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using System;
using System.Drawing;
using System.Collections;
using System.ComponentModel;
using System.Windows.Forms;
using System.Data;
using System.IO;
using System.Management;
using Ripper;
using System.Drawing.Drawing2D;
using Yeti.MMedia;
using Yeti.MMedia.Mp3;
using WaveLib;

namespace SB54_CSAI.CDRip
{
    #region uctWAVtoMP3Convertor CLASS
    /// <summary>
    /// uctWAVtoMP3Convertor is a sub class of a <see cref="System.Windows.Forms.UserControl
    ">User Control </see>
    /// that provides a means of converting a WAV file into a MP3 file. There is also the
    facility to
    /// <see cref="SB54_CSAI.CDRip.Config">Configure </see> exactly how the conversion should
    take place.
    /// With various control parameter at the users disposal.
    /// <br></br>
    /// <br></br>
    /// this control also provides links for the user to change tabs within the <see cref=
    "sb54_CSAI.ServerApp.FrmMain">
    /// ReMP3 Server application</see>
    /// <list type="bullet">
    /// <item>
    /// <description>This code makes use of a free audio CD ripper library, for C#, that I
    found
    /// on the internet within a forum at www.c-sharpcorner.com, by a one Idael Cardoso
    /// (yetiicb@hotmail.com), I have communicated with Idael directly about the usage of
    his
    /// CD ripper library, and Idael has stated that he is perfectly happy with me using his
    /// ripper library in my project. In fact I think he was very happy to hear that
    someone
    /// found a use for his ripper library. Idael will receive FULL acknowledgments for the
    use
    /// of his Dll in my ReMP3 project.
    /// <br></br>
    /// <br></br>
    /// The Dll that Idael has written wraps the lame_enc.dll LAME (Lame Aint an MP3
    Encoder)
    /// available at http://lame.sourceforge.net/ C++ functions into a single managed C# Dll
    . It is
    /// Idael's managed Dll library that I am using within my ReMP3 project.
    /// <br></br>
    /// <br></br>
    /// <b>NOTE : </b>That even with the use of Idael's WAV to MP3 ripper library there
    /// was still some code that needed to be generated to create a suitable wrapper/GUI
    interface,
    /// so there was still some effort required to get the library to work the way I wanted
    /// it to work.
    /// <br></br>This class and the <see cref="SB54_CSAI.CDRip.Config">Config class</see>
    represent the
    /// wrapper code that had to be produced.<br></br>
    /// </description>
    /// </item>
    /// </list>
    /// </summary>
    public class uctWAVtoMP3Convertor : System.Windows.Forms.UserControl
    {
        #region Instance Fields
        //Instance Fields
        private System.Windows.Forms.Panel oPnlFill;
        private System.Windows.Forms.Panel oPnlGroup;
        private System.Windows.Forms.ProgressBar oProgressBar;
        private System.Windows.Forms.Button oBtnCompress;
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private System.Windows.Forms.Button oBtnConfig;
private System.Windows.Forms.Button oBtnOutFile;
private System.Windows.Forms.Button oBtnInFile;
private System.Windows.Forms.TextBox oTxtOutFile;
private System.Windows.Forms.TextBox oTxtInFile;
private System.Windows.Forms.OpenFileDialog oFileDialog1;
private System.Windows.Forms.SaveFileDialog oSaveFileDialog1;
private System.Windows.Forms.ToolTip oToolTip1;
private System.Windows.Forms.Label oLblOutFile;
private System.Windows.Forms.Label oLblInFile;
private System.Windows.Forms.ImageList oImgList30;
private System.Windows.Forms.Label oLblStatus;
private System.Windows.Forms.Label oPnlBottomTxt;
private System.Windows.Forms.Panel oPnlBottom;
private System.Windows.Forms.Panel oPnlBottomF1;
private System.Windows.Forms.Panel oPnlBottomF;
private System.Windows.Forms.Label oLblAdvise;
private System.Windows.Forms.Label oLblBottomF1;
private System.Windows.Forms.ImageList oImgListLinks;
private System.Windows.Forms.LinkLabel oLnkMediaPlayer;
private System.Windows.Forms.LinkLabel oLnkMediaCatalogue;
private System.Windows.Forms.LinkLabel oLnkMP3Editor;
private System.Windows.Forms.LinkLabel oLnkCDRipper;
private System.Windows.Forms.PictureBox oPicLogo;
private System.Windows.Forms.ImageList oImgListLogos;
private System.ComponentModel.IContainer components;
private Mp3WriterConfig oConfig = null;
private bool Compressing = false;
/// <summary>
/// ChangeTabHandler delegate for the ChangeTab event
/// </summary>
public delegate void ChangeTabHandler(object sender, ChangeTabEventArgs e);
/// <summary>
/// raised when a user clicks on a link that will change the tab in the main
/// <see cref="sb54_CSAI.ServerApp.FrmMain">ReMP3 Server application</see>
/// </summary>
public event ChangeTabHandler ChangeTab;
#endregion
#region Public Constructor
/// <summary>
/// Constructor, simply initalises all GUI components
/// </summary>
public uctWAVtoMP3Convertor()
{
    //This call is required by the Windows.Forms Form Designer.
    InitializeComponent();
}
#endregion
#region Public Methods
/// <summary>
/// Clean up any resources being used.
/// </summary>
/// <param name="disposing">true indicates the object should be disposed</param>
protected override void Dispose( bool disposing )
{
    //if being asked to dispose
    if( disposing )
    {
        //clean up the held resources
        if (components != null) { components.Dispose(); }
    }
    //call base class Dispose
    base.Dispose( disposing );
}

/// <summary>
/// Raises the OnChangeTab event for the uctWAVtoMP3Convertor. Any users of the
/// uctWAVtoMP3Convertor may now subscribe to this event using a ChangeTabHandler
/// delegate.
/// </summary>
/// <param name="e">The <see cref="SB54_CSAI.CDRip.ChangeTabEventArgs"> scanning
event arguments</see></param>
public virtual void OnChangeTab(ChangeTabEventArgs e)

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    {
        if (ChangeTab != null)
        {
            // Invokes the delegates.
            ChangeTab(this, e);
        }
    }
}
#endregion
#region Component Designer generated code
/// <summary>
/// Required method for Designer support - do not modify
/// the contents of this method with the code editor.
/// </summary>
private void InitializeComponent()
{
    this.components = new System.ComponentModel.Container();
    System.Resources.ResourceManager resources = new System.Resources.
ResourceManager(typeof(uctWAVtoMP3Convertor));
    this.oPnlFill = new System.Windows.Forms.Panel();
    this.oPnlBottom = new System.Windows.Forms.Panel();
    this.oPicLogo = new System.Windows.Forms.PictureBox();
    this.oPnlBottomF = new System.Windows.Forms.Panel();
    this.oLblBottomF1 = new System.Windows.Forms.Label();
    this.oPnlBottomF1 = new System.Windows.Forms.Panel();
    this.oLnkCDRipper = new System.Windows.Forms.LinkLabel();
    this.oImgListLinks = new System.Windows.Forms.ImageList(this.components);
    this.oLnkMP3Editor = new System.Windows.Forms.LinkLabel();
    this.oLnkMediaCatalogue = new System.Windows.Forms.LinkLabel();
    this.oLnkMediaPlayer = new System.Windows.Forms.LinkLabel();
    this.oLblAdvise = new System.Windows.Forms.Label();
    this.oPnlGroup = new System.Windows.Forms.Panel();
    this.oProgressBar = new System.Windows.Forms.ProgressBar();
    this.oBtnCompress = new System.Windows.Forms.Button();
    this.oImgList30 = new System.Windows.Forms.ImageList(this.components);
    this.oBtnConfig = new System.Windows.Forms.Button();
    this.oBtnOutFile = new System.Windows.Forms.Button();
    this.oBtnInFile = new System.Windows.Forms.Button();
    this.oTxtOutFile = new System.Windows.Forms.TextBox();
    this.oLblOutFile = new System.Windows.Forms.Label();
    this.oTxtInFile = new System.Windows.Forms.TextBox();
    this.oLblInFile = new System.Windows.Forms.Label();
    this.oLblStatus = new System.Windows.Forms.Label();
    this.oImgListLogos = new System.Windows.Forms.ImageList(this.components);
    this.oFileDialog1 = new System.Windows.Forms.OpenFileDialog();
    this.oSaveFileDialog1 = new System.Windows.Forms.SaveFileDialog();
    this.oToolTip1 = new System.Windows.Forms.ToolTip(this.components);
    this.oPnlBottomTxt = new System.Windows.Forms.Label();
    this.oPnlFill.SuspendLayout();
    this.oPnlBottom.SuspendLayout();
    this.oPnlBottomF.SuspendLayout();
    this.oPnlGroup.SuspendLayout();
    this.SuspendLayout();
    //
    // oPnlFill
    //
    this.oPnlFill.Controls.Add(this.oPnlBottom);
    this.oPnlFill.Controls.Add(this.oPnlGroup);
    this.oPnlFill.Dock = System.Windows.Forms.DockStyle.Fill;
    this.oPnlFill.Location = new System.Drawing.Point(0, 0);
    this.oPnlFill.Name = "oPnlFill";
    this.oPnlFill.Size = new System.Drawing.Size(1008, 587);
    this.oPnlFill.TabIndex = 12;
    this.oPnlFill.Resize += new System.EventHandler(this.oPnlFill_Resize);
    this.oPnlFill.Paint += new System.Windows.Forms.PaintEventHandler(this.
oPnlFill_Paint);
    //
    // oPnlBottom
    //
    this.oPnlBottom.BackColor = System.Drawing.Color.Transparent;
    this.oPnlBottom.Controls.Add(this.oPicLogo);
    this.oPnlBottom.Controls.Add(this.oPnlBottomF);
    this.oPnlBottom.Controls.Add(this.oPnlBottomF1);
    this.oPnlBottom.Controls.Add(this.oLnkCDRipper);

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        this.oPnlBottom.Controls.Add(this.oLnkMP3Editor);
        this.oPnlBottom.Controls.Add(this.oLnkMediaCatalogue);
        this.oPnlBottom.Controls.Add(this.oLnkMediaPlayer);
        this.oPnlBottom.Controls.Add(this.oLblAdvise);
        this.oPnlBottom.Dock = System.Windows.Forms.DockStyle.Bottom;
        this.oPnlBottom.Location = new System.Drawing.Point(0, 334);
        this.oPnlBottom.Name = "oPnlBottom";
        this.oPnlBottom.Size = new System.Drawing.Size(1008, 253);
        this.oPnlBottom.TabIndex = 1;
        //
        // oPicLogo
        //
        this.oPicLogo.Dock = System.Windows.Forms.DockStyle.Right;
        this.oPicLogo.Location = new System.Drawing.Point(628, 43);
        this.oPicLogo.Name = "oPicLogo";
        this.oPicLogo.Size = new System.Drawing.Size(380, 210);
        this.oPicLogo.TabIndex = 24;
        this.oPicLogo.TabStop = false;
        //
        // oPnlBottomF
        //
        this.oPnlBottomF.BackColor = System.Drawing.SystemColors.Control;
        this.oPnlBottomF.Controls.Add(this.oLblBottomF1);
        this.oPnlBottomF.Dock = System.Windows.Forms.DockStyle.Top;
        this.oPnlBottomF.Location = new System.Drawing.Point(0, 18);
        this.oPnlBottomF.Name = "oPnlBottomF";
        this.oPnlBottomF.Size = new System.Drawing.Size(1008, 25);
        this.oPnlBottomF.TabIndex = 3;
        this.oPnlBottomF.Paint += new System.Windows.Forms.PaintEventHandler(this.oPnlBottomF_Paint);
        //
        // oLblBottomF1
        //
        this.oLblBottomF1.BackColor = System.Drawing.Color.Transparent;
        this.oLblBottomF1.Dock = System.Windows.Forms.DockStyle.Left;
        this.oLblBottomF1.Font = new System.Drawing.Font("Microsoft Sans Serif", 11.25F, System.Drawing.FontStyle.Bold, System.Drawing.GraphicsUnit.Point, ((System.Byte)(0)));
        this.oLblBottomF1.ForeColor = System.Drawing.Color.White;
        this.oLblBottomF1.Location = new System.Drawing.Point(0, 0);
        this.oLblBottomF1.Name = "oLblBottomF1";
        this.oLblBottomF1.Size = new System.Drawing.Size(408, 25);
        this.oLblBottomF1.TabIndex = 6;
        this.oLblBottomF1.Text = "Check out the other ReMP3 server tools";
        this.oLblBottomF1.TextAlign = System.Drawing.ContentAlignment.MiddleLeft;
        //
        // oPnlBottomF1
        //
        this.oPnlBottomF1.BackColor = System.Drawing.Color.Transparent;
        this.oPnlBottomF1.Dock = System.Windows.Forms.DockStyle.Top;
        this.oPnlBottomF1.Location = new System.Drawing.Point(0, 0);
        this.oPnlBottomF1.Name = "oPnlBottomF1";
        this.oPnlBottomF1.Size = new System.Drawing.Size(1008, 18);
        this.oPnlBottomF1.TabIndex = 5;
        //
        // oLnkCDRipper
        //
        this.oLnkCDRipper.ImageAlign = System.Drawing.ContentAlignment.MiddleLeft;
        this.oLnkCDRipper.ImageIndex = 0;
        this.oLnkCDRipper.ImageList = this.oImgListLinks;
        this.oLnkCDRipper.LinkArea = new System.Windows.Forms.LinkArea(14, 9);
        this.oLnkCDRipper.Location = new System.Drawing.Point(20, 188);
        this.oLnkCDRipper.Name = "oLnkCDRipper";
        this.oLnkCDRipper.Size = new System.Drawing.Size(530, 18);
        this.oLnkCDRipper.TabIndex = 23;
        this.oLnkCDRipper.TabStop = true;
        this.oLnkCDRipper.Text = "
, enabling the localization" +
        " of all your multimedia";
        this.oLnkCDRipper.TextAlign = System.Drawing.ContentAlignment.MiddleLeft;
        this.oToolTip1.SetToolTip(this.oLnkCDRipper, "Click to open the CD Ripper tab");
        this.oLnkCDRipper.Click += new System.EventHandler(this.oLnkCDRipper_Click);
        this.oLnkCDRipper.MouseEnter += new System.EventHandler(this.oLnkCDRipper_MouseEnter);

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        this.oLnkCDRipper.MouseLeave += new System.EventHandler(this.removeLogo);
        //
        // oImgListLinks
        //
        this.oImgListLinks.ColorDepth = System.Windows.Forms.ColorDepth.Depth24Bit;
        this.oImgListLinks.ImageSize = new System.Drawing.Size(24, 21);
        this.oImgListLinks.ImageStream = ((System.Windows.Forms.ImageListStreamer)
(resources.GetObject("oImgListLinks.ImageStream")));
        this.oImgListLinks.TransparentColor = System.Drawing.Color.Transparent;
        //
        // oLnkMP3Editor
        //
        this.oLnkMP3Editor.ImageAlign = System.Drawing.ContentAlignment.MiddleLeft;
        this.oLnkMP3Editor.ImageIndex = 0;
        this.oLnkMP3Editor.ImageList = this.oImgListLinks;
        this.oLnkMP3Editor.LinkArea = new System.Windows.Forms.LinkArea(15, 18);
        this.oLnkMP3Editor.Location = new System.Drawing.Point(20, 108);
        this.oLnkMP3Editor.Name = "oLnkMP3Editor";
        this.oLnkMP3Editor.Size = new System.Drawing.Size(530, 18);
        this.oLnkMP3Editor.TabIndex = 22;
        this.oLnkMP3Editor.TabStop = true;
        this.oLnkMP3Editor.Text = "                An MP3 ID3 Tag Editor to keep you music
catalogue up to date with MET" +
        "A data details";
        this.oLnkMP3Editor.TextAlign = System.Drawing.ContentAlignment.MiddleLeft;
        this.oToolTip1.SetToolTip(this.oLnkMP3Editor, "Click to open the MP3 ID3 tag
editor tab");
        this.oLnkMP3Editor.Click += new System.EventHandler(this.oLnkMP3Editor_Click);
        this.oLnkMP3Editor.MouseEnter += new System.EventHandler(this.
oLnkMP3Editor_MouseEnter);
        this.oLnkMP3Editor.MouseLeave += new System.EventHandler(this.removeLogo);
        //
        // oLnkMediaCatalogue
        //
        this.oLnkMediaCatalogue.ImageAlign = System.Drawing.ContentAlignment.MiddleLeft;
        this.oLnkMediaCatalogue.ImageIndex = 0;
        this.oLnkMediaCatalogue.ImageList = this.oImgListLinks;
        this.oLnkMediaCatalogue.LinkArea = new System.Windows.Forms.LinkArea(31, 13);
        this.oLnkMediaCatalogue.Location = new System.Drawing.Point(20, 148);
        this.oLnkMediaCatalogue.Name = "oLnkMediaCatalogue";
        this.oLnkMediaCatalogue.Size = new System.Drawing.Size(530, 18);
        this.oLnkMediaCatalogue.TabIndex = 21;
        this.oLnkMediaCatalogue.TabStop = true;
        this.oLnkMediaCatalogue.Text = "                A fully searchable Media Library
which allows the search by ARTIST / " +
        "ALBUM or GENRE";
        this.oLnkMediaCatalogue.TextAlign = System.Drawing.ContentAlignment.MiddleLeft;
        this.oToolTip1.SetToolTip(this.oLnkMediaCatalogue, "Click to open the Media
Library tab");
        this.oLnkMediaCatalogue.Click += new System.EventHandler(this.
oLnkMediaCatalogue_Click);
        this.oLnkMediaCatalogue.MouseEnter += new System.EventHandler(this.
oLnkMediaCatalogue_MouseEnter);
        this.oLnkMediaCatalogue.MouseLeave += new System.EventHandler(this.removeLogo);
        //
        // oLnkMediaPlayer
        //
        this.oLnkMediaPlayer.ImageAlign = System.Drawing.ContentAlignment.MiddleLeft;
        this.oLnkMediaPlayer.ImageIndex = 0;
        this.oLnkMediaPlayer.ImageList = this.oImgListLinks;
        this.oLnkMediaPlayer.LinkArea = new System.Windows.Forms.LinkArea(14, 12);
        this.oLnkMediaPlayer.Location = new System.Drawing.Point(20, 68);
        this.oLnkMediaPlayer.Name = "oLnkMediaPlayer";
        this.oLnkMediaPlayer.Size = new System.Drawing.Size(530, 18);
        this.oLnkMediaPlayer.TabIndex = 20;
        this.oLnkMediaPlayer.TabStop = true;
        this.oLnkMediaPlayer.Text = "                A Media Player which plays your music
and allows you to manage your o" +
        "wn track lists";
        this.oLnkMediaPlayer.TextAlign = System.Drawing.ContentAlignment.MiddleLeft;
        this.oToolTip1.SetToolTip(this.oLnkMediaPlayer, "Click to open the Media Player
tab");
        this.oLnkMediaPlayer.Click += new System.EventHandler(this.

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oLnkMediaPlayer_Click);
    this.oLnkMediaPlayer.MouseEnter += new System.EventHandler(this.
oLnkMediaPlayer_MouseEnter);
    this.oLnkMediaPlayer.MouseLeave += new System.EventHandler(this.removeLogo);
    //
    // oLblAdvise
    //
    this.oLblAdvise.BackColor = System.Drawing.Color.Transparent;
    this.oLblAdvise.Font = new System.Drawing.Font("Microsoft Sans Serif", 8.25F,
System.Drawing.FontStyle.Italic, System.Drawing.GraphicsUnit.Point, ((System.Byte)(0)));
    this.oLblAdvise.ForeColor = System.Drawing.Color.DimGray;
    this.oLblAdvise.Location = new System.Drawing.Point(16, 238);
    this.oLblAdvise.Name = "oLblAdvise";
    this.oLblAdvise.Size = new System.Drawing.Size(359, 16);
    this.oLblAdvise.TabIndex = 16;
    this.oLblAdvise.Text = "Feel free to explore these tools, using the links
provided";
    this.oLblAdvise.TextAlign = System.Drawing.ContentAlignment.MiddleLeft;
    //
    // oPnlGroup
    //
    this.oPnlGroup.BackColor = System.Drawing.Color.Transparent;
    this.oPnlGroup.Controls.Add(this.oProgressBar);
    this.oPnlGroup.Controls.Add(this.oBtnCompress);
    this.oPnlGroup.Controls.Add(this.oBtnConfig);
    this.oPnlGroup.Controls.Add(this.oBtnOutFile);
    this.oPnlGroup.Controls.Add(this.oBtnInFile);
    this.oPnlGroup.Controls.Add(this.oTxtOutFile);
    this.oPnlGroup.Controls.Add(this.oLblOutFile);
    this.oPnlGroup.Controls.Add(this.oTxtInFile);
    this.oPnlGroup.Controls.Add(this.oLblInFile);
    this.oPnlGroup.Controls.Add(this.oLblStatus);
    this.oPnlGroup.Location = new System.Drawing.Point(275, 38);
    this.oPnlGroup.Name = "oPnlGroup";
    this.oPnlGroup.Size = new System.Drawing.Size(420, 237);
    this.oPnlGroup.TabIndex = 0;
    //
    // oProgressBar
    //
    this.oProgressBar.Dock = System.Windows.Forms.DockStyle.Bottom;
    this.oProgressBar.Location = new System.Drawing.Point(0, 211);
    this.oProgressBar.Name = "oProgressBar";
    this.oProgressBar.Size = new System.Drawing.Size(420, 26);
    this.oProgressBar.TabIndex = 18;
    //
    // oBtnCompress
    //
    this.oBtnCompress.Enabled = false;
    this.oBtnCompress.FlatStyle = System.Windows.Forms.FlatStyle.Flat;
    this.oBtnCompress.ImageAlign = System.Drawing.ContentAlignment.MiddleLeft;
    this.oBtnCompress.ImageIndex = 3;
    this.oBtnCompress.ImageList = this.oImgList30;
    this.oBtnCompress.Location = new System.Drawing.Point(313, 137);
    this.oBtnCompress.Name = "oBtnCompress";
    this.oBtnCompress.Size = new System.Drawing.Size(102, 25);
    this.oBtnCompress.TabIndex = 17;
    this.oBtnCompress.Text = "    Compress";
    this.oToolTip1.SetToolTip(this.oBtnCompress, "Click here to comress WAV file to
MP3 file");
    this.oBtnCompress.Click += new System.EventHandler(this.oBtnCompress_Click);
    //
    // oImgList30
    //
    this.oImgList30.ColorDepth = System.Windows.Forms.ColorDepth.Depth24Bit;
    this.oImgList30.ImageSize = new System.Drawing.Size(20, 20);
    this.oImgList30.ImageStream = ((System.Windows.Forms.ImageListStreamer)
(resources.GetObject("oImgList30.ImageStream")));
    this.oImgList30.TransparentColor = System.Drawing.Color.Transparent;
    //
    // oBtnConfig
    //
    this.oBtnConfig.Enabled = false;
    this.oBtnConfig.FlatStyle = System.Windows.Forms.FlatStyle.Flat;
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this.oBtnConfig.ImageAlign = System.Drawing.ContentAlignment.MiddleLeft;
this.oBtnConfig.ImageIndex = 2;
this.oBtnConfig.ImageList = this.oImgList30;
this.oBtnConfig.Location = new System.Drawing.Point(204, 137);
this.oBtnConfig.Name = "oBtnConfig";
this.oBtnConfig.Size = new System.Drawing.Size(102, 25);
this.oBtnConfig.TabIndex = 16;
this.oBtnConfig.Text = "Options";
this.oToolTip1.SetToolTip(this.oBtnConfig, "Select your MP3 options");
this.oBtnConfig.Click += new System.EventHandler(this.oBtnConfig_Click);
//
// oBtnOutFile
//
this.oBtnOutFile.Enabled = false;
this.oBtnOutFile.FlatStyle = System.Windows.Forms.FlatStyle.Flat;
this.oBtnOutFile.ImageAlign = System.Drawing.ContentAlignment.MiddleLeft;
this.oBtnOutFile.ImageIndex = 1;
this.oBtnOutFile.ImageList = this.oImgList30;
this.oBtnOutFile.Location = new System.Drawing.Point(313, 76);
this.oBtnOutFile.Name = "oBtnOutFile";
this.oBtnOutFile.Size = new System.Drawing.Size(102, 25);
this.oBtnOutFile.TabIndex = 15;
this.oBtnOutFile.Text = "Output File";
this.oToolTip1.SetToolTip(this.oBtnOutFile, "Select your output file");
this.oBtnOutFile.Click += new System.EventHandler(this.oBtnOutFile_Click);
//
// oBtnInFile
//
this.oBtnInFile.FlatStyle = System.Windows.Forms.FlatStyle.Flat;
this.oBtnInFile.ImageAlign = System.Drawing.ContentAlignment.MiddleLeft;
this.oBtnInFile.ImageIndex = 0;
this.oBtnInFile.ImageList = this.oImgList30;
this.oBtnInFile.Location = new System.Drawing.Point(312, 15);
this.oBtnInFile.Name = "oBtnInFile";
this.oBtnInFile.Size = new System.Drawing.Size(102, 25);
this.oBtnInFile.TabIndex = 14;
this.oBtnInFile.Text = "Input File";
this.oToolTip1.SetToolTip(this.oBtnInFile, "Select your input file");
this.oBtnInFile.Click += new System.EventHandler(this.oBtnInFile_Click);
//
// oTxtOutFile
//
this.oTxtOutFile.Enabled = false;
this.oTxtOutFile.Location = new System.Drawing.Point(0, 78);
this.oTxtOutFile.Name = "oTxtOutFile";
this.oTxtOutFile.ReadOnly = true;
this.oTxtOutFile.Size = new System.Drawing.Size(305, 20);
this.oTxtOutFile.TabIndex = 13;
this.oTxtOutFile.Text = "";
//
// oLblOutFile
//
this.oLblOutFile.Location = new System.Drawing.Point(0, 63);
this.oLblOutFile.Name = "oLblOutFile";
this.oLblOutFile.Size = new System.Drawing.Size(100, 16);
this.oLblOutFile.TabIndex = 12;
this.oLblOutFile.Text = "Compressed file:";
//
// oTxtInFile
//
this.oTxtInFile.Location = new System.Drawing.Point(0, 17);
this.oTxtInFile.Name = "oTxtInFile";
this.oTxtInFile.ReadOnly = true;
this.oTxtInFile.Size = new System.Drawing.Size(305, 20);
this.oTxtInFile.TabIndex = 11;
this.oTxtInFile.Text = "";
this.oTxtInFile.TextChanged += new System.EventHandler(this.
oTxtInFile_TextChanged);
//
// oLblInFile
//
this.oLblInFile.Location = new System.Drawing.Point(0, 1);
this.oLblInFile.Name = "oLblInFile";
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    this.oLblInFile.Size = new System.Drawing.Size(100, 16);
    this.oLblInFile.TabIndex = 10;
    this.oLblInFile.Text = "Wave file:";
    //
    // oLblStatus
    //
    this.oLblStatus.Location = new System.Drawing.Point(0, 193);
    this.oLblStatus.Name = "oLblStatus";
    this.oLblStatus.Size = new System.Drawing.Size(165, 16);
    this.oLblStatus.TabIndex = 13;
    this.oLblStatus.Text = "Compression Status";
    //
    // oImgListLogos
    //
    this.oImgListLogos.ColorDepth = System.Windows.Forms.ColorDepth.Depth24Bit;
    this.oImgListLogos.ImageSize = new System.Drawing.Size(256, 172);
    this.oImgListLogos.ImageStream = ((System.Windows.Forms.ImageListStreamer)
(resources.GetObject("oImgListLogos.ImageStream")));
    this.oImgListLogos.TransparentColor = System.Drawing.Color.White;
    //
    // oPnlBottomTxt
    //
    this.oPnlBottomTxt.Dock = System.Windows.Forms.DockStyle.Fill;
    this.oPnlBottomTxt.Location = new System.Drawing.Point(0, 0);
    this.oPnlBottomTxt.Name = "oPnlBottomTxt";
    this.oPnlBottomTxt.Size = new System.Drawing.Size(620, 25);
    this.oPnlBottomTxt.TabIndex = 4;
    this.oPnlBottomTxt.TextAlign = System.Drawing.ContentAlignment.MiddleLeft;
    //
    // uctWAVtoMP3Convertor
    //
    this.Controls.Add(this.oPnlFill);
    this.Name = "uctWAVtoMP3Convertor";
    this.Size = new System.Drawing.Size(1008, 587);
    this.Resize += new System.EventHandler(this.uctWAVtoMP3Convertor_Resize);
    this.Load += new System.EventHandler(this.uctWAVtoMP3Convertor_Load);
    this.oPnlFill.ResumeLayout(false);
    this.oPnlBottom.ResumeLayout(false);
    this.oPnlBottomF.ResumeLayout(false);
    this.oPnlGroup.ResumeLayout(false);
    this.ResumeLayout(false);
}
#endregion
#region Private Methods
#region Look and Feel Methods
/// <summary>
/// Event handler that occurs when the oPnlFill panel paints
/// Simply paints the oPnlFill panel using a colorBlend
/// </summary>
/// <param name="sender">The source object that raised the event</param>
/// <param name="e">The event arguments</param>
private void oPnlFill_Paint(object sender, System.Windows.Forms.PaintEventArgs e)
{
    try
    {
        //call base class paint method
        base.OnPaint(e);
        //paint the panel using a color blend
        Color[] myColors = {
            Color.Gainsboro,
            Color.White,
            Color.White };
        float[] myPositions = {0.0f,0.4f,1.0f};
        ColorBlend myBlend = new ColorBlend();
        myBlend.Colors = myColors;
        myBlend.Positions = myPositions;

        Rectangle r1 = new Rectangle(0,0,oPnlFill.Bounds.Width,oPnlFill.Bounds.
Height);
        LinearGradientBrush lgBrush2 = new LinearGradientBrush(r1,Color.Gainsboro,
Color.White,45.0f,true);

```

```
lgBrush2.InterpolationColors = myBlend;
e.Graphics.FillRectangle(lgBrush2,0,0,oPnlFill.Bounds.Width,oPnlFill.Bounds.
Height);
    // Create font and brush.
    Font drawFont = new Font("Arial", 14,FontStyle.Bold, GraphicsUnit.Pixel);
    SolidBrush drawBrush = new SolidBrush(Color.White);
}
//nothing to do occurs when, going from Minimised to maxmise and rectange to
draw is effectively
//0 Wide 0 High, which causes an exception. Cant do anything about it.
catch(Exception ex)
{
}
}

/// <summary>
/// Event handler that occurs when the main uctWAVtoMP3Convertor resizes.
/// Simply used to refresh the main uctWAVtoMP3Convertor area.
/// </summary>
/// <param name="sender">The source object that raised the event</param>
/// <param name="e">The event arguments</param>
private void uctWAVtoMP3Convertor_Resize(object sender, System.EventArgs e)
{
    oPnlGroup.Left = (oPnlFill.Width/2 - oPnlGroup.Width/2);
}

/// <summary>
/// Event handler that occurs when the oPnlFill resizes.
/// Simply used to refresh the oPnlFill panel area.
/// </summary>
/// <param name="sender">The source object that raised the event</param>
/// <param name="e">The event arguments</param>
private void oPnlFill_Resize(object sender, System.EventArgs e)
{
    this.Invalidate(this.Bounds);
    this.Refresh();
}

/// <summary>
/// Sets the enabled state for the GUI control based on whether there
/// is currently a file being compressed or not.
/// </summary>
private void RefreshControls()
{
    //set status for all GUI controls based on current compressing status
    if (Compressing)
    {
        oBtnInFile.Enabled = false;
        oBtnOutFile.Enabled = false;
        oBtnConfig.Enabled = false;
        oBtnCompress.Enabled = false;
    }
    else
    {
        oBtnInFile.Enabled = true;
        oBtnOutFile.Enabled = true;
        oBtnConfig.Enabled = true;
        oBtnCompress.Enabled = true;
    }
}

/// <summary>
/// Event handler that occurs when the oPnlBottomF panel paints
/// Simply paints the oPnlBottomF panel using a colorBlend
/// </summary>
/// <param name="sender">The source object that raised the event</param>
/// <param name="e">The event arguments</param>
private void oPnlBottomF_Paint(object sender, System.Windows.Forms.PaintEventArgs e)
{
    try
    {
```

```

        //call base class paint method
        base.OnPaint(e);
        //paint the panel using a color blend
        Color[] myColors = {
            Color.CornflowerBlue,
            Color.White,
            Color.White };
        float[] myPositions = {0.0f,0.65f,1.0f};
        ColorBlend myBlend = new ColorBlend();
        myBlend.Colors = myColors;
        myBlend.Positions = myPositions;

        Rectangle r1 = new Rectangle(0,0,oPnlBottomF.Bounds.Width,oPnlBottomF.Bounds
.Height);
        LinearGradientBrush lgBrush2 = new LinearGradientBrush(r1,Color.
CornflowerBlue,Color.White,0.0f,true);
        lgBrush2.InterpolationColors = myBlend;
        e.Graphics.FillRectangle(lgBrush2,0,0,oPnlFill.Bounds.Width,oPnlBottomF.
Bounds.Height);
    }
    //nothing to do occurs when, going from Minimised to maxmise and rectange to
draw is effectievly
    //0 Wide 0 High, which causes an exception. Cant do anything about it.
    catch(Exception ex)
    {
    }

}
#endregion
#region GUI Interactions
/// <summary>
/// Occur when the user click the oBtnInFile, and will request an input file
/// location from the user, and create a DEFAULT <see cref="SB54_CSAI.CDRip.Config">
/// Config class</see> to manage the conversion. The Config may be altered by the
/// user using the oBtnConfig button
/// </summary>
/// <param name="sender">The source object that raised the event</param>
/// <param name="e">The event arguments</param>
private void oBtnInFile_Click(object sender, EventArgs e)
{
    //if user selected OK
    if ( oFileDialog1.ShowDialog(this) == DialogResult.OK )
    {
        try
        {
            //create new WaveStream for the input file
            WaveStream s = new WaveStream(oFileDialog1.FileName);
            try
            {
                //create DEFAULT Config, and set text areas with file details
                oConfig = new Mp3WriterConfig(s.Format);
                oTxtInFile.Text = oFileDialog1.FileName;
                oTxtOutFile.Text = System.IO.Path.ChangeExtension(oTxtInFile.Text, ".
.mp3");
            }
            finally
            {
                //close WaveStream
                s.Close();
            }
        }
        catch
        {
            MessageBox.Show(this, "Invalid wave file or format", "ERROR",
MessageBoxButtons.OK, MessageBoxIcon.Error);
            oTxtInFile.Text = "";
            oTxtOutFile.Text = "";
        }
    }
}

/// <summary>
/// Occurs when the oTxtInFile text changes. If the text within the oTxtInFile area

```

```
/// is EMPTY all GUI controls will be disabled.
/// </summary>
/// <param name="sender">The source object that raised the event</param>
/// <param name="e">The event arguments</param>
private void oTxtInFile_TextChanged(object sender, System.EventArgs e)
{
    if ( !oTxtInFile.Text.Equals(string.Empty) )
    {
        oBtnCompress.Enabled = oBtnConfig.Enabled = oBtnOutFile.Enabled = true;
    }
    else
    {
        oBtnCompress.Enabled = oBtnConfig.Enabled = oBtnOutFile.Enabled = false;
    }
}

/// <summary>
/// Occur when the user click the oBtnOutFile, and will request an output file
/// location from the user.
/// </summary>
/// <param name="sender">The source object that raised the event</param>
/// <param name="e">The event arguments</param>
private void oBtnOutFile_Click(object sender, System.EventArgs e)
{
    //get the output file path if the user selected OK
    oSaveFileDialog1.FileName = oTxtOutFile.Text;
    if (oSaveFileDialog1.ShowDialog(this) == DialogResult.OK)
    {
        oTxtOutFile.Text = oSaveFileDialog1.FileName;
    }
}

/// <summary>
/// Occurs when the user click the oBtnConfig, and will display a DEFAULT
/// <see cref="SB54_CSAI.CDRip.Config"> Config window</see> to manage the conversion
/// The Config may be altered by the user. The config button will only work if there
/// is a valid input file.
/// </summary>
/// <param name="sender">The source object that raised the event</param>
/// <param name="e">The event arguments</param>
private void oBtnConfig_Click(object sender, System.EventArgs e)
{
    //there must be an input file to configure
    if (oTxtInFile.Text.Equals(string.Empty))
    {
        MessageBox.Show(this, "You need to pick a file 1st", "ERROR",
        MessageBoxButtons.OK, MessageBoxIcon.Error);
    }
    else
    {
        //Valid input file, so create DEFAULT Config
        Config cfg = new Config();
        cfg.Mp3Config = oConfig;
        //If user accepts yes, use the users choice of Config
        if ( cfg.ShowDialog(this) == DialogResult.OK )
        {
            oConfig = cfg.Mp3Config;
        }
    }
}

/// <summary>
/// Occurs when the oBtnCompress is clicked, and will use the current input file
/// (WAV) along with the current <see cref="SB54_CSAI.CDRip.Config"> Config window</see>
/// to create the output file (MP3) at the location the user specified
/// to the correct states
/// </summary>
/// <param name="sender">The source object that raised the event</param>
/// <param name="e">The event arguments</param>
private void oBtnCompress_Click(object sender, System.EventArgs e)
{

```

```

        //If the file exists and the user doesn't want to overwrite it, return
        if ( File.Exists(oTxtOutFile.Text) && (MessageBox.Show(this, "Override the
existing file?", "File exists", MessageBoxButtons.YesNo, MessageBoxIcon.Question) !=
DialogResult.Yes) )
        {
            return;
        }
        try
        {
            //Got the go ahead to write the file, so set progress so initialise all GUI
elements
            oProgressBar.Value = 0;
            oToolTip1.SetToolTip(oProgressBar, "");
            this.Text = "Audio Compress";
            Compressing = true;
            try
            {
                //Set GUI control states
                RefreshControls();
                //get a WaveStream for input file
                WaveStream InStr = new WaveStream(oTxtInFile.Text);
                try
                {
                    //Start the writing process
                    Mp3Writer writer = new Mp3Writer(new FileStream(oTxtOutFile.Text,
FileMode.Create), oConfig);
                    try
                    {
                        byte[] buff = new byte[writer.OptimalBufferSize];
                        int read = 0;
                        int actual = 0;
                        long total = InStr.Length;
                        //busy cursor
                        Cursor.Current = Cursors.WaitCursor;
                        try
                        {
                            //while reading from input stream
                            while ( (read = InStr.Read(buff, 0, buff.Length)) > 0 )
                            {
                                //set status flags and do the outstanding Application
events
                                Application.DoEvents();
                                writer.Write(buff, 0, read);
                                actual += read;
                                oProgressBar.Value = (int)(((long)actual*100)/total);
                                oToolTip1.SetToolTip(oProgressBar, string.Format("{0}%
compressed", oProgressBar.Value));
                                this.Text = string.Format("Audio Compress - {0}%
compressed", oProgressBar.Value);
                                Application.DoEvents();
                            }
                            //Done writing at this point
                            oToolTip1.SetToolTip(oProgressBar, "Done");
                            MessageBox.Show(this, "Operation finished successfully",
"Done", MessageBoxButtons.OK, MessageBoxIcon.Information);
                            this.Text = "Audio Compress - Done";
                        }
                        //finished writing, so set cursor to normal
                        finally
                        {
                            Cursor.Current = Cursors.Default;
                        }
                    }
                    //Close writer resource
                    finally
                    {
                        writer.Close();
                    }
                }
                //close reader resource
                finally
                {
                    InStr.Close();
                }
            }
        }
    }
}

```

```
    }
    }
    //Not compressing any more, so set status accordingly
    finally
    {
        Compressing = false;
        RefreshControls();
    }
}
catch(Exception ex)
{
    MessageBox.Show(this, ex.Message, "ERROR", MessageBoxButtons.OK,
    MessageBoxIcon.Error);
}
}

/// <summary>
/// Occurs when the uctWAVtoMP3Convertor loads, and will set all the GUI controls
/// to the correct states
/// </summary>
/// <param name="sender">The source object that raised the event</param>
/// <param name="e">The event arguments</param>
private void uctWAVtoMP3Convertor_Load(object sender, System.EventArgs e)
{
    RefreshControls();
}

/// <summary>
/// Occurs when the oLnkMediaPlayer area is entered, and will set the image to be
the
/// Media Player Image
/// </summary>
/// <param name="sender">The source object that raised the event</param>
/// <param name="e">The event arguments</param>
private void oLnkMediaPlayer_MouseEnter(object sender, System.EventArgs e)
{
    oPicLogo.Image = oImgListLogos.Images[0];
}

/// <summary>
/// Occurs when the oLnkMediaCatalogue area is entered, and will set the image to be
the
/// Media Library Image
/// </summary>
/// <param name="sender">The source object that raised the event</param>
/// <param name="e">The event arguments</param>
private void oLnkMediaCatalogue_MouseEnter(object sender, System.EventArgs e)
{
    oPicLogo.Image = oImgListLogos.Images[2];
}

/// <summary>
/// Occurs when the oLnkMP3Editor area is entered, and will set the image to be the
/// MP3 Editor Image
/// </summary>
/// <param name="sender">The source object that raised the event</param>
/// <param name="e">The event arguments</param>
private void oLnkMP3Editor_MouseEnter(object sender, System.EventArgs e)
{
    oPicLogo.Image = oImgListLogos.Images[1];
}

/// <summary>
/// Occurs when the oLnkCDRipper area is entered, and will set the image to be the
/// CD Ripper Image
/// </summary>
/// <param name="sender">The source object that raised the event</param>
/// <param name="e">The event arguments</param>
private void oLnkCDRipper_MouseEnter(object sender, System.EventArgs e)
{
    oPicLogo.Image = oImgListLogos.Images[3];
}
}
```

```
    /// <summary>
    /// Simply set the current logo image displayed to be null
    private void removeLogo(object sender, System.EventArgs e)
    {
        oPicLogo.Image = null;
    }

    /// <summary>
    /// Occurs when the oLnkMediaPlayer link is clicked, and will raise an
    /// <see cref="SB54_CSAI.CDRip.ChangeTabEventArgs"> ChangeTab Event</see>
    /// that will contain the name of the tab that the <see cref="sb54_CSAI.ServerApp.
FrmMain">
    /// ReMP3 Server application</see> should now display. Clicking this link will
    /// ensure that the ChangeTabEventArgs will contain the tab name "Media Player"
    /// </summary>
    /// <param name="sender">The source object that raised the event</param>
    /// <param name="e">The event arguments</param>
    private void oLnkMediaPlayer_Click(object sender, System.EventArgs e)
    {
        //create a new ChangeTab event for event subscribers
        ChangeTabEventArgs ea = new ChangeTabEventArgs("Media Player");
        OnChangeTab(ea);
    }

    /// <summary>
    /// Occurs when the oLnkMP3Editor link is clicked, and will raise an
    /// <see cref="SB54_CSAI.CDRip.ChangeTabEventArgs"> ChangeTab Event</see>
    /// that will contain the name of the tab that the <see cref="sb54_CSAI.ServerApp.
FrmMain">
    /// ReMP3 Server application</see> should now display. Clicking this link will
    /// ensure that the ChangeTabEventArgs will contain the tab name "MP3 Editor"
    /// </summary>
    /// <param name="sender">The source object that raised the event</param>
    /// <param name="e">The event arguments</param>
    private void oLnkMP3Editor_Click(object sender, System.EventArgs e)
    {
        //create a new ChangeTab event for event subscribers
        ChangeTabEventArgs ea = new ChangeTabEventArgs("MP3 Editor");
        OnChangeTab(ea);
    }

    /// <summary>
    /// Occurs when the oLnkMediaCatalogue link is clicked, and will raise an
    /// <see cref="SB54_CSAI.CDRip.ChangeTabEventArgs"> ChangeTab Event</see>
    /// that will contain the name of the tab that the <see cref="sb54_CSAI.ServerApp.
FrmMain">
    /// ReMP3 Server application</see> should now display. Clicking this link will
    /// ensure that the ChangeTabEventArgs will contain the tab name "Media Library"
    /// </summary>
    /// <param name="sender">The source object that raised the event</param>
    /// <param name="e">The event arguments</param>
    private void oLnkMediaCatalogue_Click(object sender, System.EventArgs e)
    {
        //create a new ChangeTab event for event subscribers
        ChangeTabEventArgs ea = new ChangeTabEventArgs("Media Library");
        OnChangeTab(ea);
    }

    /// <summary>
    /// Occurs when the oLnkCDRipper link is clicked, and will raise an
    /// <see cref="SB54_CSAI.CDRip.ChangeTabEventArgs"> ChangeTab Event</see>
    /// that will contain the name of the tab that the <see cref="sb54_CSAI.ServerApp.
FrmMain">
    /// ReMP3 Server application</see> should now display. Clicking this link will
    /// ensure that the ChangeTabEventArgs will contain the tab name "CD Ripper"
    /// </summary>
    /// <param name="sender">The source object that raised the event</param>
    /// <param name="e">The event arguments</param>
    private void oLnkCDRipper_Click(object sender, System.EventArgs e)
    {
        //create a new ChangeTab event for event subscribers
        ChangeTabEventArgs ea = new ChangeTabEventArgs("CD Ripper");
        OnChangeTab(ea);
    }
}
```

```
    }
    #endregion
    #endregion
}
#endregion

#region ChangeTabEventArgs CLASS
/// <summary>
/// Provides the ChangeTabEventArgs used with the <see cref="sb54_CSAI.ServerApp.FrmMain">
">
/// ReMP3 Server application</see> ChangeTab event. The ChangeTab event is used by the
/// <see cref="sb54_CSAI.ServerApp.FrmMain">ReMP3 Server application</see> to change to
the
/// tab requested
/// </summary>
public class ChangeTabEventArgs : EventArgs
{
    #region Instance Fields
    //Instance fields
    private readonly string newTabName="";
    #endregion

    #region Public Constructor
    /// <summary>
    /// Constructs a new ChangeTabEventArgs object using the parameters provided
    /// </summary>
    /// <param name="newTabName">The name of the tab to change to in the main
    /// ReMP3 Server application</param>
    public ChangeTabEventArgs(string newTabName)
    {
        this.newTabName = newTabName;
    }
    #endregion

    #region Public Methods/Properties
    /// <summary>
    /// Returns a string representing the user requested tab. This event should be
    /// consumed by the main ReMP3 Server application. Such that when a user clicks
    /// a link in this control, the correct tab is selected in the main
    /// ReMP3 Server application
    /// </summary>
    /// <returns>Returns a string representing the user requested tab</returns>
    public string requestedTab
    {
        get { return newTabName; }
    }
    #endregion
}
#endregion
}
```