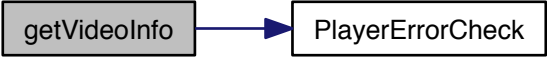


getVideoInfo



```
graph LR; A[getVideoInfo] --> B[PlayerErrorCheck]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is gray and contains the text 'getVideoInfo'. The right box is white and contains the text 'PlayerErrorCheck'. A dark blue arrow points from the right side of the gray box to the left side of the white box.

PlayerErrorCheck