic (Declaration)	
Public Property PausedTemplate As System.Windows.DataTemplate	
C#	
public System.Windows.DataTemplate PausedTemplate { get ; set ;}	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)

[C1MediaPlayer Members](#)

PlayCommand Property

Gets the value that represents the Play command.

Syntax

Visual Basic (Declaration)	
Public Shared ReadOnly Property PlayCommand As System.Windows.Input.RoutedCommand	
C#	
public static System.Windows.Input.RoutedCommand PlayCommand { get ;}	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)

[C1MediaPlayer Members](#)

Position Property

Gets or sets the current position of the current media item.

Syntax

Visual Basic (Declaration)

```
Public Property Position As System.TimeSpan
```

C#

```
public System.TimeSpan Position {get; set;}
```

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)

[C1MediaPlayer Members](#)

PressedBrush Property

Gets or sets the **System.Windows.Media.Brush** used to paint a button when it is pressed.

Syntax

Visual Basic (Declaration)

```
Public Property PressedBrush As System.Windows.Media.Brush
```

C#

```
public System.Windows.Media.Brush PressedBrush {get; set;}
```

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)

[C1MediaPlayer Members](#)

PreviousCommand Property

Gets the value that represents the Previous command.

Syntax

Visual Basic (Declaration)	
Public Shared ReadOnly Property PreviousCommand As System.Windows.Input.RoutedCommand	
C#	
public static System.Windows.Input.RoutedCommand PreviousCommand { get ;}	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)
[C1MediaPlayer Members](#)

ScreenExtension Property

Gets or sets the template for an optional overlay of the video area.

Syntax

Visual Basic (Declaration)	
Public Property ScreenExtension As System.Windows.DataTemplate	
C#	
public System.Windows.DataTemplate ScreenExtension { get ; set ;}	

Remarks

This is a Template because separate instances are needed for fullscreen and normal mode.

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)
[C1MediaPlayer Members](#)

SeekCommand Property

Gets the value that represents the Seek command.

Syntax

Visual Basic (Declaration)	
Public Shared ReadOnly Property SeekCommand As System.Windows.Input.RoutedCommand	
C#	
public static System.Windows.Input.RoutedCommand SeekCommand { get ;}	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)
[C1MediaPlayer Members](#)

StopCommand Property

Gets the value that represents the Stop command.

Syntax

Visual Basic (Declaration)	
Public Shared ReadOnly Property StopCommand As System.Windows.Input.RoutedCommand	
C#	
public static System.Windows.Input.RoutedCommand StopCommand { get ;}	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)

[C1MediaPlayer Members](#)

SuperimposeButtonsFullScreen Property

Set to true to show the buttons over the video when the player is in full screen mode.

Syntax

Visual Basic (Declaration)

```
Public Property SuperimposeButtonsFullScreen As System.Boolean
```

C#

```
public System.bool SuperimposeButtonsFullScreen {get; set;}
```

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)

[C1MediaPlayer Members](#)

SuperimposeButtonsWindowed Property

Set to true to show the buttons over the video when the player is not in full screen mode.

Syntax

Visual Basic (Declaration)

```
Public Property SuperimposeButtonsWindowed As System.Boolean
```

C#

```
public System.bool SuperimposeButtonsWindowed {get; set;}
```

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)
[C1MediaPlayer Members](#)

ToolBarButtonBaseStyle Property

Gets the style of the ToolBat buttons, so that the theme can be matched by user controls in the ToolBarExtension template.

Syntax

Visual Basic (Declaration)	
Public Property ToolBarButtonBaseStyle As System.Windows.Style	
C#	
public System.Windows.Style ToolBarButtonBaseStyle { get ; set ;}	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)
[C1MediaPlayer Members](#)

ToolBarExtension Property

Gets or sets the template for an optional extension of the ToolBar that contains the show/hide items/chapter list.

Syntax

Visual Basic (Declaration)	
Public Property ToolBarExtension As System.Windows.DataTemplate	
C#	
public System.Windows.DataTemplate ToolBarExtension { get ; set ;}	

Remarks

Allows adding more buttons or other content next to the chapter and items buttons. This is a Template because separate instances are needed for fullscreen and normal mode. Use ToolBarButtonBaseStyle as the style of buttons placed here to match the style of the template.

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)
[C1MediaPlayer Members](#)

UnstartedTemplate Property

Gets or sets the template for an overlay over the screen when the state is Unstarted.

Syntax

Visual Basic (Declaration)	
<code>Public Property UnstartedTemplate As System.Windows.DataTemplate</code>	
C#	
<code>public System.Windows.DataTemplate UnstartedTemplate {get; set;}</code>	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)
[C1MediaPlayer Members](#)

VideoBrush Property

Gets a Brush that paints an area with video content.

Syntax

Visual Basic (Declaration)	
<code>Public ReadOnly Property VideoBrush As System.Windows.Media.Brush</code>	
C#	
<code>public System.Windows.Media.Brush VideoBrush {get;}</code>	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)

[C1MediaPlayer Members](#)

Volume Property

Gets or sets the media's volume.

Syntax

Visual Basic (Declaration)	
Public Property Volume As System.Double	
C#	
public System.double Volume { get ; set ;}	

Remarks

The media's volume represented on a linear scale between 0 and 1. The default is 1.

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)

[C1MediaPlayer Members](#)

Fields

%%scrap%%

" -->

For a list of all members of this type, see [C1MediaPlayer members](#).

Public Fields

	Name	Description
◆ S	AutoAdvanceProperty	Identifies the AutoAdvance dependency property.
◆ S	AutoPlayProperty	Identifies the AutoPlay dependency property.
◆ S	BufferingProgressProperty	Identifies the BufferingProgress dependency property.
◆ S	BufferingTemplateProperty	Identifies the BufferingTemplate dependency property.
◆ S	ButtonBackgroundProperty	Identifies the ButtonBackground dependency property.
◆ S	ButtonForegroundProperty	Identifies the ButtonForeground dependency property.
◆ S	DownloadProgressProperty	Identifies the DownloadProgress dependency property.
◆ S	FocusBrushProperty	Identifies the FocusBrush dependency property.
◆ S	IsChapterListButtonVisibleProperty	Identifies the IsChapterListButtonVisible dependency property.
◆ S	IsChapterListVisibleProperty	Identifies the IsChapterListVisible dependency property.
◆ S	IsFullScreenButtonVisibleProperty	Identifies the IsFullScreenButtonVisible dependency property.
◆ S	IsFullScreenProperty	Identifies the IsFullScreen dependency property.
◆ S	IsItemListButtonVisibleProperty	Identifies the IsItemListButtonVisible dependency property.

◆ S	IsItemListVisibleProperty	Identifies the IsItemListVisible dependency property.
◆ S	IsLoopButtonVisibleProperty	Identifies the IsLoopButtonVisible dependency property.
◆ S	IsLoopingProperty	Identifies the IsLooping dependency property.
◆ S	IsMutedProperty	Identifies the IsMuted dependency property.
◆ S	IsNextButtonVisibleProperty	Identifies the IsNextButtonVisible dependency property.
◆ S	IsPlayButtonVisibleProperty	Identifies the IsPlayButtonVisible dependency property.
◆ S	IsPlayingProperty	Identifies the IsPlaying dependency property.
◆ S	IsPositionSliderVisibleProperty	Identifies the IsPositionSliderVisible dependency property.
◆ S	IsPreviousButtonVisibleProperty	Identifies the IsPreviousButtonVisible dependency property.
◆ S	IsStopButtonVisibleProperty	Identifies the IsStopButtonVisible dependency property.
◆ S	IsTimePresenterVisibleProperty	Identifies the IsTimePresenterVisible dependency property.
◆ S	IsTitleVisibleProperty	Identifies the IsTitleVisible dependency property.
◆ S	IsVolumeControlVisibleProperty	Identifies the IsVolumeControlVisible dependency property.
◆ S	MediaStateProperty	Identifies the MediaState dependency property.

◆ S	MediaTransformProperty	Identifies the MediaTransform dependency property.
◆ S	MouseOverBrushProperty	Identifies the MouseOverBrush dependency property.
◆ S	NaturalDurationProperty	Identifies the NaturalDuration dependency property.
◆ S	PausedTemplateProperty	Identifies the PausedTemplate dependency property.
◆ S	PositionProperty	Identifies the Position dependency property.
◆ S	PressedBrushProperty	Identifies the PressedBrush dependency property.
◆ S	ScreenExtensionProperty	Identifies the ScreenExtension dependency property.
◆ S	SuperimposeButtonsFullScreenProperty	Identifies the SuperimposeButtonsFullScreen dependency property.
◆ S	SuperimposeButtonsWindowedProperty	Identifies the SuperimposeButtonsWindowed dependency property.
◆ S	ToolBarButtonBaseStyleProperty	Identifies the ToolBarButtonBaseStyle dependency property.
◆ S	ToolBarExtensionProperty	Identifies the ToolBarExtension dependency property.
◆ S	UnstartedTemplateProperty	Identifies the UnstartedTemplate dependency property.
◆ S	VolumeProperty	Identifies the Volume dependency property.

[Top](#)

See Also

Reference

[C1MediaPlayer Class](#)
[C1.WPF.MediaPlayer Namespace](#)

AutoAdvanceProperty Field

Identifies the [AutoAdvance](#) dependency property.

Syntax

Visual Basic (Declaration)

```
Public Shared ReadOnly AutoAdvanceProperty As  
System.Windows.DependencyProperty
```

C#

```
public static readonly System.Windows.DependencyProperty AutoAdvanceProperty
```

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)
[C1MediaPlayer Members](#)

AutoPlayProperty Field

Identifies the [AutoPlay](#) dependency property.

Syntax

Visual Basic (Declaration)

```
Public Shared ReadOnly AutoPlayProperty As System.Windows.DependencyProperty
```

C#

```
public static readonly System.Windows.DependencyProperty AutoPlayProperty
```

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)

[C1MediaPlayer Members](#)

BufferingProgressProperty Field

Identifies the [BufferingProgress](#) dependency property.

Syntax

Visual Basic (Declaration)	
<pre>Public Shared ReadOnly BufferingProgressProperty As System.Windows.DependencyProperty</pre>	
C#	
<pre>public static readonly System.Windows.DependencyProperty BufferingProgressProperty</pre>	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)

[C1MediaPlayer Members](#)

BufferingTemplateProperty Field

Identifies the [BufferingTemplate](#) dependency property.

Syntax

Visual Basic (Declaration)	
<pre>Public Shared ReadOnly BufferingTemplateProperty As System.Windows.DependencyProperty</pre>	
C#	
<pre>public static readonly System.Windows.DependencyProperty BufferingTemplateProperty</pre>	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)

[C1MediaPlayer Members](#)

ButtonBackgroundProperty Field

Identifies the [ButtonBackground](#) dependency property.

Syntax

Visual Basic (Declaration)	
<pre>Public Shared ReadOnly ButtonBackgroundProperty As System.Windows.DependencyProperty</pre>	
C#	
<pre>public static readonly System.Windows.DependencyProperty ButtonBackgroundProperty</pre>	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)

[C1MediaPlayer Members](#)

ButtonForegroundProperty Field

Identifies the [ButtonForeground](#) dependency property.

Syntax

Visual Basic (Declaration)	
<pre>Public Shared ReadOnly ButtonForegroundProperty As System.Windows.DependencyProperty</pre>	

C#	
<pre>public static readonly System.Windows.DependencyProperty ButtonForegroundProperty</pre>	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)

[C1MediaPlayer Members](#)

DownloadProgressProperty Field

Identifies the [DownloadProgress](#) dependency property.

Syntax

Visual Basic (Declaration)	
<pre>Public Shared ReadOnly DownloadProgressProperty As System.Windows.DependencyProperty</pre>	
C#	
<pre>public static readonly System.Windows.DependencyProperty DownloadProgressProperty</pre>	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)

[C1MediaPlayer Members](#)

FocusBrushProperty Field

Identifies the [FocusBrush](#) dependency property.

Syntax

Visual Basic (Declaration)	
<pre>Public Shared ReadOnly FocusBrushProperty As System.Windows.DependencyProperty</pre>	
C#	
<pre>public static readonly System.Windows.DependencyProperty FocusBrushProperty</pre>	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)
[C1MediaPlayer Members](#)

IsChapterListButtonVisibleProperty Field

Identifies the [IsChapterListButtonVisible](#) dependency property.

Syntax

Visual Basic (Declaration)	
<pre>Public Shared ReadOnly IsChapterListButtonVisibleProperty As System.Windows.DependencyProperty</pre>	
C#	
<pre>public static readonly System.Windows.DependencyProperty IsChapterListButtonVisibleProperty</pre>	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)
[C1MediaPlayer Members](#)

IsChapterListVisibleProperty Field

Identifies the [IsChapterListVisible](#) dependency property.

Syntax

Visual Basic (Declaration)	
<pre>Public Shared ReadOnly IsChapterListVisibleProperty As System.Windows.DependencyProperty</pre>	
C#	
<pre>public static readonly System.Windows.DependencyProperty IsChapterListVisibleProperty</pre>	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)

[C1MediaPlayer Members](#)

IsFullScreenButtonVisibleProperty Field

Identifies the [IsFullScreenButtonVisible](#) dependency property.

Syntax

Visual Basic (Declaration)	
<pre>Public Shared ReadOnly IsFullScreenButtonVisibleProperty As System.Windows.DependencyProperty</pre>	
C#	
<pre>public static readonly System.Windows.DependencyProperty IsFullScreenButtonVisibleProperty</pre>	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)
[C1MediaPlayer Members](#)

IsFullScreenProperty Field

Identifies the [IsFullScreen](#) dependency property.

Syntax

Visual Basic (Declaration)	
<pre>Public Shared ReadOnly IsFullScreenProperty As System.Windows.DependencyProperty</pre>	
C#	
<pre>public static readonly System.Windows.DependencyProperty IsFullScreenProperty</pre>	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)
[C1MediaPlayer Members](#)

IsItemListButtonVisibleProperty Field

Identifies the [IsItemListButtonVisible](#) dependency property.

Syntax

Visual Basic (Declaration)	
<pre>Public Shared ReadOnly IsItemListButtonVisibleProperty As System.Windows.DependencyProperty</pre>	
C#	
<pre>public static readonly System.Windows.DependencyProperty IsItemListButtonVisibleProperty</pre>	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)
[C1MediaPlayer Members](#)

IsItemListVisibleProperty Field

Identifies the [IsItemListVisible](#) dependency property.

Syntax

Visual Basic (Declaration)	
<pre>Public Shared ReadOnly IsItemListVisibleProperty As System.Windows.DependencyProperty</pre>	
C#	
<pre>public static readonly System.Windows.DependencyProperty IsItemListVisibleProperty</pre>	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)
[C1MediaPlayer Members](#)

IsLoopButtonVisibleProperty Field

Identifies the [IsLoopButtonVisible](#) dependency property.

Syntax

Visual Basic (Declaration)	
<pre>Public Shared ReadOnly IsLoopButtonVisibleProperty As System.Windows.DependencyProperty</pre>	
C#	

```
public static readonly System.Windows.DependencyProperty  
IsLoopButtonVisibleProperty
```

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)
[C1MediaPlayer Members](#)

IsLoopingProperty Field

Identifies the [IsLooping](#) dependency property.

Syntax

Visual Basic (Declaration)	
<pre>Public Shared ReadOnly IsLoopingProperty As System.Windows.DependencyProperty</pre>	
C#	
<pre>public static readonly System.Windows.DependencyProperty IsLoopingProperty</pre>	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)
[C1MediaPlayer Members](#)

IsMutedProperty Field

Identifies the [IsMuted](#) dependency property.

Syntax

Visual Basic (Declaration)	
<pre>Public Shared ReadOnly IsMutedProperty As System.Windows.DependencyProperty</pre>	

C#	
----	--

<code>public static readonly System.Windows.DependencyProperty IsMutedProperty</code>	
---	--

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)

[C1MediaPlayer Members](#)

IsNextButtonVisibleProperty Field

Identifies the [IsNextButtonVisible](#) dependency property.

Syntax

Visual Basic (Declaration)	
----------------------------	--

<code>Public Shared ReadOnly IsNextButtonVisibleProperty As System.Windows.DependencyProperty</code>	
--	--

C#	
----	--

<code>public static readonly System.Windows.DependencyProperty IsNextButtonVisibleProperty</code>	
---	--

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)

[C1MediaPlayer Members](#)

IsPlayButtonVisibleProperty Field

Identifies the [IsPlayButtonVisible](#) dependency property.

Syntax

Visual Basic (Declaration)	
<pre>Public Shared ReadOnly IsPlayButtonVisibleProperty As System.Windows.DependencyProperty</pre>	
C#	
<pre>public static readonly System.Windows.DependencyProperty IsPlayButtonVisibleProperty</pre>	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)

[C1MediaPlayer Members](#)

IsPlayingProperty Field

Identifies the [IsPlaying](#) dependency property.

Syntax

Visual Basic (Declaration)	
<pre>Public Shared ReadOnly IsPlayingProperty As System.Windows.DependencyProperty</pre>	
C#	
<pre>public static readonly System.Windows.DependencyProperty IsPlayingProperty</pre>	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)

[C1MediaPlayer Members](#)

IsPositionSliderVisibleProperty Field

Identifies the [IsPositionSliderVisible](#) dependency property.

Syntax

Visual Basic (Declaration)

```
Public Shared ReadOnly IsPositionSliderVisibleProperty As  
System.Windows.DependencyProperty
```

C#

```
public static readonly System.Windows.DependencyProperty  
IsPositionSliderVisibleProperty
```

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)

[C1MediaPlayer Members](#)

IsPreviousButtonVisibleProperty Field

Identifies the [IsPreviousButtonVisible](#) dependency property.

Syntax

Visual Basic (Declaration)

```
Public Shared ReadOnly IsPreviousButtonVisibleProperty As  
System.Windows.DependencyProperty
```

C#

```
public static readonly System.Windows.DependencyProperty  
IsPreviousButtonVisibleProperty
```

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)
[C1MediaPlayer Members](#)

IsStopButtonVisibleProperty Field

Identifies the [IsStopButtonVisible](#) dependency property.

Syntax

Visual Basic (Declaration)	
<pre>Public Shared ReadOnly IsStopButtonVisibleProperty As System.Windows.DependencyProperty</pre>	
C#	
<pre>public static readonly System.Windows.DependencyProperty IsStopButtonVisibleProperty</pre>	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)
[C1MediaPlayer Members](#)

IsTimePresenterVisibleProperty Field

Identifies the [IsTimePresenterVisible](#) dependency property.

Syntax

Visual Basic (Declaration)	
<pre>Public Shared ReadOnly IsTimePresenterVisibleProperty As System.Windows.DependencyProperty</pre>	
C#	
<pre>public static readonly System.Windows.DependencyProperty IsTimePresenterVisibleProperty</pre>	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)
[C1MediaPlayer Members](#)

IsTitleVisibleProperty Field

Identifies the [IsTitleVisible](#) dependency property.

Syntax

Visual Basic (Declaration)	
<pre>Public Shared ReadOnly IsTitleVisibleProperty As System.Windows.DependencyProperty</pre>	
C#	
<pre>public static readonly System.Windows.DependencyProperty IsTitleVisibleProperty</pre>	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)
[C1MediaPlayer Members](#)

IsVolumeControlVisibleProperty Field

Identifies the [IsVolumeControlVisible](#) dependency property.

Syntax

Visual Basic (Declaration)	
<pre>Public Shared ReadOnly IsVolumeControlVisibleProperty As System.Windows.DependencyProperty</pre>	
C#	

```
public static readonly System.Windows.DependencyProperty
IsVolumeControlVisibleProperty
```

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)
[C1MediaPlayer Members](#)

MediaStateProperty Field

Identifies the [MediaState](#) dependency property.

Syntax

Visual Basic (Declaration)	
<pre>Public Shared ReadOnly MediaStateProperty As System.Windows.DependencyProperty</pre>	
C#	
<pre>public static readonly System.Windows.DependencyProperty MediaStateProperty</pre>	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)
[C1MediaPlayer Members](#)

MediaTransformProperty Field

Identifies the [MediaTransform](#) dependency property.

Syntax

Visual Basic (Declaration)	
----------------------------	--

<code>Public Shared ReadOnly MediaTransformProperty As System.Windows.DependencyProperty</code>

C#

<code>public static readonly System.Windows.DependencyProperty MediaTransformProperty</code>
--

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)
[C1MediaPlayer Members](#)

MouseOverBrushProperty Field

Identifies the [MouseOverBrush](#) dependency property.

Syntax

Visual Basic (Declaration)

<code>Public Shared ReadOnly MouseOverBrushProperty As System.Windows.DependencyProperty</code>

C#

<code>public static readonly System.Windows.DependencyProperty MouseOverBrushProperty</code>
--

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)
[C1MediaPlayer Members](#)

NaturalDurationProperty Field

Identifies the [NaturalDuration](#) dependency property.

Syntax

Visual Basic (Declaration)

```
Public Shared ReadOnly NaturalDurationProperty As  
System.Windows.DependencyProperty
```

C#

```
public static readonly System.Windows.DependencyProperty  
NaturalDurationProperty
```

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)

[C1MediaPlayer Members](#)

PausedTemplateProperty Field

Identifies the [PausedTemplate](#) dependency property.

Syntax

Visual Basic (Declaration)

```
Public Shared ReadOnly PausedTemplateProperty As  
System.Windows.DependencyProperty
```

C#

```
public static readonly System.Windows.DependencyProperty  
PausedTemplateProperty
```

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)
[C1MediaPlayer Members](#)

PositionProperty Field

Identifies the [Position](#) dependency property.

Syntax

Visual Basic (Declaration)	
<code>Public Shared ReadOnly PositionProperty As System.Windows.DependencyProperty</code>	
C#	
<code>public static readonly System.Windows.DependencyProperty PositionProperty</code>	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)
[C1MediaPlayer Members](#)

PressedBrushProperty Field

Identifies the [PressedBrush](#) dependency property.

Syntax

Visual Basic (Declaration)	
<code>Public Shared ReadOnly PressedBrushProperty As System.Windows.DependencyProperty</code>	
C#	
<code>public static readonly System.Windows.DependencyProperty PressedBrushProperty</code>	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)
[C1MediaPlayer Members](#)

ScreenExtensionProperty Field

Identifies the [ScreenExtension](#) dependency property.

Syntax

Visual Basic (Declaration)	
<pre>Public Shared ReadOnly ScreenExtensionProperty As System.Windows.DependencyProperty</pre>	
C#	
<pre>public static readonly System.Windows.DependencyProperty ScreenExtensionProperty</pre>	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)
[C1MediaPlayer Members](#)

SuperimposeButtonsFullScreenProperty Field

Identifies the [SuperimposeButtonsFullScreen](#) dependency property.

Syntax

Visual Basic (Declaration)	
<pre>Public Shared ReadOnly SuperimposeButtonsFullScreenProperty As System.Windows.DependencyProperty</pre>	
C#	
<pre>public static readonly System.Windows.DependencyProperty SuperimposeButtonsFullScreenProperty</pre>	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)
[C1MediaPlayer Members](#)

SuperimposeButtonsWindowedProperty Field

Identifies the [SuperimposeButtonsWindowed](#) dependency property.

Syntax

Visual Basic (Declaration)	
<pre>Public Shared ReadOnly SuperimposeButtonsWindowedProperty As System.Windows.DependencyProperty</pre>	
C#	
<pre>public static readonly System.Windows.DependencyProperty SuperimposeButtonsWindowedProperty</pre>	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)
[C1MediaPlayer Members](#)

ToolBarButtonBaseStyleProperty Field

Identifies the [ToolBarButtonBaseStyle](#) dependency property.

Syntax

Visual Basic (Declaration)	
<pre>Public Shared ReadOnly ToolBarButtonBaseStyleProperty As System.Windows.DependencyProperty</pre>	
C#	

```
public static readonly System.Windows.DependencyProperty  
ToolBarButtonBaseStyleProperty
```

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)
[C1MediaPlayer Members](#)

ToolBarExtensionProperty Field

Identifies the [ToolBarExtension](#) dependency property.

Syntax

Visual Basic (Declaration)

```
Public Shared ReadOnly ToolBarExtensionProperty As  
System.Windows.DependencyProperty
```

C#

```
public static readonly System.Windows.DependencyProperty  
ToolBarExtensionProperty
```

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)
[C1MediaPlayer Members](#)

UnstartedTemplateProperty Field

Identifies the [UnstartedTemplate](#) dependency property.

Syntax

Visual Basic (Declaration)

<code>Public Shared ReadOnly</code>	<code>UnstartedTemplateProperty</code>	<code>As</code>	<code>System.Windows.DependencyProperty</code>
C#			
<code>public static readonly</code>	<code>System.Windows.DependencyProperty</code>	<code>UnstartedTemplateProperty</code>	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)
[C1MediaPlayer Members](#)

VolumeProperty Field
Identifies the [Volume](#) dependency property.

Syntax

Visual Basic (Declaration)			
<code>Public Shared ReadOnly</code>	<code>VolumeProperty</code>	<code>As</code>	<code>System.Windows.DependencyProperty</code>
C#			
<code>public static readonly</code>	<code>System.Windows.DependencyProperty</code>	<code>VolumeProperty</code>	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)
[C1MediaPlayer Members](#)



















Events





















%%scrap%%




















" -->





















For a list of all members of this type, see [C1MediaPlayer members](#).





















Public Events


















	Name	Description
	ContextMenuClosing	(Inherited from System.Windows.FrameworkElement)
	ContextMenuOpening	(Inherited from System.Windows.FrameworkElement)
	DataContextChanged	(Inherited from System.Windows.FrameworkElement)
	DragEnter	(Inherited from System.Windows.UIElement)
	DragLeave	(Inherited from System.Windows.UIElement)
	DragOver	(Inherited from System.Windows.UIElement)
	Drop	(Inherited from System.Windows.UIElement)
	FocusableChanged	(Inherited from System.Windows.UIElement)
	GiveFeedback	(Inherited from System.Windows.UIElement)
	GotFocus	(Inherited from System.Windows.UIElement)
	GotKeyboardFocus	(Inherited from System.Windows.UIElement)
	GotMouseCapture	(Inherited from System.Windows.UIElement)
	GotStylusCapture	(Inherited from System.Windows.UIElement)
	GotTouchCapture	(Inherited from System.Windows.UIElement)
	Initialized	(Inherited from System.Windows.FrameworkElement)
	IsEnabledChanged	(Inherited from System.Windows.UIElement)
	IsHitTestVisibleChanged	(Inherited from System.Windows.UIElement)
	IsKeyboardFocusedChanged	(Inherited from System.Windows.UIElement)

 IsKeyboardFocusWithinChanged	(Inherited from System.Windows.UIElement)
 IsMouseCapturedChanged	(Inherited from System.Windows.UIElement)
 IsMouseCaptureWithinChanged	(Inherited from System.Windows.UIElement)
 IsMouseDirectlyOverChanged	(Inherited from System.Windows.UIElement)
 IsMouseOverChanged	Event raised when the IsMouseOver property has changed.
 IsStylusCapturedChanged	(Inherited from System.Windows.UIElement)
 IsStylusCaptureWithinChanged	(Inherited from System.Windows.UIElement)
 IsStylusDirectlyOverChanged	(Inherited from System.Windows.UIElement)
 IsVisibleChanged	(Inherited from System.Windows.UIElement)
 KeyDown	(Inherited from System.Windows.UIElement)
 KeyUp	(Inherited from System.Windows.UIElement)
 LayoutUpdated	(Inherited from System.Windows.UIElement)
 Loaded	(Inherited from System.Windows.FrameworkElement)
 LostFocus	(Inherited from System.Windows.UIElement)
 LostKeyboardFocus	(Inherited from System.Windows.UIElement)
 LostMouseCapture	(Inherited from System.Windows.UIElement)
 LostStylusCapture	(Inherited from System.Windows.UIElement)
 LostTouchCapture	(Inherited from System.Windows.UIElement)
 ManipulationBoundaryFeedback	(Inherited from System.Windows.UIElement)
 ManipulationCompleted	(Inherited from System.Windows.UIElement)

	ManipulationDelta	(Inherited from System.Windows.UIElement)
	ManipulationInertiaStarting	(Inherited from System.Windows.UIElement)
	ManipulationStarted	(Inherited from System.Windows.UIElement)
	ManipulationStarting	(Inherited from System.Windows.UIElement)
	MediaFailed	Occurs when there is an error associated with the MediaSource of the current C1MediaItem .
	MediaStateChanged	Event raised when the MediaState property has changed.
	MouseDoubleClick	(Inherited from System.Windows.Controls.Control)
	MouseDown	(Inherited from System.Windows.UIElement)
	MouseEnter	(Inherited from System.Windows.UIElement)
	MouseLeave	(Inherited from System.Windows.UIElement)
	MouseLeftButtonDown	(Inherited from System.Windows.UIElement)
	MouseLeftButtonUp	(Inherited from System.Windows.UIElement)
	MouseMove	(Inherited from System.Windows.UIElement)
	MouseRightButtonDown	(Inherited from System.Windows.UIElement)
	MouseRightButtonUp	(Inherited from System.Windows.UIElement)
	MouseUp	(Inherited from System.Windows.UIElement)
	MouseWheel	(Inherited from System.Windows.UIElement)
	PreviewDragEnter	(Inherited from System.Windows.UIElement)
	PreviewDragLeave	(Inherited from System.Windows.UIElement)

	PreviewDragOver	(Inherited from System.Windows.UIElement)
	PreviewDrop	(Inherited from System.Windows.UIElement)
	PreviewGiveFeedback	(Inherited from System.Windows.UIElement)
	PreviewGotKeyboardFocus	(Inherited from System.Windows.UIElement)
	PreviewKeyDown	(Inherited from System.Windows.UIElement)
	PreviewKeyUp	(Inherited from System.Windows.UIElement)
	PreviewLostKeyboardFocus	(Inherited from System.Windows.UIElement)
	PreviewMouseDoubleClick	(Inherited from System.Windows.Controls.Control)
	PreviewMouseDown	(Inherited from System.Windows.UIElement)
	PreviewMouseLeftButtonDown	(Inherited from System.Windows.UIElement)
	PreviewMouseLeftButtonUp	(Inherited from System.Windows.UIElement)
	PreviewMouseMove	(Inherited from System.Windows.UIElement)
	PreviewMouseRightButtonDown	(Inherited from System.Windows.UIElement)
	PreviewMouseRightButtonUp	(Inherited from System.Windows.UIElement)
	PreviewMouseUp	(Inherited from System.Windows.UIElement)
	PreviewMouseWheel	(Inherited from System.Windows.UIElement)
	PreviewQueryContinueDrag	(Inherited from System.Windows.UIElement)
	PreviewStylusButtonDown	(Inherited from System.Windows.UIElement)
	PreviewStylusButtonUp	(Inherited from System.Windows.UIElement)
	PreviewStylusDown	(Inherited from System.Windows.UIElement)

	PreviewStylusInAirMove	(Inherited from System.Windows.UIElement)
	PreviewStylusInRange	(Inherited from System.Windows.UIElement)
	PreviewStylusMove	(Inherited from System.Windows.UIElement)
	PreviewStylusOutOfRange	(Inherited from System.Windows.UIElement)
	PreviewStylusSystemGesture	(Inherited from System.Windows.UIElement)
	PreviewStylusUp	(Inherited from System.Windows.UIElement)
	PreviewTextInput	(Inherited from System.Windows.UIElement)
	PreviewTouchDown	(Inherited from System.Windows.UIElement)
	PreviewTouchMove	(Inherited from System.Windows.UIElement)
	PreviewTouchUp	(Inherited from System.Windows.UIElement)
	QueryContinueDrag	(Inherited from System.Windows.UIElement)
	QueryCursor	(Inherited from System.Windows.UIElement)
	RequestBringIntoView	(Inherited from System.Windows.FrameworkElement)
	ScriptCommand	Occurs when a script command has been encountered within the media.
	SizeChanged	(Inherited from System.Windows.FrameworkElement)
	SourceUpdated	(Inherited from System.Windows.FrameworkElement)
	StylusButtonDown	(Inherited from System.Windows.UIElement)
	StylusButtonUp	(Inherited from System.Windows.UIElement)
	StylusDown	(Inherited from System.Windows.UIElement)
	StylusEnter	(Inherited from System.Windows.UIElement)

	StylusInAirMove	(Inherited from System.Windows.UIElement)
	StylusInRange	(Inherited from System.Windows.UIElement)
	StylusLeave	(Inherited from System.Windows.UIElement)
	StylusMove	(Inherited from System.Windows.UIElement)
	StylusOutOfRange	(Inherited from System.Windows.UIElement)
	StylusSystemGesture	(Inherited from System.Windows.UIElement)
	StylusUp	(Inherited from System.Windows.UIElement)
	TargetUpdated	(Inherited from System.Windows.FrameworkElement)
	TextInput	(Inherited from System.Windows.UIElement)
	ToolTipClosing	(Inherited from System.Windows.FrameworkElement)
	ToolTipOpening	(Inherited from System.Windows.FrameworkElement)
	TouchDown	(Inherited from System.Windows.UIElement)
	TouchEnter	(Inherited from System.Windows.UIElement)
	TouchLeave	(Inherited from System.Windows.UIElement)
	TouchMove	(Inherited from System.Windows.UIElement)
	TouchUp	(Inherited from System.Windows.UIElement)
	Unloaded	(Inherited from System.Windows.FrameworkElement)

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See Also

Reference

[C1MediaPlayer Class](#)
[C1.WPF.MediaPlayer Namespace](#)

IsMouseOverChanged Event

Event raised when the **IsMouseOver** property has changed.

Syntax

Visual Basic (Declaration)	
<pre>Public Event IsMouseOverChanged As System.EventHandler(Of PropertyChangedEventArgs(Of Boolean))</pre>	
C#	
<pre>public event System.EventHandler<PropertyChangedEventArgs<bool>> IsMouseOverChanged</pre>	

Event Data

The event handler receives an argument of type `C1.WPF.PropertyChangedEventArgs<T>` containing data related to this event. The following **PropertyChangedEventArgs<T>** properties provide information specific to this event.

Property	Description
NewValue	
OldValue	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)
[C1MediaPlayer Members](#)

MediaFailed Event

Occurs when there is an error associated with the MediaSource of the current [C1MediaItem](#).

Syntax

Visual Basic (Declaration)	
<pre>Public Event MediaFailed As System.EventHandler(Of ExceptionEventArgs)</pre>	

C#

```
public event System.EventHandler<ExceptionEventArgs> MediaFailed
```

Event Data

The event handler receives an argument of type `System.Windows.Media.ExceptionEventArgs` containing data related to this event. The following **ExceptionEventArgs** properties provide information specific to this event.

Property	Description
ErrorException	Gets the exception that details the cause of the failure.

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)

[C1MediaPlayer Members](#)

MediaStateChanged Event

Event raised when the **MediaState** property has changed.

Syntax

Visual Basic (Declaration)

```
Public Event MediaStateChanged As System.EventHandler(Of  
PropertyChangedEventArgs(Of MediaState))
```

C#

```
public event System.EventHandler<PropertyChangedEventArgs<MediaState>>  
MediaStateChanged
```

Event Data

The event handler receives an argument of type `C1.WPF.PropertyChangedEventArgs<T>` containing data related to this event. The following **PropertyChangedEventArgs<T>** properties provide information specific to this event.

Property	Description
----------	-------------

newValue	
OldValue	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)

[C1MediaPlayer Members](#)

ScriptCommand Event

Occurs when a script command has been encountered within the media.

Syntax

Visual Basic (Declaration)	
<pre>Public Event ScriptCommand As System.EventHandler(Of MediaScriptCommandEventArgs)</pre>	
C#	
<pre>public event System.EventHandler<MediaScriptCommandEventArgs> ScriptCommand</pre>	

Event Data

The event handler receives an argument of type `System.Windows.Media.MediaScriptCommandEventArgs` containing data related to this event. The following **MediaScriptCommandEventArgs** properties provide information specific to this event.

Property	Description
ParameterType	Gets the type of script command that was raised.
ParameterValue	Gets the arguments associated with the script command type.

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MediaPlayer Class](#)

[C1MediaPlayer Members](#)

C1MoveToPointSlider

A slider that jumps where clicked, without dragging.

Object Model

C1MoveToPointSlider

Syntax

Visual Basic (Declaration)

```
Public Class C1MoveToPointSlider
    Inherits System.Windows.Controls.Primitives.RangeBase
```

C#

```
public class C1MoveToPointSlider :
    System.Windows.Controls.Primitives.RangeBase
```

Inheritance Hierarchy

```
System.Object
    System.Windows.Threading.DispatcherObject
        System.Windows.DependencyObject
            System.Windows.Media.Visual
                System.Windows.UIElement
                    System.Windows.FrameworkElement
                        System.Windows.Controls.Control
                            System.Windows.Controls.Primitives.RangeBase
                                C1.WPF.MediaPlayer.C1MoveToPointSlider
```

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MoveToPointSlider Members](#)

[C1.WPF.MediaPlayer Namespace](#)

Overview

A slider that jumps where clicked, without dragging.

Object Model

C1MoveToPointSlider

Syntax

Visual Basic (Declaration)	
<pre>Public Class C1MoveToPointSlider Inherits System.Windows.Controls.Primitives.RangeBase</pre>	
C#	
<pre>public class C1MoveToPointSlider : System.Windows.Controls.Primitives.RangeBase</pre>	

Inheritance Hierarchy

System.Object
 System.Windows.Threading.DispatcherObject
 System.Windows.DependencyObject
 System.Windows.Media.Visual
 System.Windows.UIElement
 System.Windows.FrameworkElement
 System.Windows.Controls.Control
 System.Windows.Controls.Primitives.RangeBase
 C1.WPF.MediaPlayer.C1MoveToPointSlider

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference


[C1MoveToPointSlider Members](#)
[C1.WPF.MediaPlayer Namespace](#)

Members

[Properties](#) [Methods](#) [Events](#)

















The following tables list the members exposed by [C1MoveToPointSlider](#).





















Public Constructors





















	Name	Description
	C1MoveToPointSlider Constructor	Initializes a new instance of a C1MoveToPointSlider .




















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Public Properties









	Name	Description
	ActualHeight	(Inherited from System.Windows.FrameworkElement)
	ActualWidth	(Inherited from System.Windows.FrameworkElement)
	AllowDrop	(Inherited from System.Windows.UIElement)
	AreAnyTouchesCaptured	(Inherited from System.Windows.UIElement)
	AreAnyTouchesCapturedWithin	(Inherited from System.Windows.UIElement)
	AreAnyTouchesDirectlyOver	(Inherited from System.Windows.UIElement)
	AreAnyTouchesOver	(Inherited from System.Windows.UIElement)
	Background	(Inherited from System.Windows.Controls.Control)
	BindingGroup	(Inherited from System.Windows.FrameworkElement)
	BitmapEffect	(Inherited from System.Windows.UIElement)
	BitmapEffectInput	(Inherited from System.Windows.UIElement)
	BorderBrush	(Inherited from System.Windows.Controls.Control)
	BorderThickness	(Inherited from System.Windows.Controls.Control)
	CacheMode	(Inherited from System.Windows.UIElement)
	Clip	(Inherited from System.Windows.UIElement)
	ClipToBounds	(Inherited from System.Windows.UIElement)

	CommandBindings	(Inherited from System.Windows.UIElement)
	ContextMenu	(Inherited from System.Windows.FrameworkElement)
	Cursor	(Inherited from System.Windows.FrameworkElement)
	DataContext	(Inherited from System.Windows.FrameworkElement)
	DependencyObjectType	(Inherited from System.Windows.DependencyObject)
	DesiredSize	(Inherited from System.Windows.UIElement)
	Dispatcher	(Inherited from System.Windows.Threading.DispatcherObject)
	Effect	(Inherited from System.Windows.UIElement)
	FlowDirection	(Inherited from System.Windows.FrameworkElement)
	Focusable	(Inherited from System.Windows.UIElement)
	FocusVisualStyle	(Inherited from System.Windows.FrameworkElement)
	FontFamily	(Inherited from System.Windows.Controls.Control)
	FontSize	(Inherited from System.Windows.Controls.Control)
	FontStretch	(Inherited from System.Windows.Controls.Control)
	FontStyle	(Inherited from System.Windows.Controls.Control)
	FontWeight	(Inherited from System.Windows.Controls.Control)
	ForceCursor	(Inherited from System.Windows.FrameworkElement)
	Foreground	(Inherited from System.Windows.Controls.Control)
	HasAnimatedProperties	(Inherited from System.Windows.UIElement)
	Height	(Inherited from System.Windows.FrameworkElement)

	HorizontalAlignment	(Inherited from System.Windows.FrameworkElement)
	HorizontalContentAlignment	(Inherited from System.Windows.Controls.Control)
	InputBindings	(Inherited from System.Windows.UIElement)
	InputScope	(Inherited from System.Windows.FrameworkElement)
	IsArrangeValid	(Inherited from System.Windows.UIElement)
	IsEnabled	(Inherited from System.Windows.UIElement)
	IsFocused	(Inherited from System.Windows.UIElement)
	IsHitTestVisible	(Inherited from System.Windows.UIElement)
	IsInitialized	(Inherited from System.Windows.FrameworkElement)
	IsInputMethodEnabled	(Inherited from System.Windows.UIElement)
	IsKeyboardFocused	(Inherited from System.Windows.UIElement)
	IsKeyboardFocusWithin	(Inherited from System.Windows.UIElement)
	IsLoaded	(Inherited from System.Windows.FrameworkElement)
	IsManipulationEnabled	(Inherited from System.Windows.UIElement)
	IsMeasureValid	(Inherited from System.Windows.UIElement)
	IsMouseCaptured	(Inherited from System.Windows.UIElement)
	IsMouseCaptureWithin	(Inherited from System.Windows.UIElement)
	IsMouseDirectlyOver	(Inherited from System.Windows.UIElement)
	IsMouseOver	(Inherited from System.Windows.UIElement)
	IsSealed	(Inherited from System.Windows.DependencyObject)










	IsStylusCaptured	(Inherited from System.Windows.UIElement)
	IsStylusCaptureWithin	(Inherited from System.Windows.UIElement)
	IsStylusDirectlyOver	(Inherited from System.Windows.UIElement)
	IsStylusOver	(Inherited from System.Windows.UIElement)
	IsTabStop	(Inherited from System.Windows.Controls.Control)
	IsVisible	(Inherited from System.Windows.UIElement)
	Language	(Inherited from System.Windows.FrameworkElement)
	LargeChange	(Inherited from System.Windows.Controls.Primitives.RangeBase)
	LayoutTransform	(Inherited from System.Windows.FrameworkElement)
	Margin	(Inherited from System.Windows.FrameworkElement)
	MaxHeight	(Inherited from System.Windows.FrameworkElement)
	Maximum	(Inherited from System.Windows.Controls.Primitives.RangeBase)
	MaxWidth	(Inherited from System.Windows.FrameworkElement)
	MinHeight	(Inherited from System.Windows.FrameworkElement)
	Minimum	(Inherited from System.Windows.Controls.Primitives.RangeBase)
	MinWidth	(Inherited from System.Windows.FrameworkElement)
	Name	(Inherited from System.Windows.FrameworkElement)
	Opacity	(Inherited from System.Windows.UIElement)
	OpacityMask	(Inherited from System.Windows.UIElement)

	OverridesDefaultStyle	(Inherited from System.Windows.FrameworkElement)
	Padding	(Inherited from System.Windows.Controls.Control)
	Parent	(Inherited from System.Windows.FrameworkElement)
	PersistId	(Inherited from System.Windows.UIElement)
	RenderSize	(Inherited from System.Windows.UIElement)
	RenderTransform	(Inherited from System.Windows.UIElement)
	RenderTransformOrigin	(Inherited from System.Windows.UIElement)
	Resources	(Inherited from System.Windows.FrameworkElement)
	SmallChange	(Inherited from System.Windows.Controls.Primitives.RangeBase)
	SnapsToDevicePixels	(Inherited from System.Windows.UIElement)
	Style	(Inherited from System.Windows.FrameworkElement)
	TabIndex	(Inherited from System.Windows.Controls.Control)
	Tag	(Inherited from System.Windows.FrameworkElement)
	Template	(Inherited from System.Windows.Controls.Control)
	TemplatedParent	(Inherited from System.Windows.FrameworkElement)
	ToolTip	(Inherited from System.Windows.FrameworkElement)
	TouchesCaptured	(Inherited from System.Windows.UIElement)
	TouchesCapturedWithin	(Inherited from System.Windows.UIElement)
	TouchesDirectlyOver	(Inherited from System.Windows.UIElement)
	TouchesOver	(Inherited from System.Windows.UIElement)




















	Triggers	(Inherited from System.Windows.FrameworkElement)
	Uid	(Inherited from System.Windows.UIElement)
	UseLayoutRounding	(Inherited from System.Windows.FrameworkElement)
	Value	(Inherited from System.Windows.Controls.Primitives.RangeBase)
	VerticalAlignment	(Inherited from System.Windows.FrameworkElement)
	VerticalContentAlignment	(Inherited from System.Windows.Controls.Control)
	Visibility	(Inherited from System.Windows.UIElement)
	Width	(Inherited from System.Windows.FrameworkElement)

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Public Methods

	Name	Description
	AddHandler	Overloaded. (Inherited from System.Windows.UIElement)
	AddToEventRoute	(Inherited from System.Windows.UIElement)
	ApplyAnimationClock	Overloaded. (Inherited from System.Windows.UIElement)
	ApplyTemplate	(Inherited from System.Windows.FrameworkElement)
	Arrange	(Inherited from System.Windows.UIElement)
	BeginAnimation	Overloaded. (Inherited from System.Windows.UIElement)
	BeginInit	(Inherited from System.Windows.FrameworkElement)
	BeginStoryboard	Overloaded. (Inherited from System.Windows.FrameworkElement)
	BringIntoView	Overloaded. (Inherited from

		System.Windows.FrameworkElement)
⇒	CaptureMouse	(Inherited from System.Windows.UIElement)
⇒	CaptureStylus	(Inherited from System.Windows.UIElement)
⇒	CaptureTouch	(Inherited from System.Windows.UIElement)
⇒	ClearValue	Overloaded. (Inherited from System.Windows.DependencyObject)
⇒	CoerceValue	(Inherited from System.Windows.DependencyObject)
⇒	EndInit	(Inherited from System.Windows.FrameworkElement)
⇒	Equals	(Inherited from System.Windows.DependencyObject)
⇒	FindCommonVisualAncestor	(Inherited from System.Windows.Media.Visual)
⇒	FindName	(Inherited from System.Windows.FrameworkElement)
⇒	FindResource	(Inherited from System.Windows.FrameworkElement)
⇒	Focus	(Inherited from System.Windows.UIElement)
⇒	GetAnimationBaseValue	(Inherited from System.Windows.UIElement)
⇒	GetBindingExpression	(Inherited from System.Windows.FrameworkElement)
⇒	GetHashCode	(Inherited from System.Windows.DependencyObject)
⇒	GetLocalValueEnumerator	(Inherited from System.Windows.DependencyObject)
⇒	GetValue	(Inherited from System.Windows.DependencyObject)
⇒	InputHitTest	(Inherited from System.Windows.UIElement)
⇒	InvalidateArrange	(Inherited from System.Windows.UIElement)
⇒	InvalidateMeasure	(Inherited from System.Windows.UIElement)





















≡ 	InvalidateProperty	(Inherited from System.Windows.DependencyObject)
≡ 	InvalidateVisual	(Inherited from System.Windows.UIElement)
≡ 	IsAncestorOf	(Inherited from System.Windows.Media.Visual)
≡ 	IsDescendantOf	(Inherited from System.Windows.Media.Visual)
≡ 	Measure	(Inherited from System.Windows.UIElement)
≡ 	MoveFocus	(Inherited from System.Windows.FrameworkElement)
≡ 	OnApplyTemplate	Overridden. Builds the visual tree for the C1MoveToPointSlider control when a new template is applied.
≡ 	PointFromScreen	(Inherited from System.Windows.Media.Visual)
≡ 	PointToScreen	(Inherited from System.Windows.Media.Visual)
≡ 	PredictFocus	(Inherited from System.Windows.FrameworkElement)
≡ 	RaiseEvent	(Inherited from System.Windows.UIElement)
≡ 	ReadLocalValue	(Inherited from System.Windows.DependencyObject)
≡ 	RegisterName	(Inherited from System.Windows.FrameworkElement)
≡ 	ReleaseAllTouchCaptures	(Inherited from System.Windows.UIElement)
≡ 	ReleaseMouseCapture	(Inherited from System.Windows.UIElement)
≡ 	ReleaseStylusCapture	(Inherited from System.Windows.UIElement)
≡ 	ReleaseTouchCapture	(Inherited from System.Windows.UIElement)
≡ 	RemoveHandler	(Inherited from System.Windows.UIElement)
≡ 	SetBinding	Overloaded. (Inherited from System.Windows.FrameworkElement)





















≡💎	SetCurrentValue	(Inherited from System.Windows.DependencyObject)
≡💎	SetResourceReference	(Inherited from System.Windows.FrameworkElement)
≡💎	SetValue	Overloaded. (Inherited from System.Windows.DependencyObject)
≡💎	ToString	(Inherited from System.Windows.Controls.Primitives.RangeBase)
≡💎	TransformToAncestor	Overloaded. (Inherited from System.Windows.Media.Visual)
≡💎	TransformToDescendant	(Inherited from System.Windows.Media.Visual)
≡💎	TransformToVisual	(Inherited from System.Windows.Media.Visual)
≡💎	TranslatePoint	(Inherited from System.Windows.UIElement)
≡💎	TryFindResource	(Inherited from System.Windows.FrameworkElement)
≡💎	UnregisterName	(Inherited from System.Windows.FrameworkElement)
≡💎	UpdateDefaultStyle	(Inherited from System.Windows.FrameworkElement)
≡💎	UpdateLayout	(Inherited from System.Windows.UIElement)





















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Public Events





















	Name	Description
⚡	ContextMenuClosing	(Inherited from System.Windows.FrameworkElement)
⚡	ContextMenuOpening	(Inherited from System.Windows.FrameworkElement)
⚡	DataContextChanged	(Inherited from System.Windows.FrameworkElement)
⚡	DragEnter	(Inherited from System.Windows.UIElement)
⚡	DragLeave	(Inherited from System.Windows.UIElement)








	DragOver	(Inherited from System.Windows.UIElement)
	Drop	(Inherited from System.Windows.UIElement)
	FocusableChanged	(Inherited from System.Windows.UIElement)
	GiveFeedback	(Inherited from System.Windows.UIElement)
	GotFocus	(Inherited from System.Windows.UIElement)
	GotKeyboardFocus	(Inherited from System.Windows.UIElement)
	GotMouseCapture	(Inherited from System.Windows.UIElement)
	GotStylusCapture	(Inherited from System.Windows.UIElement)
	GotTouchCapture	(Inherited from System.Windows.UIElement)
	Initialized	(Inherited from System.Windows.FrameworkElement)
	IsEnabledChanged	(Inherited from System.Windows.UIElement)
	IsHitTestVisibleChanged	(Inherited from System.Windows.UIElement)
	IsKeyboardFocusedChanged	(Inherited from System.Windows.UIElement)
	IsKeyboardFocusWithinChanged	(Inherited from System.Windows.UIElement)
	IsMouseCapturedChanged	(Inherited from System.Windows.UIElement)
	IsMouseCaptureWithinChanged	(Inherited from System.Windows.UIElement)
	IsMouseDirectlyOverChanged	(Inherited from System.Windows.UIElement)
	IsMouseOverChanged	Event raised when the IsMouseOver property has changed.
	IsStylusCapturedChanged	(Inherited from System.Windows.UIElement)
	IsStylusCaptureWithinChanged	(Inherited from System.Windows.UIElement)

 <code>IsStylusDirectlyOverChanged</code>	(Inherited from System.Windows.UIElement)
 <code>IsVisibleChanged</code>	(Inherited from System.Windows.UIElement)
 <code>KeyDown</code>	(Inherited from System.Windows.UIElement)
 <code>KeyUp</code>	(Inherited from System.Windows.UIElement)
 <code>LayoutUpdated</code>	(Inherited from System.Windows.UIElement)
 <code>Loaded</code>	(Inherited from System.Windows.FrameworkElement)
 <code>LostFocus</code>	(Inherited from System.Windows.UIElement)
 <code>LostKeyboardFocus</code>	(Inherited from System.Windows.UIElement)
 <code>LostMouseCapture</code>	(Inherited from System.Windows.UIElement)
 <code>LostStylusCapture</code>	(Inherited from System.Windows.UIElement)
 <code>LostTouchCapture</code>	(Inherited from System.Windows.UIElement)
 <code>ManipulationBoundaryFeedback</code>	(Inherited from System.Windows.UIElement)
 <code>ManipulationCompleted</code>	(Inherited from System.Windows.UIElement)
 <code>ManipulationDelta</code>	(Inherited from System.Windows.UIElement)
 <code>ManipulationInertiaStarting</code>	(Inherited from System.Windows.UIElement)
 <code>ManipulationStarted</code>	(Inherited from System.Windows.UIElement)
 <code>ManipulationStarting</code>	(Inherited from System.Windows.UIElement)
 <code>MouseDoubleClick</code>	(Inherited from System.Windows.Controls.Control)
 <code>MouseDown</code>	(Inherited from System.Windows.UIElement)
 <code>MouseEnter</code>	(Inherited from System.Windows.UIElement)

	MouseLeave	(Inherited from System.Windows.UIElement)
	MouseLeftButtonDown	(Inherited from System.Windows.UIElement)
	MouseLeftButtonUp	(Inherited from System.Windows.UIElement)
	MouseMove	(Inherited from System.Windows.UIElement)
	MouseRightButtonDown	(Inherited from System.Windows.UIElement)
	MouseRightButtonUp	(Inherited from System.Windows.UIElement)
	MouseUp	(Inherited from System.Windows.UIElement)
	MouseWheel	(Inherited from System.Windows.UIElement)
	PreviewDragEnter	(Inherited from System.Windows.UIElement)
	PreviewDragLeave	(Inherited from System.Windows.UIElement)
	PreviewDragOver	(Inherited from System.Windows.UIElement)
	PreviewDrop	(Inherited from System.Windows.UIElement)
	PreviewGiveFeedback	(Inherited from System.Windows.UIElement)
	PreviewGotKeyboardFocus	(Inherited from System.Windows.UIElement)
	PreviewKeyDown	(Inherited from System.Windows.UIElement)
	PreviewKeyUp	(Inherited from System.Windows.UIElement)
	PreviewLostKeyboardFocus	(Inherited from System.Windows.UIElement)
	PreviewMouseDoubleClick	(Inherited from System.Windows.Controls.Control)
	PreviewMouseDown	(Inherited from System.Windows.UIElement)
	PreviewMouseLeftButtonDown	(Inherited from System.Windows.UIElement)

	PreviewMouseLeftButtonUp	(Inherited from System.Windows.UIElement)
	PreviewMouseMove	(Inherited from System.Windows.UIElement)
	PreviewMouseRightButtonDown	(Inherited from System.Windows.UIElement)
	PreviewMouseRightButtonUp	(Inherited from System.Windows.UIElement)
	PreviewMouseUp	(Inherited from System.Windows.UIElement)
	PreviewMouseWheel	(Inherited from System.Windows.UIElement)
	PreviewQueryContinueDrag	(Inherited from System.Windows.UIElement)
	PreviewStylusButtonDown	(Inherited from System.Windows.UIElement)
	PreviewStylusButtonUp	(Inherited from System.Windows.UIElement)
	PreviewStylusDown	(Inherited from System.Windows.UIElement)
	PreviewStylusInAirMove	(Inherited from System.Windows.UIElement)
	PreviewStylusInRange	(Inherited from System.Windows.UIElement)
	PreviewStylusMove	(Inherited from System.Windows.UIElement)
	PreviewStylusOutOfRange	(Inherited from System.Windows.UIElement)
	PreviewStylusSystemGesture	(Inherited from System.Windows.UIElement)
	PreviewStylusUp	(Inherited from System.Windows.UIElement)
	PreviewTextInput	(Inherited from System.Windows.UIElement)
	PreviewTouchDown	(Inherited from System.Windows.UIElement)
	PreviewTouchMove	(Inherited from System.Windows.UIElement)
	PreviewTouchUp	(Inherited from System.Windows.UIElement)

	QueryContinueDrag	(Inherited from System.Windows.UIElement)
	QueryCursor	(Inherited from System.Windows.UIElement)
	RequestBringIntoView	(Inherited from System.Windows.FrameworkElement)
	SizeChanged	(Inherited from System.Windows.FrameworkElement)
	SourceUpdated	(Inherited from System.Windows.FrameworkElement)
	StylusButtonDown	(Inherited from System.Windows.UIElement)
	StylusButtonUp	(Inherited from System.Windows.UIElement)
	StylusDown	(Inherited from System.Windows.UIElement)
	StylusEnter	(Inherited from System.Windows.UIElement)
	StylusInAirMove	(Inherited from System.Windows.UIElement)
	StylusInRange	(Inherited from System.Windows.UIElement)
	StylusLeave	(Inherited from System.Windows.UIElement)
	StylusMove	(Inherited from System.Windows.UIElement)
	StylusOutOfRange	(Inherited from System.Windows.UIElement)
	StylusSystemGesture	(Inherited from System.Windows.UIElement)
	StylusUp	(Inherited from System.Windows.UIElement)
	TargetUpdated	(Inherited from System.Windows.FrameworkElement)
	TextInput	(Inherited from System.Windows.UIElement)
	ToolTipClosing	(Inherited from System.Windows.FrameworkElement)
	ToolTipOpening	(Inherited from System.Windows.FrameworkElement)

	TouchDown	(Inherited from System.Windows.UIElement)
	TouchEnter	(Inherited from System.Windows.UIElement)
	TouchLeave	(Inherited from System.Windows.UIElement)
	TouchMove	(Inherited from System.Windows.UIElement)
	TouchUp	(Inherited from System.Windows.UIElement)
	Unloaded	(Inherited from System.Windows.FrameworkElement)
	ValueChanged	(Inherited from System.Windows.Controls.Primitives.RangeBase)

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See Also

Reference

[C1MoveToPointSlider Class](#)

[C1.WPF.MediaPlayer Namespace](#)

C1MoveToPointSlider Constructor

Initializes a new instance of a [C1MoveToPointSlider](#).

Syntax

Visual Basic (Declaration)	
Public Function New()	
C#	
public C1MoveToPointSlider()	

Requirements






















Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

Methods

>

Name	Description
 AddHandler	Overloaded. (Inherited from System.Windows.UIElement)
 AddToEventRoute	(Inherited from System.Windows.UIElement)
 ApplyAnimationClock	Overloaded. (Inherited from System.Windows.UIElement)
 ApplyTemplate	(Inherited from System.Windows.FrameworkElement)
 Arrange	(Inherited from System.Windows.UIElement)
 BeginAnimation	Overloaded. (Inherited from System.Windows.UIElement)
 BeginInit	(Inherited from System.Windows.FrameworkElement)
 BeginStoryboard	Overloaded. (Inherited from System.Windows.FrameworkElement)
 BringIntoView	Overloaded. (Inherited from System.Windows.FrameworkElement)
 CaptureMouse	(Inherited from System.Windows.UIElement)
 CaptureStylus	(Inherited from System.Windows.UIElement)
 CaptureTouch	(Inherited from System.Windows.UIElement)
 ClearValue	Overloaded. (Inherited from System.Windows.DependencyObject)
 CoerceValue	(Inherited from System.Windows.DependencyObject)
 EndInit	(Inherited from System.Windows.FrameworkElement)
 Equals	(Inherited from System.Windows.DependencyObject)
 FindCommonVisualAncestor	(Inherited from System.Windows.Media.Visual)
 FindName	(Inherited from System.Windows.FrameworkElement)
 FindResource	(Inherited from System.Windows.FrameworkElement)
 Focus	(Inherited from System.Windows.UIElement)
 GetAnimationBaseValue	(Inherited from System.Windows.UIElement)

⇒ GetBindingExpression	(Inherited from System.Windows.FrameworkElement)
⇒ GetHashCode	(Inherited from System.Windows.DependencyObject)
⇒ GetLocalValueEnumerator	(Inherited from System.Windows.DependencyObject)
⇒ GetValue	(Inherited from System.Windows.DependencyObject)
⇒ InputHitTest	(Inherited from System.Windows.UIElement)
⇒ InvalidateArrange	(Inherited from System.Windows.UIElement)
⇒ InvalidateMeasure	(Inherited from System.Windows.UIElement)
⇒ InvalidateProperty	(Inherited from System.Windows.DependencyObject)
⇒ InvalidateVisual	(Inherited from System.Windows.UIElement)
⇒ IsAncestorOf	(Inherited from System.Windows.Media.Visual)
⇒ IsDescendantOf	(Inherited from System.Windows.Media.Visual)
⇒ Measure	(Inherited from System.Windows.UIElement)
⇒ MoveFocus	(Inherited from System.Windows.FrameworkElement)
⇒ OnApplyTemplate	Overridden. Builds the visual tree for the C1MoveToPointSlider control when a new template is applied.
⇒ PointFromScreen	(Inherited from System.Windows.Media.Visual)
⇒ PointToScreen	(Inherited from System.Windows.Media.Visual)
⇒ PredictFocus	(Inherited from System.Windows.FrameworkElement)
⇒ RaiseEvent	(Inherited from System.Windows.UIElement)
⇒ ReadLocalValue	(Inherited from System.Windows.DependencyObject)
⇒ RegisterName	(Inherited from System.Windows.FrameworkElement)
⇒ ReleaseAllTouchCaptures	(Inherited from System.Windows.UIElement)
⇒ ReleaseMouseCapture	(Inherited from System.Windows.UIElement)
⇒ ReleaseStylusCapture	(Inherited from System.Windows.UIElement)
⇒ ReleaseTouchCapture	(Inherited from System.Windows.UIElement)
⇒ RemoveHandler	(Inherited from System.Windows.UIElement)
⇒ SetBinding	Overloaded. (Inherited from System.Windows.FrameworkElement)

⇒ SetCurrentValue	(Inherited from System.Windows.DependencyObject)
⇒ SetResourceReference	(Inherited from System.Windows.FrameworkElement)
⇒ SetValue	Overloaded. (Inherited from System.Windows.DependencyObject)
⇒ ToString	(Inherited from System.Windows.Controls.Primitives.RangeBase)
⇒ TransformToAncestor	Overloaded. (Inherited from System.Windows.Media.Visual)
⇒ TransformToDescendant	(Inherited from System.Windows.Media.Visual)
⇒ TransformToVisual	(Inherited from System.Windows.Media.Visual)
⇒ TranslatePoint	(Inherited from System.Windows.UIElement)
⇒ TryFindResource	(Inherited from System.Windows.FrameworkElement)
⇒ UnregisterName	(Inherited from System.Windows.FrameworkElement)
⇒ UpdateDefaultStyle	(Inherited from System.Windows.FrameworkElement)
⇒ UpdateLayout	(Inherited from System.Windows.UIElement)

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See Also

Reference

[C1MoveToPointSlider Class](#)

[C1.WPF.MediaPlayer Namespace](#)

OnApplyTemplate Method

Builds the visual tree for the [C1MoveToPointSlider](#) control when a new template is applied.

Syntax

Visual Basic (Declaration)	
Public Overrides Sub OnApplyTemplate()	
C#	
public override void OnApplyTemplate()	

Remarks

This method is invoked whenever application code or an internal process, such as a rebuilding layout pass, calls the **ApplyTemplate** method.

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MoveToPointSlider Class](#)

[C1MoveToPointSlider Members](#)

Events

One of the main advantages to using a WPF or Silverlight control is that controls are "lookless" with a fully customizable user interface. Just as you design your own user interface (UI), or look and feel, for WPF or Silverlight applications, you can provide your own UI for data managed by **DockControl for WPF and Silverlight**. Extensible Application Markup Language (XAML; pronounced "Zammel"), an XML-based declarative language, offers a simple approach to designing your UI without having to write code.

Accessing Templates

You can access templates in Microsoft Expression Blend by selecting the [C1DockControl](#) and, in the **Object** menu, selecting **Edit Template**. Select **Edit a Copy** to create an editable copy of the current template or select **Create Empty** to create a new blank template.



Note: If you create a new template through the menu, the template will automatically be linked to that template's property. If you manually create a template in XAML you will have to link the appropriate template property to the template you've created.

Note that you can use the [Template](#) property to customize the template.

IsMouseOverChanged Event

Event raised when the **IsMouseOver** property has changed.

Syntax

Visual Basic (Declaration)

```
Public Event IsMouseOverChanged As System.EventHandler(Of  
PropertyChangedEventArgs(Of Boolean))
```

C#

```
public event System.EventHandler<PropertyChangedEventArgs<bool>>  
IsMouseOverChanged
```

Event Data

The event handler receives an argument of type `C1.WPF.PropertyChangedEventArgs<T>` containing data related to this event. The following **PropertyChangedEventArgs<T>** properties provide information specific to this event.

Property	Description
newValue	
OldValue	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1MoveToPointSlider Class](#)
[C1MoveToPointSlider Members](#)

FallbackConverter

You can set the dock mode at design time using the `C1DockTabControl.DockMode` property.

To set the dock mode, follow these steps:

1. Open the .xaml page in Visual Studio.
2. Place your cursor between the `<Grid>` `</Grid>` tags.
3. In the Toolbox, double-click the **C1DockControl** icon to add the control to the project.
4. Place your cursor between the `<c1:C1DockControl>` and `</c1:C1DockControl>` tags.
5. In the Toolbox, double-click the **C1DockTabControl** icon to add the control to the project.
6. Set the **DockMode** property to **Sliding**. Your XAML markup will now look similar to this:

XAML	Copy Code
<pre><c1:C1DockControl> <c1:C1DockTabControl DockMode="Sliding"></c1:C1DockTabControl> </c1:C1DockControl></pre>	

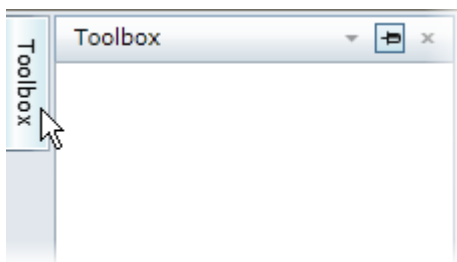
- Place your cursor between the `<c1:C1DockTabControl>` and `</c1:C1DockTabControl>` tags.
- In the Toolbox, double-click the **C1DockTabItem** icon to add the control to the project and set the **C1DockTabItem.Header** property to **Toolbox**. Your XAML should look similar to the following:

XAML	Copy Code
<pre><c1:C1DockControl> <c1:C1DockTabControl DockMode="Sliding"> <c1:C1DockTabItem Header="Toolbox"></c1:C1DockTabItem> </c1:C1DockTabControl> </c1:C1DockControl></pre>	

- Run your project. The **C1DockControl** will resemble the following image:



- Click the **Toolbox** tab to slide the window into view.



Overview

Converter that returns the value unchanged if the value is not null or the parameter otherwise.

Object Model

FallbackConverter

Syntax

Visual Basic (Declaration)	
Public Class FallbackConverter	
C#	
public class FallbackConverter	

Inheritance Hierarchy

System.Object

C1.WPF.MediaPlayer.FallbackConverter

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[FallbackConverter Members](#)

[C1.WPF.MediaPlayer Namespace](#)

Members

C1DockControl is a control that allows you to dock, float, or tab windows.

Object Model

C1DockControl

Syntax

Visual Basic (Declaration)	
Public Class C1DockControl	
Inherits System.Windows.Controls.ItemsControl	
C#	
public class C1DockControl : System.Windows.Controls.ItemsControl	

Remarks

Contains [C1DockGroups](#) and [C1DockTabControls](#) with **C1DockTabItems**.

Inheritance Hierarchy

System.Object
 System.Windows.DependencyObject
 System.Windows.UIElement
 System.Windows.FrameworkElement
 System.Windows.Controls.Control
 System.Windows.Controls.ItemsControl
 C1.Silverlight.Docking.C1DockControl

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1DockControl Members](#)

[C1.Silverlight.Docking Namespace](#)

FallbackConverter Constructor

Syntax

Visual Basic (Declaration)	
Public Function New()	
C#	
public FallbackConverter()	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[FallbackConverter Class](#)

[FallbackConverter Members](#)

HoursMinutesSecondsConverter










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" -->

For a list of all members of this type, see [C1DockControl members](#).

Public Methods

	Name	Description
⇒	AddHandler	(Inherited from System.Windows.UIElement)
⇒	ApplyTemplate	(Inherited from System.Windows.Controls.Control)
⇒	Arrange	(Inherited from System.Windows.UIElement)
⇒	CaptureMouse	(Inherited from System.Windows.UIElement)
⇒	Clean	
⇒	ClearValue	(Inherited from System.Windows.DependencyObject)
⇒	DeferRefresh	Enters a defer cycle that you can delay DockControl automatic refresh.
⇒	FindName	(Inherited from System.Windows.FrameworkElement)
⇒	Focus	(Inherited from System.Windows.Controls.Control)
⇒	GetAnimationBaseValue	(Inherited from System.Windows.DependencyObject)
⇒	GetBindingExpression	(Inherited from System.Windows.FrameworkElement)
⇒	GetValue	(Inherited from System.Windows.DependencyObject)
⇒	InvalidateArrange	(Inherited from System.Windows.UIElement)
⇒	InvalidateMeasure	(Inherited from System.Windows.UIElement)
⇒	Load	Overloaded. Recreates the C1DockControl from the saved settings.
⇒	Measure	(Inherited from System.Windows.UIElement)
⇒	OnApplyTemplate	Overridden. Builds the visual tree for the C1DockControl control when a new template is applied.

	ReadLocalValue	(Inherited from System.Windows.DependencyObject)
	ReleaseMouseCapture	(Inherited from System.Windows.UIElement)
	RemoveHandler	(Inherited from System.Windows.UIElement)
	Save	Overloaded. Serialize a C1DockControl
	SetBinding	(Inherited from System.Windows.FrameworkElement)
	SetValue	(Inherited from System.Windows.DependencyObject)
	SlideClose	Hide the currently opened sliding C1DockTabControl .
	TransformToVisual	(Inherited from System.Windows.UIElement)
	UpdateLayout	(Inherited from System.Windows.UIElement)

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See Also

Reference

[C1DockControl Class](#)
[C1.Silverlight.Docking Namespace](#)

Overview

Converts TimeSpan values to the hh:mm:ss string format.

Object Model

HoursMinutesSecondsConverter

Syntax

Visual Basic (Declaration)

```
Public Class HoursMinutesSecondsConverter
```

C#

```
public class HoursMinutesSecondsConverter
```

Inheritance Hierarchy

System.Object
C1.WPF.MediaPlayer.HoursMinutesSecondsConverter

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also


Reference

[HoursMinutesSecondsConverter Members](#)
[C1.WPF.MediaPlayer Namespace](#)

Members

The following tables list the members exposed by [HoursMinutesSecondsConverter](#).

Public Constructors

	Name	Description
	HoursMinutesSecondsConverter Constructor	

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See Also

Reference

[HoursMinutesSecondsConverter Class](#)
[C1.WPF.MediaPlayer Namespace](#)

HoursMinutesSecondsConverter Constructor

Builds the visual tree for the [C1DockControl](#) control when a new template is applied.

Syntax

Visual Basic (Declaration)	
Public Overrides Sub OnApplyTemplate()	
C#	
public override void OnApplyTemplate()	

Remarks

This method is invoked whenever application code or an internal process, such as a rebuilding layout pass, calls the **ApplyTemplate** method.

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1DockControl Class](#)

[C1DockControl Members](#)

InverseToOpacityConverter

Converts Boolean values to [0..1] opacity double values. true becomes 0.0 and false becomes 1.0.

Object Model

InverseToOpacityConverter

Syntax

Visual Basic (Declaration)	
Public Class InverseToOpacityConverter	
C#	
public class InverseToOpacityConverter	

Inheritance Hierarchy

System.Object

C1.WPF.MediaPlayer.InverseToOpacityConverter

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[InverseToOpacityConverter Members](#)

[C1.WPF.MediaPlayer Namespace](#)

Overview

Converts Boolean values to [0..1] opacity double values. true becomes 0.0 and false becomes 1.0.

Object Model

InverseToOpacityConverter

Syntax

Visual Basic (Declaration)	
<code>Public Class InverseToOpacityConverter</code>	
C#	
<code>public class InverseToOpacityConverter</code>	

Inheritance Hierarchy

System.Object
C1.WPF.MediaPlayer.InverseToOpacityConverter

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[InverseToOpacityConverter Members](#)
[C1.WPF.MediaPlayer Namespace](#)

Members

Gets or sets the Style that is applied to the inner [C1DockTabControl](#) instances.

Syntax

Visual Basic (Declaration)	
<code>Public Property DockTabControlStyle As System.Windows.Style</code>	
C#	
<code>public System.Windows.Style DockTabControlStyle {get; set;}</code>	

Remarks

Most settings should be customized in this style and not directly in C1DockTabControl instances in the Xaml so that they are not lost when the user rearranges the window and new C1DockTabControls are created.

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1DockControl Class](#)
[C1DockControl Members](#)

InverseToOpacityConverter Constructor

Syntax

Visual Basic (Declaration)	
<code>Public Function New()</code>	
C#	
<code>public InverseToOpacityConverter()</code>	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[InverseToOpacityConverter Class](#)
[InverseToOpacityConverter Members](#)

InverseToVisibilityConverter

Converts Boolean values to Visibility enumeration values. true becomes Collapsed and false becomes Visible.

Object Model

InverseToVisibilityConverter

Syntax

Visual Basic (Declaration)	
Public Class InverseToVisibilityConverter	
C#	
public class InverseToVisibilityConverter	

Inheritance Hierarchy

System.Object

C1.WPF.MediaPlayer.InverseToVisibilityConverter

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[InverseToVisibilityConverter Members](#)

[C1.WPF.MediaPlayer Namespace](#)

Overview

Gets or sets the **System.Windows.Media.Brush** used to highlight the control when it has the mouse over.

Syntax

Visual Basic (Declaration)	
Public Property MouseOverBrush As System.Windows.Media.Brush	
C#	
public System.Windows.Media.Brush MouseOverBrush { get ; set ;}	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference


[C1DockControl Class](#)

[C1DockControl Members](#)

Members

The following tables list the members exposed by [InverseToVisibilityConverter](#).

Public Constructors

	Name	Description
	InverseToVisibilityConverter Constructor	

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See Also

Reference

[InverseToVisibilityConverter Class](#)

[C1.WPF.MediaPlayer Namespace](#)

InverseToVisibilityConverter Constructor

Syntax

Visual Basic (Declaration)	
<code>Public Function New()</code>	
C#	
<code>public InverseToVisibilityConverter()</code>	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[InverseToVisibilityConverter Class](#)

[InverseToVisibilityConverter Members](#)

TemplateControl

Control that loads a DataTemplate, forwarding its own DataContext.

Object Model

TemplateControl

Syntax

Visual Basic (Declaration)	
<pre>Public Class TemplateControl Inherits System.Windows.Controls.UserControl</pre>	
C#	
<pre>public class TemplateControl : System.Windows.Controls.UserControl</pre>	

Inheritance Hierarchy

System.Object
 System.Windows.Threading.DispatcherObject
 System.Windows.DependencyObject
 System.Windows.Media.Visual
 System.Windows.UIElement
 System.Windows.FrameworkElement
 System.Windows.Controls.Control
 System.Windows.Controls.ContentControl
 System.Windows.Controls.UserControl
 C1.WPF.MediaPlayer.TemplateControl

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[TemplateControl Members](#)
[C1.WPF.MediaPlayer Namespace](#)

Overview

Gets or sets the **System.Windows.Media.Brush** used as background of the contained [C1DockTabControls](#).

Syntax

Visual Basic (Declaration)	
<pre>Public Property TabControlBackground As System.Windows.Media.Brush</pre>	
C#	
<pre>public System.Windows.Media.Brush TabControlBackground {get; set;}</pre>	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1DockControl Class](#)


[C1DockControl Members](#)

Members

[Fields](#) [Properties](#) [Methods](#) [Events](#)


The following tables list the members exposed by [TemplateControl](#).

Public Constructors

	Name	Description
	TemplateControl Constructor	Initializes a new instance of a TemplateControl .






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Public Fields





















	Name	Description
 S	DataTemplateProperty	Identifies the DataTemplate dependency property.





















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Public Properties




















	Name	Description
	ActualHeight	(Inherited from System.Windows.FrameworkElement)
	ActualWidth	(Inherited from System.Windows.FrameworkElement)
	AllowDrop	(Inherited from System.Windows.UIElement)
	AreAnyTouchesCaptured	(Inherited from System.Windows.UIElement)
	AreAnyTouchesCapturedWithin	(Inherited from System.Windows.UIElement)

	AreAnyTouchesDirectlyOver	(Inherited from System.Windows.UIElement)
	AreAnyTouchesOver	(Inherited from System.Windows.UIElement)
	Background	(Inherited from System.Windows.Controls.Control)
	BindingGroup	(Inherited from System.Windows.FrameworkElement)
	BitmapEffect	(Inherited from System.Windows.UIElement)
	BitmapEffectInput	(Inherited from System.Windows.UIElement)
	BorderBrush	(Inherited from System.Windows.Controls.Control)
	BorderThickness	(Inherited from System.Windows.Controls.Control)
	CacheMode	(Inherited from System.Windows.UIElement)
	Clip	(Inherited from System.Windows.UIElement)
	ClipToBounds	(Inherited from System.Windows.UIElement)
	CommandBindings	(Inherited from System.Windows.UIElement)
	Content	(Inherited from System.Windows.Controls.ContentControl)
	ContentStringFormat	(Inherited from System.Windows.Controls.ContentControl)
	ContentTemplate	(Inherited from System.Windows.Controls.ContentControl)
	ContentTemplateSelector	(Inherited from System.Windows.Controls.ContentControl)
	ContextMenu	(Inherited from System.Windows.FrameworkElement)
	Cursor	(Inherited from System.Windows.FrameworkElement)
	DataContext	(Inherited from System.Windows.FrameworkElement)
	DataTemplate	Gets or sets the template to load.

	DependencyObjectType	(Inherited from System.Windows.DependencyObject)
	DesiredSize	(Inherited from System.Windows.UIElement)
	Dispatcher	(Inherited from System.Windows.Threading.DispatcherObject)
	Effect	(Inherited from System.Windows.UIElement)
	FlowDirection	(Inherited from System.Windows.FrameworkElement)
	Focusable	(Inherited from System.Windows.UIElement)
	FocusVisualStyle	(Inherited from System.Windows.FrameworkElement)
	FontFamily	(Inherited from System.Windows.Controls.Control)
	FontSize	(Inherited from System.Windows.Controls.Control)
	FontStretch	(Inherited from System.Windows.Controls.Control)
	FontStyle	(Inherited from System.Windows.Controls.Control)
	FontWeight	(Inherited from System.Windows.Controls.Control)
	ForceCursor	(Inherited from System.Windows.FrameworkElement)
	Foreground	(Inherited from System.Windows.Controls.Control)
	HasAnimatedProperties	(Inherited from System.Windows.UIElement)
	HasContent	(Inherited from System.Windows.Controls.ContentControl)
	Height	(Inherited from System.Windows.FrameworkElement)
	HorizontalAlignment	(Inherited from System.Windows.FrameworkElement)
	HorizontalContentAlignment	(Inherited from System.Windows.Controls.Control)
	InputBindings	(Inherited from System.Windows.UIElement)

	InputScope	(Inherited from System.Windows.FrameworkElement)
	IsArrangeValid	(Inherited from System.Windows.UIElement)
	IsEnabled	(Inherited from System.Windows.UIElement)
	IsFocused	(Inherited from System.Windows.UIElement)
	IsHitTestVisible	(Inherited from System.Windows.UIElement)
	IsInitialized	(Inherited from System.Windows.FrameworkElement)
	IsInputMethodEnabled	(Inherited from System.Windows.UIElement)
	IsKeyboardFocused	(Inherited from System.Windows.UIElement)
	IsKeyboardFocusWithin	(Inherited from System.Windows.UIElement)
	IsLoaded	(Inherited from System.Windows.FrameworkElement)
	IsManipulationEnabled	(Inherited from System.Windows.UIElement)
	IsMeasureValid	(Inherited from System.Windows.UIElement)
	IsMouseCaptured	(Inherited from System.Windows.UIElement)
	IsMouseCaptureWithin	(Inherited from System.Windows.UIElement)
	IsMouseDirectlyOver	(Inherited from System.Windows.UIElement)
	IsMouseOver	(Inherited from System.Windows.UIElement)
	IsSealed	(Inherited from System.Windows.DependencyObject)
	IsStylusCaptured	(Inherited from System.Windows.UIElement)
	IsStylusCaptureWithin	(Inherited from System.Windows.UIElement)
	IsStylusDirectlyOver	(Inherited from System.Windows.UIElement)

	IsStylusOver	(Inherited from System.Windows.UIElement)
	IsTabStop	(Inherited from System.Windows.Controls.Control)
	IsVisible	(Inherited from System.Windows.UIElement)
	Language	(Inherited from System.Windows.FrameworkElement)
	LayoutTransform	(Inherited from System.Windows.FrameworkElement)
	Margin	(Inherited from System.Windows.FrameworkElement)
	MaxHeight	(Inherited from System.Windows.FrameworkElement)
	MaxWidth	(Inherited from System.Windows.FrameworkElement)
	MinHeight	(Inherited from System.Windows.FrameworkElement)
	MinWidth	(Inherited from System.Windows.FrameworkElement)
	Name	(Inherited from System.Windows.FrameworkElement)
	Opacity	(Inherited from System.Windows.UIElement)
	OpacityMask	(Inherited from System.Windows.UIElement)
	OverridesDefaultStyle	(Inherited from System.Windows.FrameworkElement)
	Padding	(Inherited from System.Windows.Controls.Control)
	Parent	(Inherited from System.Windows.FrameworkElement)
	PersistId	(Inherited from System.Windows.UIElement)
	RenderSize	(Inherited from System.Windows.UIElement)
	RenderTransform	(Inherited from System.Windows.UIElement)
	RenderTransformOrigin	(Inherited from System.Windows.UIElement)

	Resources	(Inherited from System.Windows.FrameworkElement)
	SnapsToDevicePixels	(Inherited from System.Windows.UIElement)
	Style	(Inherited from System.Windows.FrameworkElement)
	TabIndex	(Inherited from System.Windows.Controls.Control)
	Tag	(Inherited from System.Windows.FrameworkElement)
	Template	(Inherited from System.Windows.Controls.Control)
	TemplatedParent	(Inherited from System.Windows.FrameworkElement)
	ToolTip	(Inherited from System.Windows.FrameworkElement)
	TouchesCaptured	(Inherited from System.Windows.UIElement)
	TouchesCapturedWithin	(Inherited from System.Windows.UIElement)
	TouchesDirectlyOver	(Inherited from System.Windows.UIElement)
	TouchesOver	(Inherited from System.Windows.UIElement)
	Triggers	(Inherited from System.Windows.FrameworkElement)
	Uid	(Inherited from System.Windows.UIElement)
	UseLayoutRounding	(Inherited from System.Windows.FrameworkElement)
	VerticalAlignment	(Inherited from System.Windows.FrameworkElement)
	VerticalContentAlignment	(Inherited from System.Windows.Controls.Control)
	Visibility	(Inherited from System.Windows.UIElement)
	Width	(Inherited from System.Windows.FrameworkElement)



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Public Methods

	Name	Description
≡	AddHandler	Overloaded. (Inherited from System.Windows.UIElement)
≡	AddToEventRoute	(Inherited from System.Windows.UIElement)
≡	ApplyAnimationClock	Overloaded. (Inherited from System.Windows.UIElement)
≡	ApplyTemplate	(Inherited from System.Windows.FrameworkElement)
≡	Arrange	(Inherited from System.Windows.UIElement)
≡	BeginAnimation	Overloaded. (Inherited from System.Windows.UIElement)
≡	BeginInit	(Inherited from System.Windows.FrameworkElement)
≡	BeginStoryboard	Overloaded. (Inherited from System.Windows.FrameworkElement)
≡	BringIntoView	Overloaded. (Inherited from System.Windows.FrameworkElement)
≡	CaptureMouse	(Inherited from System.Windows.UIElement)
≡	CaptureStylus	(Inherited from System.Windows.UIElement)
≡	CaptureTouch	(Inherited from System.Windows.UIElement)
≡	ClearValue	Overloaded. (Inherited from System.Windows.DependencyObject)
≡	CoerceValue	(Inherited from System.Windows.DependencyObject)
≡	EndInit	(Inherited from System.Windows.FrameworkElement)
≡	Equals	(Inherited from System.Windows.DependencyObject)
≡	FindCommonVisualAncestor	(Inherited from System.Windows.Media.Visual)
≡	FindName	(Inherited from System.Windows.FrameworkElement)

















≡	FindResource	(Inherited from System.Windows.FrameworkElement)
≡	Focus	(Inherited from System.Windows.UIElement)
≡	GetAnimationBaseValue	(Inherited from System.Windows.UIElement)
≡	GetBindingExpression	(Inherited from System.Windows.FrameworkElement)
≡	GetHashCode	(Inherited from System.Windows.DependencyObject)
≡	GetLocalValueEnumerator	(Inherited from System.Windows.DependencyObject)
≡	GetValue	(Inherited from System.Windows.DependencyObject)
≡	InputHitTest	(Inherited from System.Windows.UIElement)
≡	InvalidateArrange	(Inherited from System.Windows.UIElement)
≡	InvalidateMeasure	(Inherited from System.Windows.UIElement)
≡	InvalidateProperty	(Inherited from System.Windows.DependencyObject)
≡	InvalidateVisual	(Inherited from System.Windows.UIElement)
≡	IsAncestorOf	(Inherited from System.Windows.Media.Visual)
≡	IsDescendantOf	(Inherited from System.Windows.Media.Visual)
≡	Measure	(Inherited from System.Windows.UIElement)
≡	MoveFocus	(Inherited from System.Windows.FrameworkElement)
≡	OnApplyTemplate	(Inherited from System.Windows.FrameworkElement)
≡	PointFromScreen	(Inherited from System.Windows.Media.Visual)
≡	PointToScreen	(Inherited from System.Windows.Media.Visual)
≡	PredictFocus	(Inherited from System.Windows.FrameworkElement)





















≡	RaiseEvent	(Inherited from System.Windows.UIElement)
≡	ReadLocalValue	(Inherited from System.Windows.DependencyObject)
≡	RegisterName	(Inherited from System.Windows.FrameworkElement)
≡	ReleaseAllTouchCaptures	(Inherited from System.Windows.UIElement)
≡	ReleaseMouseCapture	(Inherited from System.Windows.UIElement)
≡	ReleaseStylusCapture	(Inherited from System.Windows.UIElement)
≡	ReleaseTouchCapture	(Inherited from System.Windows.UIElement)
≡	RemoveHandler	(Inherited from System.Windows.UIElement)
≡	SetBinding	Overloaded. (Inherited from System.Windows.FrameworkElement)
≡	SetCurrentValue	(Inherited from System.Windows.DependencyObject)
≡	SetResourceReference	(Inherited from System.Windows.FrameworkElement)
≡	SetValue	Overloaded. (Inherited from System.Windows.DependencyObject)
≡	ToString	(Inherited from System.Windows.Controls.Control)
≡	TransformToAncestor	Overloaded. (Inherited from System.Windows.Media.Visual)
≡	TransformToDescendant	(Inherited from System.Windows.Media.Visual)
≡	TransformToVisual	(Inherited from System.Windows.Media.Visual)
≡	TranslatePoint	(Inherited from System.Windows.UIElement)
≡	TryFindResource	(Inherited from System.Windows.FrameworkElement)
≡	UnregisterName	(Inherited from System.Windows.FrameworkElement)





















	UpdateDefaultStyle	(Inherited from System.Windows.FrameworkElement)
	UpdateLayout	(Inherited from System.Windows.UIElement)





















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Public Events















	Name	Description
	ContextMenuClosing	(Inherited from System.Windows.FrameworkElement)
	ContextMenuOpening	(Inherited from System.Windows.FrameworkElement)
	DataContextChanged	(Inherited from System.Windows.FrameworkElement)
	DragEnter	(Inherited from System.Windows.UIElement)
	DragLeave	(Inherited from System.Windows.UIElement)
	DragOver	(Inherited from System.Windows.UIElement)
	Drop	(Inherited from System.Windows.UIElement)
	FocusableChanged	(Inherited from System.Windows.UIElement)
	GiveFeedback	(Inherited from System.Windows.UIElement)
	GotFocus	(Inherited from System.Windows.UIElement)
	GotKeyboardFocus	(Inherited from System.Windows.UIElement)
	GotMouseCapture	(Inherited from System.Windows.UIElement)
	GotStylusCapture	(Inherited from System.Windows.UIElement)
	GotTouchCapture	(Inherited from System.Windows.UIElement)
	Initialized	(Inherited from System.Windows.FrameworkElement)
	IsEnabledChanged	(Inherited from System.Windows.UIElement)

	IsHitTestVisibleChanged	(Inherited from System.Windows.UIElement)
	IsKeyboardFocusedChanged	(Inherited from System.Windows.UIElement)
	IsKeyboardFocusWithinChanged	(Inherited from System.Windows.UIElement)
	IsMouseCapturedChanged	(Inherited from System.Windows.UIElement)
	IsMouseCaptureWithinChanged	(Inherited from System.Windows.UIElement)
	IsMouseDirectlyOverChanged	(Inherited from System.Windows.UIElement)
	IsStylusCapturedChanged	(Inherited from System.Windows.UIElement)
	IsStylusCaptureWithinChanged	(Inherited from System.Windows.UIElement)
	IsStylusDirectlyOverChanged	(Inherited from System.Windows.UIElement)
	IsVisibleChanged	(Inherited from System.Windows.UIElement)
	KeyDown	(Inherited from System.Windows.UIElement)
	KeyUp	(Inherited from System.Windows.UIElement)
	LayoutUpdated	(Inherited from System.Windows.UIElement)
	Loaded	(Inherited from System.Windows.FrameworkElement)
	LostFocus	(Inherited from System.Windows.UIElement)
	LostKeyboardFocus	(Inherited from System.Windows.UIElement)
	LostMouseCapture	(Inherited from System.Windows.UIElement)
	LostStylusCapture	(Inherited from System.Windows.UIElement)
	LostTouchCapture	(Inherited from System.Windows.UIElement)
	ManipulationBoundaryFeedback	(Inherited from System.Windows.UIElement)

	ManipulationCompleted	(Inherited from System.Windows.UIElement)
	ManipulationDelta	(Inherited from System.Windows.UIElement)
	ManipulationInertiaStarting	(Inherited from System.Windows.UIElement)
	ManipulationStarted	(Inherited from System.Windows.UIElement)
	ManipulationStarting	(Inherited from System.Windows.UIElement)
	MouseDoubleClick	(Inherited from System.Windows.Controls.Control)
	MouseDown	(Inherited from System.Windows.UIElement)
	MouseEnter	(Inherited from System.Windows.UIElement)
	MouseLeave	(Inherited from System.Windows.UIElement)
	MouseLeftButtonDown	(Inherited from System.Windows.UIElement)
	MouseLeftButtonUp	(Inherited from System.Windows.UIElement)
	MouseMove	(Inherited from System.Windows.UIElement)
	MouseRightButtonDown	(Inherited from System.Windows.UIElement)
	MouseRightButtonUp	(Inherited from System.Windows.UIElement)
	MouseUp	(Inherited from System.Windows.UIElement)
	MouseWheel	(Inherited from System.Windows.UIElement)
	PreviewDragEnter	(Inherited from System.Windows.UIElement)
	PreviewDragLeave	(Inherited from System.Windows.UIElement)
	PreviewDragOver	(Inherited from System.Windows.UIElement)
	PreviewDrop	(Inherited from System.Windows.UIElement)

	PreviewGiveFeedback	(Inherited from System.Windows.UIElement)
	PreviewGotKeyboardFocus	(Inherited from System.Windows.UIElement)
	PreviewKeyDown	(Inherited from System.Windows.UIElement)
	PreviewKeyUp	(Inherited from System.Windows.UIElement)
	PreviewLostKeyboardFocus	(Inherited from System.Windows.UIElement)
	PreviewMouseDoubleClick	(Inherited from System.Windows.Controls.Control)
	PreviewMouseDown	(Inherited from System.Windows.UIElement)
	PreviewMouseLeftButtonDown	(Inherited from System.Windows.UIElement)
	PreviewMouseLeftButtonUp	(Inherited from System.Windows.UIElement)
	PreviewMouseMove	(Inherited from System.Windows.UIElement)
	PreviewMouseRightButtonDown	(Inherited from System.Windows.UIElement)
	PreviewMouseRightButtonUp	(Inherited from System.Windows.UIElement)
	PreviewMouseUp	(Inherited from System.Windows.UIElement)
	PreviewMouseWheel	(Inherited from System.Windows.UIElement)
	PreviewQueryContinueDrag	(Inherited from System.Windows.UIElement)
	PreviewStylusButtonDown	(Inherited from System.Windows.UIElement)
	PreviewStylusButtonUp	(Inherited from System.Windows.UIElement)
	PreviewStylusDown	(Inherited from System.Windows.UIElement)
	PreviewStylusInAirMove	(Inherited from System.Windows.UIElement)
	PreviewStylusInRange	(Inherited from System.Windows.UIElement)

	PreviewStylusMove	(Inherited from System.Windows.UIElement)
	PreviewStylusOutOfRange	(Inherited from System.Windows.UIElement)
	PreviewStylusSystemGesture	(Inherited from System.Windows.UIElement)
	PreviewStylusUp	(Inherited from System.Windows.UIElement)
	PreviewTextInput	(Inherited from System.Windows.UIElement)
	PreviewTouchDown	(Inherited from System.Windows.UIElement)
	PreviewTouchMove	(Inherited from System.Windows.UIElement)
	PreviewTouchUp	(Inherited from System.Windows.UIElement)
	QueryContinueDrag	(Inherited from System.Windows.UIElement)
	QueryCursor	(Inherited from System.Windows.UIElement)
	RequestBringIntoView	(Inherited from System.Windows.FrameworkElement)
	SizeChanged	(Inherited from System.Windows.FrameworkElement)
	SourceUpdated	(Inherited from System.Windows.FrameworkElement)
	StylusButtonDown	(Inherited from System.Windows.UIElement)
	StylusButtonUp	(Inherited from System.Windows.UIElement)
	StylusDown	(Inherited from System.Windows.UIElement)
	StylusEnter	(Inherited from System.Windows.UIElement)
	StylusInAirMove	(Inherited from System.Windows.UIElement)
	StylusInRange	(Inherited from System.Windows.UIElement)
	StylusLeave	(Inherited from System.Windows.UIElement)

	StylusMove	(Inherited from System.Windows.UIElement)
	StylusOutOfRange	(Inherited from System.Windows.UIElement)
	StylusSystemGesture	(Inherited from System.Windows.UIElement)
	StylusUp	(Inherited from System.Windows.UIElement)
	TargetUpdated	(Inherited from System.Windows.FrameworkElement)
	TextInput	(Inherited from System.Windows.UIElement)
	ToolTipClosing	(Inherited from System.Windows.FrameworkElement)
	ToolTipOpening	(Inherited from System.Windows.FrameworkElement)
	TouchDown	(Inherited from System.Windows.UIElement)
	TouchEnter	(Inherited from System.Windows.UIElement)
	TouchLeave	(Inherited from System.Windows.UIElement)
	TouchMove	(Inherited from System.Windows.UIElement)
	TouchUp	(Inherited from System.Windows.UIElement)
	Unloaded	(Inherited from System.Windows.FrameworkElement)

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See Also

Reference

[TemplateControl Class](#)

[C1.WPF.MediaPlayer Namespace](#)

TemplateControl Constructor

Initializes a new instance of a [TemplateControl](#).

Syntax

Visual Basic (Declaration)

Public Function New()	
C#	
public TemplateControl()	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also




























Reference




























[TemplateControl Class](#)
[TemplateControl Members](#)




























Properties









>

Name	Description
 ActualHeight	(Inherited from System.Windows.FrameworkElement)
 ActualWidth	(Inherited from System.Windows.FrameworkElement)
 AllowDrop	(Inherited from System.Windows.UIElement)
 AreAnyTouchesCaptured	(Inherited from System.Windows.UIElement)
 AreAnyTouchesCapturedWithin	(Inherited from System.Windows.UIElement)
 AreAnyTouchesDirectlyOver	(Inherited from System.Windows.UIElement)
 AreAnyTouchesOver	(Inherited from System.Windows.UIElement)
 Background	(Inherited from System.Windows.Controls.Control)
 BindingGroup	(Inherited from System.Windows.FrameworkElement)
 BitmapEffect	(Inherited from System.Windows.UIElement)
 BitmapEffectInput	(Inherited from System.Windows.UIElement)
 BorderBrush	(Inherited from System.Windows.Controls.Control)
 BorderThickness	(Inherited from System.Windows.Controls.Control)
 CacheMode	(Inherited from System.Windows.UIElement)
 Clip	(Inherited from System.Windows.UIElement)

 ClipToBounds	(Inherited from System.Windows.UIElement)
 CommandBindings	(Inherited from System.Windows.UIElement)
 Content	(Inherited from System.Windows.Controls.ContentControl)
 ContentStringFormat	(Inherited from System.Windows.Controls.ContentControl)
 ContentTemplate	(Inherited from System.Windows.Controls.ContentControl)
 ContentTemplateSelector	(Inherited from System.Windows.Controls.ContentControl)
 ContextMenu	(Inherited from System.Windows.FrameworkElement)
 Cursor	(Inherited from System.Windows.FrameworkElement)
 DataContext	(Inherited from System.Windows.FrameworkElement)
 DataTemplate	Gets or sets the template to load.
 DependencyObjectType	(Inherited from System.Windows.DependencyObject)
 DesiredSize	(Inherited from System.Windows.UIElement)
 Dispatcher	(Inherited from System.Windows.Threading.DispatcherObject)
 Effect	(Inherited from System.Windows.UIElement)
 FlowDirection	(Inherited from System.Windows.FrameworkElement)
 Focusable	(Inherited from System.Windows.UIElement)
 FocusVisualStyle	(Inherited from System.Windows.FrameworkElement)
 FontFamily	(Inherited from System.Windows.Controls.Control)
 FontSize	(Inherited from System.Windows.Controls.Control)
 FontStretch	(Inherited from System.Windows.Controls.Control)
 FontStyle	(Inherited from System.Windows.Controls.Control)
 FontWeight	(Inherited from System.Windows.Controls.Control)
 ForceCursor	(Inherited from System.Windows.FrameworkElement)
 Foreground	(Inherited from System.Windows.Controls.Control)
 HasAnimatedProperties	(Inherited from System.Windows.UIElement)
 HasContent	(Inherited from System.Windows.Controls.ContentControl)
 Height	(Inherited from System.Windows.FrameworkElement)

 <code>HorizontalAlignment</code>	(Inherited from <code>System.Windows.FrameworkElement</code>)
 <code>HorizontalContentAlignment</code>	(Inherited from <code>System.Windows.Controls.Control</code>)
 <code>InputBindings</code>	(Inherited from <code>System.Windows.UIElement</code>)
 <code>InputScope</code>	(Inherited from <code>System.Windows.FrameworkElement</code>)
 <code>IsArrangeValid</code>	(Inherited from <code>System.Windows.UIElement</code>)
 <code>IsEnabled</code>	(Inherited from <code>System.Windows.UIElement</code>)
 <code>IsFocused</code>	(Inherited from <code>System.Windows.UIElement</code>)
 <code>IsHitTestVisible</code>	(Inherited from <code>System.Windows.UIElement</code>)
 <code>IsInitialized</code>	(Inherited from <code>System.Windows.FrameworkElement</code>)
 <code>IsInputMethodEnabled</code>	(Inherited from <code>System.Windows.UIElement</code>)
 <code>IsKeyboardFocused</code>	(Inherited from <code>System.Windows.UIElement</code>)
 <code>IsKeyboardFocusWithin</code>	(Inherited from <code>System.Windows.UIElement</code>)
 <code>IsLoaded</code>	(Inherited from <code>System.Windows.FrameworkElement</code>)
 <code>IsManipulationEnabled</code>	(Inherited from <code>System.Windows.UIElement</code>)
 <code>IsMeasureValid</code>	(Inherited from <code>System.Windows.UIElement</code>)
 <code>IsMouseCaptured</code>	(Inherited from <code>System.Windows.UIElement</code>)
 <code>IsMouseCaptureWithin</code>	(Inherited from <code>System.Windows.UIElement</code>)
 <code>IsMouseDirectlyOver</code>	(Inherited from <code>System.Windows.UIElement</code>)
 <code>IsMouseOver</code>	(Inherited from <code>System.Windows.UIElement</code>)
 <code>IsSealed</code>	(Inherited from <code>System.Windows.DependencyObject</code>)
 <code>IsStylusCaptured</code>	(Inherited from <code>System.Windows.UIElement</code>)
 <code>IsStylusCaptureWithin</code>	(Inherited from <code>System.Windows.UIElement</code>)
 <code>IsStylusDirectlyOver</code>	(Inherited from <code>System.Windows.UIElement</code>)
 <code>IsStylusOver</code>	(Inherited from <code>System.Windows.UIElement</code>)
 <code>IsTabStop</code>	(Inherited from <code>System.Windows.Controls.Control</code>)
 <code>IsVisible</code>	(Inherited from <code>System.Windows.UIElement</code>)
 <code>Language</code>	(Inherited from <code>System.Windows.FrameworkElement</code>)

 <code>LayoutTransform</code>	(Inherited from <code>System.Windows.FrameworkElement</code>)
 <code>Margin</code>	(Inherited from <code>System.Windows.FrameworkElement</code>)
 <code>MaxHeight</code>	(Inherited from <code>System.Windows.FrameworkElement</code>)
 <code>MaxWidth</code>	(Inherited from <code>System.Windows.FrameworkElement</code>)
 <code>MinHeight</code>	(Inherited from <code>System.Windows.FrameworkElement</code>)
 <code>MinWidth</code>	(Inherited from <code>System.Windows.FrameworkElement</code>)
 <code>Name</code>	(Inherited from <code>System.Windows.FrameworkElement</code>)
 <code>Opacity</code>	(Inherited from <code>System.Windows.UIElement</code>)
 <code>OpacityMask</code>	(Inherited from <code>System.Windows.UIElement</code>)
 <code>OverridesDefaultStyle</code>	(Inherited from <code>System.Windows.FrameworkElement</code>)
 <code>Padding</code>	(Inherited from <code>System.Windows.Controls.Control</code>)
 <code>Parent</code>	(Inherited from <code>System.Windows.FrameworkElement</code>)
 <code>PersistId</code>	(Inherited from <code>System.Windows.UIElement</code>)
 <code>RenderSize</code>	(Inherited from <code>System.Windows.UIElement</code>)
 <code>RenderTransform</code>	(Inherited from <code>System.Windows.UIElement</code>)
 <code>RenderTransformOrigin</code>	(Inherited from <code>System.Windows.UIElement</code>)
 <code>Resources</code>	(Inherited from <code>System.Windows.FrameworkElement</code>)
 <code>SnapsToDevicePixels</code>	(Inherited from <code>System.Windows.UIElement</code>)
 <code>Style</code>	(Inherited from <code>System.Windows.FrameworkElement</code>)
 <code>TabIndex</code>	(Inherited from <code>System.Windows.Controls.Control</code>)
 <code>Tag</code>	(Inherited from <code>System.Windows.FrameworkElement</code>)
 <code>Template</code>	(Inherited from <code>System.Windows.Controls.Control</code>)
 <code>TemplatedParent</code>	(Inherited from <code>System.Windows.FrameworkElement</code>)
 <code>ToolTip</code>	(Inherited from <code>System.Windows.FrameworkElement</code>)
 <code>TouchesCaptured</code>	(Inherited from <code>System.Windows.UIElement</code>)
 <code>TouchesCapturedWithin</code>	(Inherited from <code>System.Windows.UIElement</code>)
 <code>TouchesDirectlyOver</code>	(Inherited from <code>System.Windows.UIElement</code>)

 TouchesOver	(Inherited from System.Windows.UIElement)
 Triggers	(Inherited from System.Windows.FrameworkElement)
 Uid	(Inherited from System.Windows.UIElement)
 UseLayoutRounding	(Inherited from System.Windows.FrameworkElement)
 VerticalAlignment	(Inherited from System.Windows.FrameworkElement)
 VerticalContentAlignment	(Inherited from System.Windows.Controls.Control)
 Visibility	(Inherited from System.Windows.UIElement)
 Width	(Inherited from System.Windows.FrameworkElement)

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See Also

Reference

[TemplateControl Class](#)

[C1.WPF.MediaPlayer Namespace](#)

DataTemplate Property

Gets or sets the template to load.

Syntax

Visual Basic (Declaration)	
Public Property DataTemplate As System.Windows.DataTemplate	
C#	
public System.Windows.DataTemplate DataTemplate { get ; set ;}	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[TemplateControl Class](#)

[TemplateControl Members](#)

Fields

%%scrap%%

" -->

For a list of all members of this type, see [TemplateControl members](#).

Public Fields

	Name	Description
 S	DataTemplateProperty	Identifies the DataTemplate dependency property.

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See Also

Reference

[TemplateControl Class](#)
[C1.WPF.MediaPlayer Namespace](#)

DataTemplateProperty Field

Identifies the [DataTemplate](#) dependency property.

Syntax

Visual Basic (Declaration)	
<pre>Public Shared ReadOnly DataTemplateProperty As System.Windows.DependencyProperty</pre>	
C#	
<pre>public static readonly System.Windows.DependencyProperty DataTemplateProperty</pre>	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[TemplateControl Class](#)
[TemplateControl Members](#)

TimeSpanConverter

Converts TimeSpan values to and from whole and fractional seconds.

Object Model

TimeSpanConverter

Syntax

Visual Basic (Declaration)	
<code>Public Class TimeSpanConverter</code>	
C#	
<code>public class TimeSpanConverter</code>	

Inheritance Hierarchy

System.Object
C1.WPF.MediaPlayer.TimeSpanConverter

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[TimeSpanConverter Members](#)
[C1.WPF.MediaPlayer Namespace](#)

Overview

Converts TimeSpan values to and from whole and fractional seconds.

Object Model

TimeSpanConverter

Syntax

Visual Basic (Declaration)	
<code>Public Class TimeSpanConverter</code>	
C#	
<code>public class TimeSpanConverter</code>	

Inheritance Hierarchy

System.Object
C1.WPF.MediaPlayer.TimeSpanConverter

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also


Reference

[TimeSpanConverter Members](#)
[C1.WPF.MediaPlayer Namespace](#)

Members

The following tables list the members exposed by [TimeSpanConverter](#).

Public Constructors

	Name	Description
	TimeSpanConverter Constructor	

[Top](#)

See Also

Reference

[TimeSpanConverter Class](#)
[C1.WPF.MediaPlayer Namespace](#)

TimeSpanConverter Constructor

Syntax

Visual Basic (Declaration)	
<code>Public Function New()</code>	
C#	
<code>public TimeSpanConverter()</code>	

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[TimeSpanConverter Class](#)
[TimeSpanConverter Members](#)

ToVisibilityConverter

Converts Boolean values to Visibility enumeration values. true becomes Visible and false becomes Collapsed.

Object Model

ToVisibilityConverter

Syntax

Visual Basic (Declaration)	
Public Class ToVisibilityConverter	
C#	
public class ToVisibilityConverter	

Inheritance Hierarchy

System.Object
 C1.WPF.MediaPlayer.ToVisibilityConverter

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[ToVisibilityConverter Members](#)
[C1.WPF.MediaPlayer Namespace](#)

Overview

Converts Boolean values to Visibility enumeration values. true becomes Visible and false becomes Collapsed.

Object Model

ToVisibilityConverter

Syntax

Visual Basic (Declaration)	
<code>Public Class ToVisibilityConverter</code>	
C#	
<code>public class ToVisibilityConverter</code>	

Inheritance Hierarchy

System.Object
C1.WPF.MediaPlayer.ToVisibilityConverter

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also


Reference

[ToVisibilityConverter Members](#)
[C1.WPF.MediaPlayer Namespace](#)

Members

The following tables list the members exposed by [ToVisibilityConverter](#).

Public Constructors

	Name	Description
	ToVisibilityConverter Constructor	

[Top](#)

See Also

Reference

[ToVisibilityConverter Class](#)
[C1.WPF.MediaPlayer Namespace](#)

ToVisibilityConverter Constructor

Fires when a [C1DockTabItem](#) begins to slide open.

Syntax

Visual Basic (Declaration)	
Public Event SlidingOpening As System.EventHandler(Of SlidingEventArgs)	
C#	
public event System.EventHandler<SlidingEventArgs> SlidingOpening	

Event Data

The event handler receives an argument of type [SlidingEventArgs](#) containing data related to this event. The following **SlidingEventArgs** properties provide information specific to this event.

Property	Description
TabItem	Gets the C1DockTabItem that is sliding.

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1DockControl Class](#)
[C1DockControl Members](#)

Enumerations

MediaState

Defines the potential states of a [C1MediaPlayer](#) object.

Syntax

Visual Basic (Declaration)	
Public Enum MediaState Inherits System.Enum	
C#	
public enum MediaState : System.Enum	

Members

Member	Description
--------	-------------

Buffering	The C1MediaPlayer is loading the media for playback.
NoMedia	The C1MediaPlayer contains no media.
Paused	The C1MediaPlayer does not advance its position.
Playing	The C1MediaPlayer is playing the media specified by the C1MediaItem.MediaSource property of the current C1MediaItem .
Unstarted	The C1MediaPlayer is stopped at the beginning of the file.

Inheritance Hierarchy

System.Object
 System.ValueType
 System.Enum
 C1.WPF.MediaPlayer.MediaState

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference


[C1.WPF.MediaPlayer Namespace](#)

SmartAssembly.Attributes Namespace

Overview

[Inheritance Hierarchy](#)

Classes

	Class	Description
	PoweredByAttribute	

See Also

Reference

[C1.WPF.MediaPlayer.4 Assembly](#)

Classes

PoweredByAttribute

Use as a [C1DockControl](#) item to enclose [C1DockTabControls](#) in a sub-rectangle of the available space.

Object Model

C1DockGroup

Syntax

Visual Basic (Declaration)

```
Public Class C1DockGroup
    Inherits System.Windows.Controls.ItemsControl
```

C#

```
public class C1DockGroup : System.Windows.Controls.ItemsControl
```

Remarks

Some layouts can only be obtained with the use of this class.

Inheritance Hierarchy

```
System.Object
  System.Windows.DependencyObject
    System.Windows.UIElement
      System.Windows.FrameworkElement
        System.Windows.Controls.Control
          System.Windows.Controls.ItemsControl
            C1.Silverlight.Docking.C1DockGroup
```

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1DockGroup Members](#)

[C1.Silverlight.Docking Namespace](#)

Overview

Object Model

PoweredByAttribute

Syntax

Visual Basic (Declaration)	
<pre>Public NotInheritable Class PoweredByAttribute Inherits System.Attribute</pre>	
C#	
<pre>public sealed class PoweredByAttribute : System.Attribute</pre>	

Inheritance Hierarchy

System.Object
 System.Attribute
 SmartAssembly.Attributes.PoweredByAttribute

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[PoweredByAttribute Members](#)
[SmartAssembly.Attributes Namespace](#)

Members

[Properties](#) [Methods](#)


The following tables list the members exposed by [PoweredByAttribute](#).

Public Constructors

	Name	Description
≡	PoweredByAttribute Constructor	





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Public Properties

	Name	Description
	TypeId	(Inherited from System.Attribute)

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Public Methods

	Name	Description
	Equals	(Inherited from System.Attribute)
	GetHashCode	(Inherited from System.Attribute)
	IsDefaultAttribute	(Inherited from System.Attribute)
	Match	(Inherited from System.Attribute)

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See Also

Reference

[PoweredByAttribute Class](#)

[SmartAssembly.Attributes Namespace](#)

PoweredByAttribute Constructor

Syntax

Visual Basic (Declaration)	
<pre>Public Function New(_ ByVal param1 As System.String _)</pre>	
C#	
<pre>public PoweredByAttribute(System.string param1)</pre>	

Parameters

param1

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[PoweredByAttribute Class](#)

[PoweredByAttribute Members](#)