



flash-videoio

Examples of Flash-based audio and video communication applications

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★ Troubleshooting

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Updated Dec 14, 2010 by [kundan10](#)

- 1. Problem:** with Adobe Flash Player on Mac OS X, it does not detect the camera "Built-in iSight" if you have installed Google Video Chat plugin. The problem is even after I changed my code to select the new camera name, it does not work well on Mac OS X.
 - The best option for now is to remove Google Video Chat and make sure that your Flash Player settings show only one camera "Built-in iSight", or
 - go back to older version of Flash Player 10.0.45 which uses "USB Video Class Video" as camera name.
 - Please see this [forum post](#) about potential fixes.
 - Please see another [forum post](#) on the problem and potential fix.
 - Some people have suggested installing Flash Player [10.2 beta](#) but that caused newer problems for me.

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Comment by [benjamin.chelli](#), Nov 18, 2010

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Hi, It seems like there is a problem with Mac Camera's in French. Apparently, it is because in French the name of the driver is "iSight intégrée" and it's encoded in UTF-8 so I have something like "iSight intv@grv@e" in the Settings panel of VideoIO. If you have any question or test to run, do not hesitate. Benjamin Chelli (benjamin dot chelli at gmail dot com)

Comment by [alex.soucy](#), Dec 10, 2010

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Hi Benjamin ! I'm french and I have exactly this problem of Mac Camera in French. How could i solve it ?

Comment by project member [kundan10](#), Dec 13, 2010

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Hi benjamin and Alex. It seems this is the problem with Flash Player as mentioned earlier. I have tried to work-around but didn't succeed.

Comment by [benjamin.chelli](#), Jan 3, 2011

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Hi, I finally found out the solution (randomly) : my webcam was disturb by the "google camera adapter 0" and "google camera adapter 1" here is the process to uninstall it : <http://www.google.co.uk/support/forum/p/chat/thread?tid=0fd25c866ecd895e&hl=en> ;-) Thank you Kundan for your help

Comment by [moderador@podoltras.com.br](#), May 18, 2011

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Hi, Benjamin. How can I do a connection with a FMS server? I have an account at a paid media server and it's necessary to login to connect. The example don't user login and password. Tks and sorry my english! Daniel - daniel@publica.com.br

Comment by [megainfodz](#), Aug 12, 2011

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Hi,
I try to use function onPostingNotify(event) and function onCallback(event)
but not work. can i use this to function f in p2p video ?
thanks and nice work !

Comment by project member [kundan10](#), Aug 12, 2011

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Hi megainf..., The onPostingNotify is for RTMFP group communication when "group" property is set and someone else sends "post" command. It needs VideoIO45.swf. the onCallback is for client-server RTMP communication when the server invokes a call on the client. Both are described in <http://myprojectguide.org/p/flash-videoio/10.html> and not applicable to RTMFP p2p communication. Can you kindly send the bug report by creating an issue in the issues tab or posting to the support group myprojectguide. You may also want to test it on the Demonstration and Testing page linked

from above page. If you can also post your HTML/javascript code fragment that would be great. Thanks

Comment by a.noskov.perm, Mar 28, 2012

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Hi I try using videoio with codec H.264, but i have the blockiness on flashplayer. How could i solve it ? I have code:

```
<object classid="clsid:D27CDB6E-AE6D-11cf-96B8-444553540000"

id="phone1" width="640" height="480" codebase="http://fpdownload.macromedia.com/get/flashplayer/current/swflash.cab"> <param
name="movie" value="VideoIO.swf" /> <param name="videoCodec" value="H264Avc" /> <param name="cameraQuality" value="80" />
<param name="quality" value="high" /> <param name="bgcolor" value="#000000" /> <param name="allowFullScreen" value="true" />
<param name="allowScriptAccess" value="always" /> <param name="wmode" value="transparent" /> <embed src="VideoIO.swf"
quality="high" bgcolor="#000000"

width="640" height="480" name="phone1" align="middle" play="true" loop="false" quality="high" allowScriptAccess="always"
cameraQuality="80" quality="high" type="application/x-shockwave-flash" wmode="transparent"
pluginspage="http://www.adobe.com/go/getflashplayer">

</embed>

</object>
```

The browser is firefox 10.0.2 flashplayer 11.2.202.228 and the webcam is 1.3Mp

Thanks

thanks

Comment by project member [theintency](#), Apr 5, 2012

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Two things: (1) you need to use the "flashVars" mechanism to set the VideoIO properties such as videoCodec, cameraQuality, etc. Please see [tutorial](#) for an example of how "controls=true" is set. Similarly you can set "controls=true&videoCodec=H264Avc?&cameraQuality=80". Make sure to use this value in both param tag with name="flashVars" and embed tag's attribute flashVars="..."

(2) Even if your publish side uses H264Avc?, if you enable cameraLoopback=true to see the local encoded view, you will see blockiness on the publish view, but the other player view should have no blockiness. Flash Player generates local camera loopback using Sorenson.

Comment by [legrisdev](#), Feb 3, 2013

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Currently trying to use VideoIO with Wowza:

- Recording is working OK
- Playback is always stopping a few seconds before the end of the file

Looking at the Wowza logs, the stop command is called a few seconds before the end of the file:

- INFO stream create -
- INFO stream play file1 -
- INFO stream stop file1 - // This happens a few seconds before

When using the Wowza player example, which works fine for playback, things happen in this order:

- INFO stream create -
- INFO stream play file1 - // called before the playback actually starts
- INFO stream stop file1 - // called before the playback actually starts
- INFO stream destroy file1 - // called when playback stops

We have tried the different playMode options, but with no success. Anything else to be tried?

Thanks!

Comment by [magikboo23](#), Feb 8, 2013

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Hi i have a trouble, using your example i have on start videocall input button

```
<input id="start" value="START" type="button" onclick="obj2.setProperty('src', document.getElementById('url1').value + '?play=' +
document.getElementById('play2').value + '&farID=' + document.getElementById('farID2').value);reset();"
style="display:none;padding:5px;padding-left:50px;padding-right:50px;"/>
```

if i put the onclick javascript in a function i receive the following error:

ArgumentError?: Error #2129: Connessione a null non riuscita.

at flash.net::NetStream?/ctor() at flash.net::NetStream?() at VideoIOInternal/createStream() at VideoIOInternal/netStatusHandler()

can you help me ?

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