OVP Samples Overview

- New sample here : http://openvideoplayer.sourceforge.net/samples/
- We have changed the included samples format as of v2.1.5 release.
- Instead of having a large amount of independent flex and flash IDE specific samples we have decided to create an ActionScript 3.0 IDE agnostic samples dashboard with full access to all the supporting code. In addition to the new samples dashboard we have included a new set of UI components that work very well with OVP based video players
- NOTE** If you right click on the control bar you can access a debug and stats dialog overlay.

Building with Flash Professional CSx

1. Unzip the sample folder of your choice
2. Create a new actionscript 3.0 document with any name and save it to the root of your unzipped sample. (@ same level as the org and libs folder).
3. Set the stage width and height to 640 x 390.
4. Inside your new .fla open File->Publish Settings->Flash Tab->Settings... (next to ActionSctip 3.0) ->Library path tab and then type "./libs"
5. In the Document Class input field => type the name of the Document Class i.e.(org.openvideoplayer.samples.generic.ProgressiveDownload) - Note** leave off the .as extension
6. Compile and play.

Building with Flash Builder - Flex SDK 4

1. Create a new Flex 4 Project in Flash Builder 4
2. Unzip the sample folder of your choice
3. Copy the org folder to the src folder
4. Copy the libs folder to the root of the new project and accept the overwriting of the current libs folder.
5. Open the default class of the new project and add a few lines of code.
    a. First we need a SpriteVisualElement sparks component to hold the sprite based video player so we create on like this:
        i. <s:SpriteVisualElement id="spriteContainer" />
    b. Second you need to add the main file of the sample to the sprite container like this:
        i. spriteContainer.addChild(new SAMPLE)
        ii. Please reference the document class list to see what main file to target and replace SAMPLE with
6. Export the project and we are done!

Building with Flex Builder - Flex SDK 3

1. Create a new Flex 3 Project in Flex Builder 3 or Flash Builder 4.
2. Make sure you change the target player to 10.0+ or you will get compile errors.
3. Unzip the sample folder of your choice.
4. Copy the org folder to the src folder.
5. Copy the libs folder to the root of the new project and accept the overwriting of the current libs folder.
6. Open the default class of the new project and add a few lines of code.
   a. First we need a mx canvas component to hold the sprite based video player so we create on like this:
      i. <mx:UIComponent id="container"/>
   b. Second you need to add the main file of the sample to the sprite container like this:
      i. container.addChild(new SAMPLE)
      ii. Please reference the document class list to see what main file to target and replace SAMPLE with
7. Export the project and we are done!

Document Class Target List

- o **Generic OVP Samples Document Class Paths**

  - ❖ Progressive Download Sample
    - ➢ org.openvideoplayer.samples.generic.ProgressiveDownload

  - ❖ FMS Video On Demand
    - ➢ org.openvideoplayer.samples.generic.VODStreaming

  - ❖ Sub Clip FMS VOD
    - ➢ org.openvideoplayer.samples.generic.SubClipVODStreaming

  - ❖ Sub Clip FMS MBR Streaming
    - ➢ org.openvideoplayer.samples.generic.SubClipMBR

  - ❖ FMS Trick Mode
    - ➢ org.openvideoplayer.samples.generic.FMSTrickMode

  - ❖ FMS Video On Demand
    - ➢ org.openvideoplayer.samples.generic.VODStreaming

Document Class Target List (continued…)

- ❖ Pre-Roll Advertisement Sample
  - ➢ org.openvideoplayer.samples.generic.PreRollAd

- ❖ Dynamic Cuepoints Sample
  - ➢ org.openvideoplayer.samples.generic.DynamicCuePoints

- ❖ Closed Captioning Sample
  - ➢ org.openvideoplayer.samples.generic.Captioning

- ❖ Bandwidth Estimation Sample
  - ➢ org.openvideoplayer.samples.generic.BandwidthEstimation

o **Akamai OVP Samples Document Class Paths**

- ❖ Akamai Video On Demand
  - ➢ org.openvideoplayer.samples.akamai.AkamaiVODNetStream

- ❖ Publisher PDL w/Playlist
  - ➢ org.openvideoplayer.samples.akamai.PublisherProgressiveDownload

- ❖ FMS Live Dynamic Streamin
  - ➢ org.openvideoplayer.samples.akamai.MultiBitRateLive

- ❖ Live Streaming
  - ➢ org.openvideoplayer.samples.akamai.LiveStreaming