User manual

Version 4.1:

　　Fix Bug：Fixed an issue where the corresponding dynamic library was not exported when packaging

Version 4.0:

　　Since Unreal 4 store does not allow plug-ins to include plug-ins under the GPL, this plugin relies on the dynamic library of VLC, which is under the GPL. Therefore, this plug-in removes all VLC libraries, and this plug-in is redefined as a plug-in to learn how to integrate and learn to use VLC libraries in UE4.
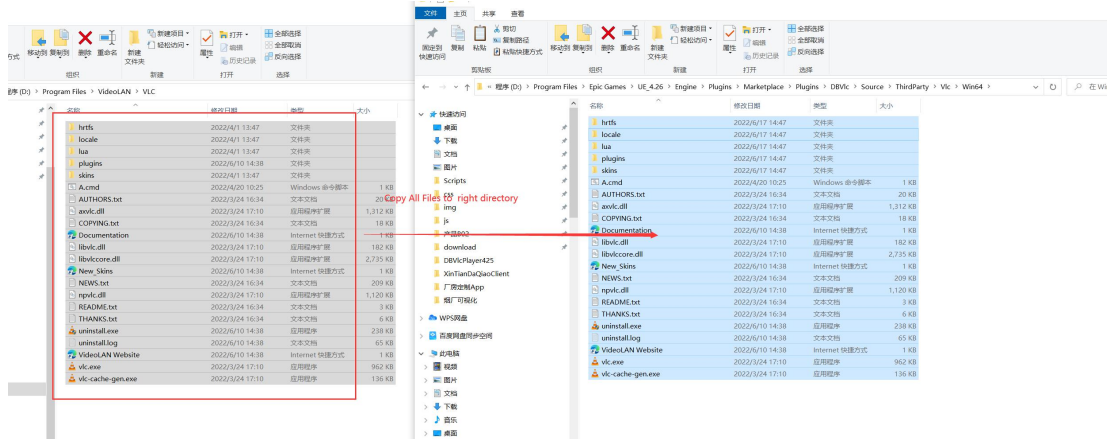
　　You will need to manually import the VLC library to use the VLC functions in UE4. Similarly, if you integrate VLC into your product, please comply with the VLC open source license requirements.

　　To integrate VLC, you need to download and install THE VLC from http://www.videolan.org/, please select the Windows 64-bit version.

　　After the installation is complete, copy all files in the installation directory to the corresponding directory of the plug-in eg:

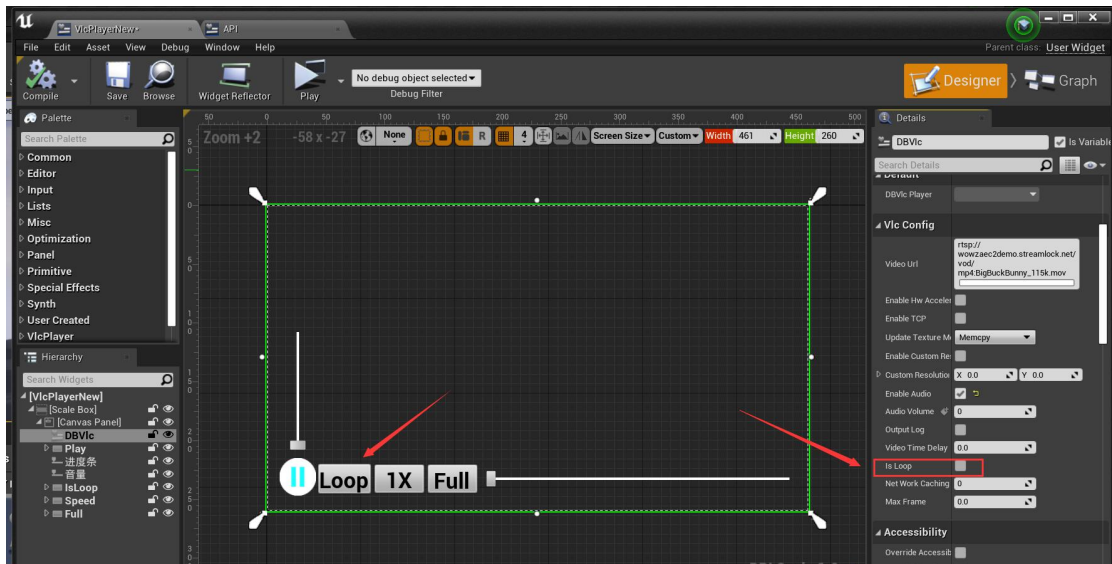Epic Games/UE_4.26/Engine/Plugins/Marketplace/Plugins/DBVlc/Source/ThirdParty/Vlc/Win64
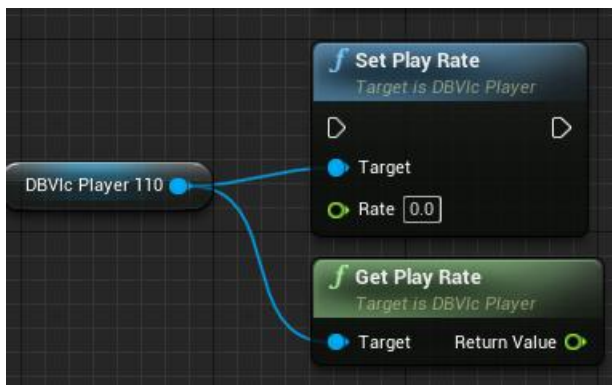
Once again: Vlc is a GPL open source software, please be sure to comply with the open source protocol specifications. This plug-in is only for understanding how to use this open source software, and does not have the software ownership and copyright of VLC.
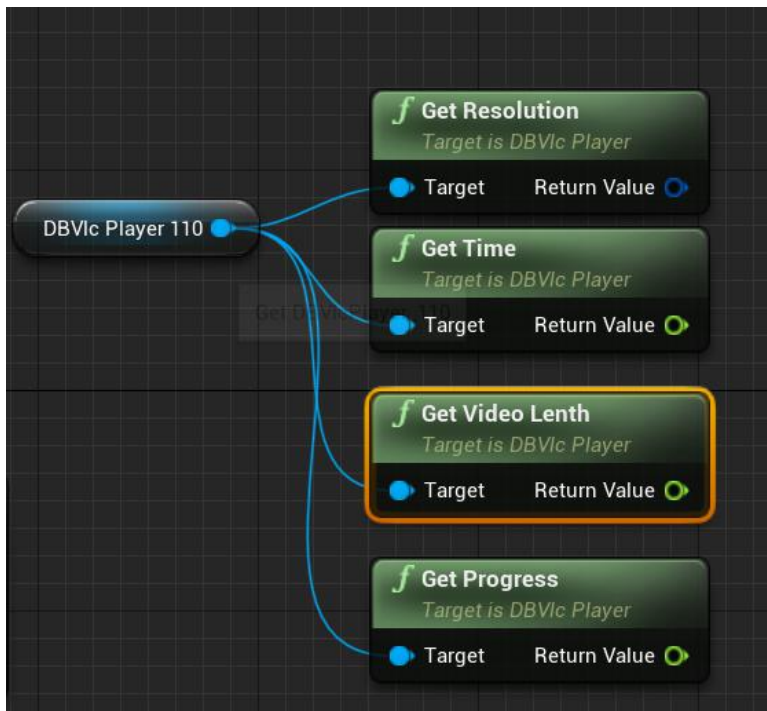
Version 3.0

Feature:Added a blueprint particle to implement the loop and PlayVideo function. And updated to the sample project:http://www.lexuehudong.com/cdn/usermanual/DBVlcPlayer426DemoProject.zip

Feature:Added function to set playback speed[SetPlayRate/GetPlayRate]

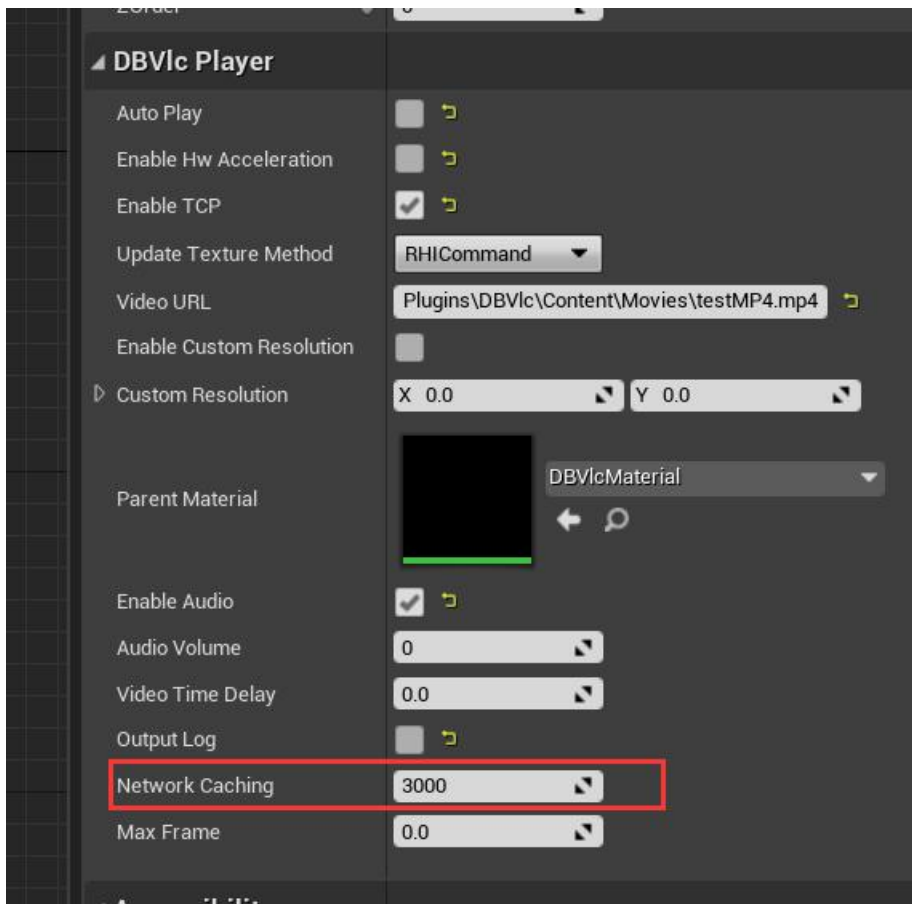Feature:Added function to GetTime,GetVideoLength,GetResolution

Vesion 2.0:

Optimize：Fixed a large number of RTSP crashes during playback. Improved stability and performance of the plugin
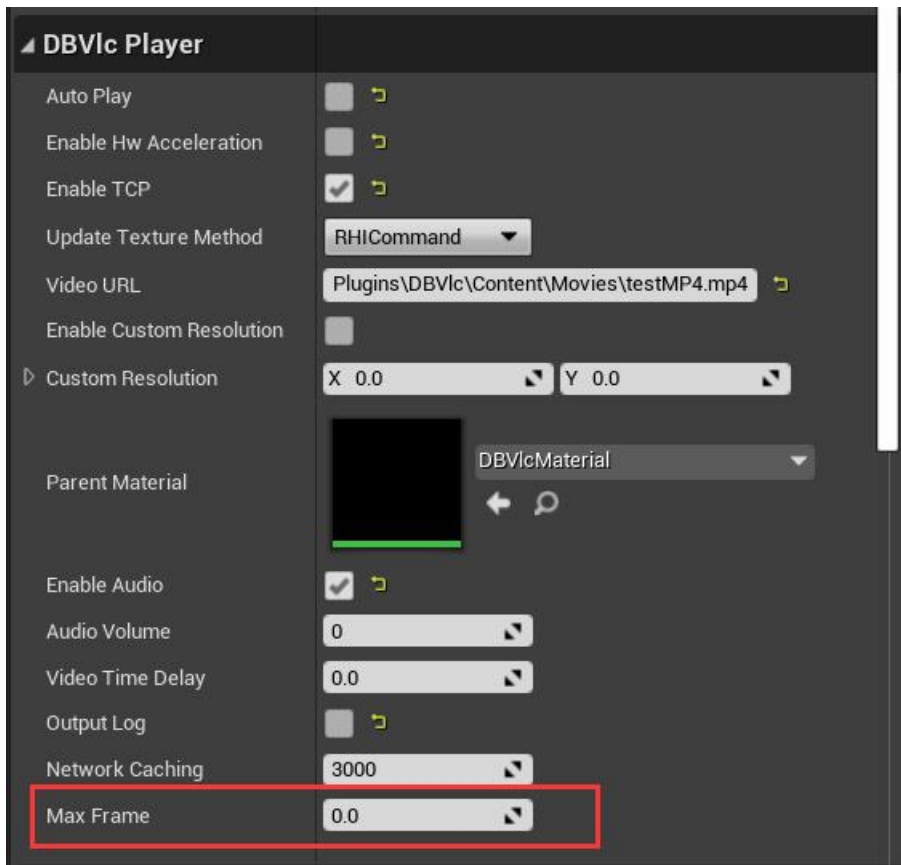
Feature:Update VLC dynamic library to 3.0.17.3

Feature:Added the NetworkCaching configuration item to improve the playback of videos with poor network status or high resolution.The unit is ms.

Feature:

Add MaxFrame. MaxFrame represents the number of frames decoded in 1 second, which is used for high-concurrency monitoring matrix. When MaxFrame=0, there is no limit.

Vesion 1.1:

Fix bug: LogCompile: Error: An explicit Category specifier is required for any property exposed to the editor or Blueprints in an Engine module.

Optimize：Use asynchronous threads to release VlcPlayer.

Hardware acceleration is set to false by default for greater machine compatibility

Version 1.0:

This plug-in is based on the dynamic library of VLC 3.0.16.

Video: DBVlc Demo Video

Windows exe Demo:DBVlcPlayer425DemoExe

VLC is a powerful video player that supports almost all video formats. For more details, please check out the official website https://www.videolan.org/.
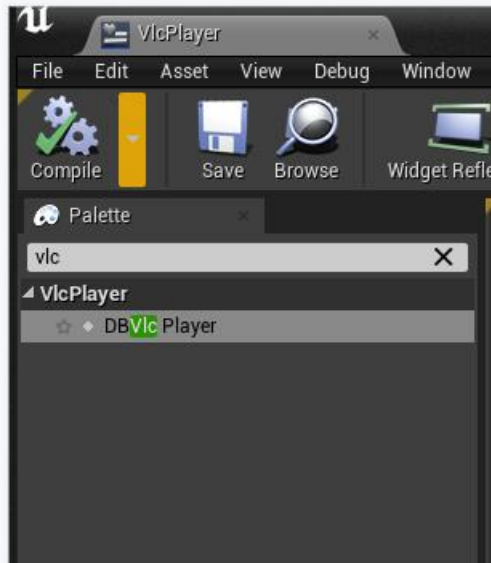
You can play surveillance and network video as well as local video in UE4 using this plugin, it is conveniently compatible with various video formats.

Supported local video file playback, main formats (only for Win, Mac & Linux):

3GPP (.3gp), AVI (.avi), FLV (.flv), SWF (.swf), M4V (.m4v), Matroska (.mkv), Ogg Video (.ogg), QuickTime File Format (.mov, .qt), WebM (.webm), Windows Media Video (.wmv).

1.Find the required chart components in the UMG Palette Vlcplayer tab as needed.
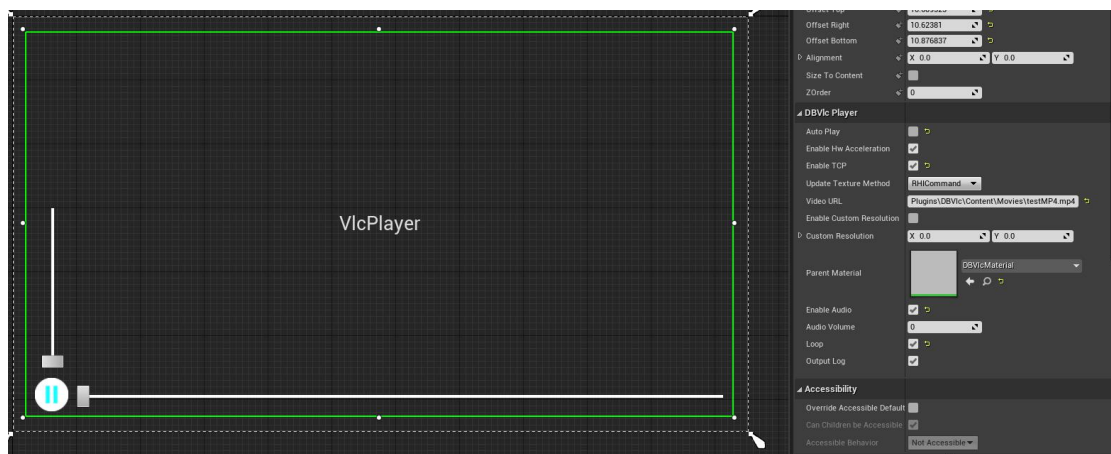
Eg:

Please refer to the content in the example folder for learning

Property:

DBVlcPlayer property:

AutoPlay：whether to autoplay in the constructor

Enable Hw Acceleration:Whether hardware acceleration is enabled on the GPU

Enable TCP: Whether to enable the TCP mode when playing the RTSP video

VideoURL：is video adress,not a web youtube adress or other video web adress.you can get some test address from example project:

http://www.lexuehudong.com/cdn/usermanual/DBVlcPlayer426DemoProject.zip

Enable Audio:Whether to open audio

Output Log:Whether to print logs generated during VLC playback