1.Uploadify配置选项：

- auto

  类型：Boolen

  缺省值：true

  说明：表示在选择文件后是否自动上传

- buttonClass

  说明：额外增加的上传按钮样式类型

- buttonCursor

  说明：上传按钮Hover时的鼠标形状，默认值是'hand'

- buttonImage

  说明：按钮的背景图片，默认为NULL

- l buttonText

  说明：按钮上显示的文字，默认"SELECT FILES"

- l checkExisting

  说明：默认是false，若要检查可指明一个用于判断的脚本的路径，比如：

  'checkExisting'：/uploadify/check-exists.php'

- l debug

  说明：开启DEBUG模式，默认False

- fileObjName

  说明：文件对象名称。用于在服务器端获取文件。比如，把该属性设置为'myFile',那么在PHP中获取该文件的方法是：$_FILES['myFile'],该属性的缺省值为：'Filedata'

- fileSizeLimit

  说明：上传文件大小限制，默认单位是KB，若需要限制大小在100KB以内，可设置该属性为：'100KB'

- fileTypeDesc

  说明：文件类型的说明，比如设置该属性为：'Any Old file you want...'，那么，选择文件时可以看到（图片右下角）：

- fileTypeExts

  指定允许上传的文件类型。默认 *.*。比如只支持gif，jpg，png类型的图像，那么该属性设置为：'*.gif; *.jpg；*.png'

- formData

指定上传文件附带的其他数据。也可以动态设置。下面看一个静态的例子：

```javascript
$(function() {
    $("#file_upload").uploadify({
        'formData'      : {'someKey' : 'someValue', 'someOtherKey' : 1},
        'swf'           : '/uploadify/uploadify.swf',
        'uploader'      : '/uploadify/uploadify.php',
        'onUploadStart' : function(file) {
            $("#file_upload").uploadify("settings", "someOtherKey", 2);
        }
    });
});
```

其中，formData中包含两个键值对，在服务器端可以通过$_POST或者 $_GET获取这些数据。若要动态设置参数的值，可以通过 onUploadStart方法，传入参数"settings"如上图示，其把名为someOtherKey的变量的值改成了2.

- height

表示按钮的高度，默认30PX。若要改为50PX，如下设置： height ':50,

- method

默认是'post',也可以设置为'get'

- multi

是否支持多文件上传，默认为true

- overrideEvents

Uploadify插件里面有一些事件，该参数意义就是设置哪些事件可以被用户覆写。若进行如下设置：

```
Javascript Code                                            +  ≡  ⟋ <>
1  $(function() {
2      $("#file_upload").uploadify({
3          'overrideEvents' : ['onUploadProgress'],  // The progress will not
4          'swf'           : '/uploadify/uploadify.swf',
5          'uploader'      : '/uploadify/uploadify.php'
6      });
7  });
```

表示onUploadProgress事件可以被用户自定义的事件覆盖。

● preventCaching

若设置为true，一个随机数将被加载swf文件URL的后面，防止浏览器缓存.

默认值为true

● progressData

设置文件上传时显示的数据，有两个选择：'上传速度'或者'百分比'，

分别对应'speed'和'percentage'

● queueID
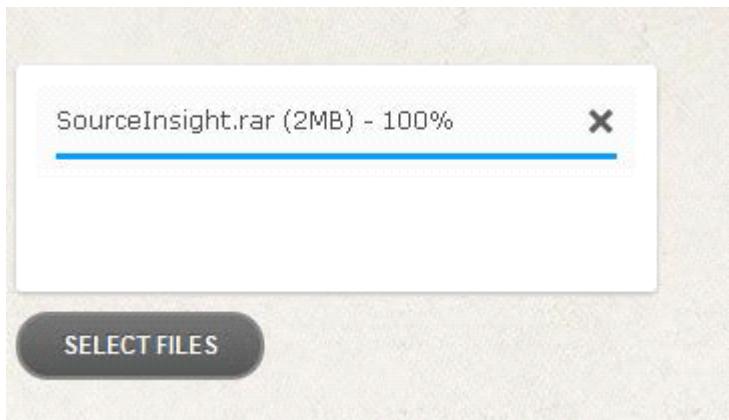
表示上传队列的DOM元素的ID号，如下所示：

```
HTML Code                                                  +  ≡  ▤ ⟋ <>
1  <style type="text/css">
2  #some_file_queue {
3      background-color: #FFF;
4      border-radius: 3px;
5      box-shadow: 0 1px 3px rgba(0,0,0,0.25);
6      height: 103px;
7      margin-bottom: 10px;
8      overflow: auto;
9      padding: 5px 10px;
10     width: 300px;
11 }
12 </style>
13 <div id="some_file_queue"></div>
14 <input type="file" name="file_upload" id="file_upload" />
```

```
Javascript Code                                            +  ≡  ▤ ⟋ <>
1  $(function() {
2      $("#file_upload").uploadify({
3          'queueID' : 'some_file_queue',
4          'swf'     : '/uploadify/uploadify.swf',
5          'uploader' : '/uploadify/uploadify.php'
6      });
7  });
```

设置了queueID为some_file_queue，那么选择多个文件上传后，就能看到实时的队列情况，如下图所示：

- queueSizeLimit

  队列长度限制，缺省值999

- removeCompleted

  表示在上传完成后是否删除队列中的对应元素。默认是True，即上传完成后就看不到上传文件进度条了。

- removeTimeout

  表示上传完成后多久删除队列中的进度条，默认为3，即3秒。

- requeueErrors

  若设置为True，那么在上传过程中因为出错导致上传失败的文件将被重新加入队列。

- successTimeout

  表示文件上传完成后等待服务器响应的时间。超过该时间，那么将认为上传成功。默认是30，表示30秒。

- swf

swf文件路径

- uploader

 服务器端脚本文件路径

- uploadLimit

  最多上传文件数量，默认999
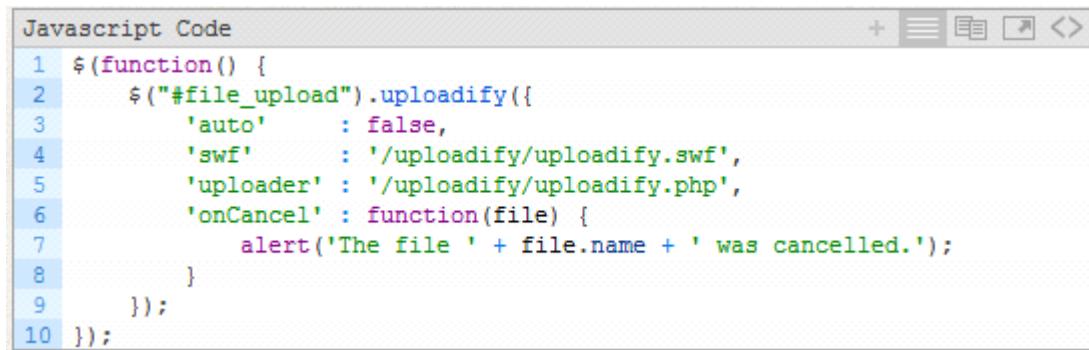
- width

  按钮宽度，默认120

2.Uploadify事件：

- onCancel

在文件被移除出队列时触发

```javascript
Javascript Code
1  $(function() {
2      $("#file_upload").uploadify({
3          'auto'      : false,
4          'swf'       : '/uploadify/uploadify.swf',
5          'uploader'  : '/uploadify/uploadify.php',
6          'onCancel'  : function(file) {
7              alert('The file ' + file.name + ' was cancelled.');
8          }
9      });
10 });
```

- onClearQueue

  在调用cancel方法且传入参数'*'时触发

```
HTML Code                                              + ≡ 🗐 ↗ <>
<input type="file" name="file_upload" id="file_upload" />
<a href="javascript:$('#file_upload').uploadify('cancel','*');">Clear Queue<
```

```
Javascript Code                                        + ≡ 🗐 ↗ <>
1  $(function() {
2      $("#file_upload").uploadify({
3          'auto'        : false,
4          'swf'         : '/uploadify/uploadify.swf',
5          'uploader'    : '/uploadify/uploadify.php',
6          'onClearQueue' : function(queueItemCount) {
7              alert(queueItemCount + ' file(s) were removed from the queue'
8          }
9      });
10 });
```

- onDestroy

  调用destroy方法时触发

- onDialogClose

  打开文件对话框关闭时触发

```
HTML Code                                              + ≡ 🗐 ↗ <>
1 <input type="file" name="file_upload" id="file_upload" />
```

```
Javascript Code                                        + ≡ 🗐 ↗ <>
1  $(function() {
2      $("#file_upload").uploadify({
3          'fileSizeLimit'  : '50KB',
4          'overrideEvents' : ['onDialogClose'],
5          'swf'            : '/uploadify/uploadify.swf',
6          'uploader'       : '/uploadify/uploadify.php',
7          'onDialogClose'  : function(queueData) {
8              alert(queueData.filesQueued + ' files were queued of ' + queu
9          }
10     });
11 });
```

参数queueData有以下属性：

· **filesSelected** The number of files selected in browse files dialog

· **filesQueued** The number of files added to the queue (that didn't return an error)

· **filesReplaced** The number of files replaced in the queue

- **filesCancelled** The number of files that were cancelled from being added to the queue (not replaced)

- **filesErrored** The number of files that returned an error

- onDialogOpen

  选择文件对话框打开时触发。

- onDisable

  禁用Uploadify时触发（通过disable方法）

- onEnable

  使能Uploadift时触发

- onFallback

  没有兼容的FLASH时触发

```
HTML Code
1 <input type="file" name="file_upload" id="file_upload" />
```

```javascript
1 $(function() {
2     $("#file_upload").uploadify({
3         'swf'       : '/uploadify/uploadify.swf',
4         'uploader'  : '/uploadify/uploadify.php',
5         'onFallback' : function() {
6             alert('Flash was not detected.');
7         }
8     });
9 });
```

- onInit

  每次初始化一个队列时触发

```javascript
1  $(function() {
2      $("#file_upload").uploadify({
3          'swf'     : '/uploadify/uploadify.swf',
4          'uploader' : '/uploadify/uploadify.php',
5          'onInit'   : function(instance) {
6              alert('The queue ID is ' + instance.settings.queueID);
7          }
8      });
9  });
```

- onQueueComplete

  在队列中的文件上传完成后触发

```javascript
1  $(function() {
2      $("#file_upload").uploadify({
3          'swf'     : '/uploadify/uploadify.swf',
4          'uploader' : '/uploadify/uploadify.php',
5          'onQueueComplete' : function(queueData) {
6              alert(queueData.uploadsSuccessful + ' files were successfully
7          }
8      });
9  });
```

- onSelect

  选择文件后触发

```html
1  <input type="file" name="file_upload" id="file_upload" />
```

```javascript
1  $(function() {
2      $("#file_upload").uploadify({
3          'swf'     : '/uploadify/uploadify.swf',
4          'uploader' : '/uploadify/uploadify.php',
5          'onSelect' : function(file) {
6              alert('The file ' + file.name + ' was added to the queue.');
7          }
8      });
9  });
```
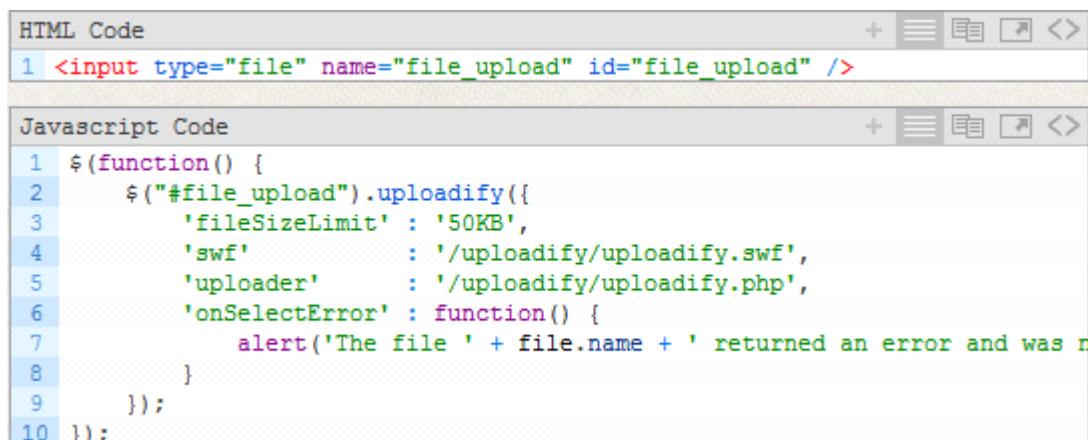
- onSelectError

  选择文件后出错时触发。参数如下

- **file** The file object that returned the error.

- **errorCode** The error code that was returned. The following constants can be used when determining the error code: • QUEUE_LIMIT_EXCEEDED – The number of files selected will push the size of the queue passed the limit that was set.

- FILE_EXCEEDS_SIZE_LIMIT – The size of the file exceeds the limit that was set.

- ZERO_BYTE_FILE – The file has no size.

- INVALID_FILETYPE – The file type does not match the file type limitations that were set.

- **errorMsg** The error message indicating the value of the limit that was exceeded.

    *You can access a full error message using 'this.queueData.errorMsg' if you do not override the default event handler.

```
HTML Code                                                    +  ≡ 国 ↗ <>
1  <input type="file" name="file_upload" id="file_upload" />
```

```
Javascript Code                                             +  ≡ 国 ↗ <>
1  $(function() {
2      $("#file_upload").uploadify({
3          'fileSizeLimit' : '50KB',
4          'swf'           : '/uploadify/uploadify.swf',
5          'uploader'      : '/uploadify/uploadify.php',
6          'onSelectError' : function() {
7              alert('The file ' + file.name + ' returned an error and was n
8          }
9      });
10 });
```

- onSWFReady

    FLASH对对象加载成功后触发

```
HTML Code
1 <input type="file" name="file_upload" id="file_upload" />
```

```
Javascript Code
1 $(function() {
2     $("#file_upload").uploadify({
3         'swf'       : '/uploadify/uploadify.swf',
4         'uploader'  : '/uploadify/uploadify.php',
5         'onSWFReady' : function() {
6             alert('The Flash file is ready to go.');
7         }
8     });
9 });
```

- onUploadComplete

  上传文件成功后触发（每一个文件都触发一次）

```
Javascript Code
1 $(function() {
2     $("#file_upload").uploadify({
3         'swf'             : '/uploadify/uploadify.swf',
4         'uploader'        : '/uploadify/uploadify.php',
5         'onUploadComplete' : function(file) {
6             alert('The file ' + file.name + ' finished processing.');
7         }
8     });
9 });
```

- onUploadError

  上传文件失败触发，参数如下：

•**file** The file object that was uploaded

•**errorCode** The error code that was returned

•**errorMsg** The error message that was returned

•**errorString** The human-readable error message containing all the details of the

error

```
Javascript Code                                            +  ☰  ▤  ◪  <>
1  $(function() {
2      $("#file_upload").uploadify({
3          'swf'         : '/uploadify/uploadify.swf',
4          'uploader'    : '/uploadify/uploadify-not-existing.php',
5          'onUploadError' : function(file, errorCode, errorMsg, errorString)
6              alert('The file ' + file.name + ' could not be uploaded: ' + e
7          }
8      });
9  });
```

- onUploadProgress

  每个文件上传后更新一次进度信息。参数如下：

- **file** The file object being uploaded

- **bytesUploaded** The number of bytes of the file that have been uploaded

- **bytesTotal** The total number of bytes of the file

- **totalBytesUploaded** The total number of bytes uploaded in the current upload

operation (all files)

- **totalBytesTotal** The total number of bytes to be uploaded (all files)

```
Javascript Code                                            +  ☰  ▤  ◪  <>
1  $(function() {
2      $("#file_upload").uploadify({
3          'swf'         : '/uploadify/uploadify.swf',
4          'uploader'    : '/uploadify/uploadify.php',
5          'onUploadProgress' : function(file, bytesUploaded, bytesTotal, tot
6              $('#progress').html(totalBytesUploaded + ' bytes uploaded of '
7          }
8      });
9  });
```

- onUploadStart

  在一个文件开始上传之前触发。

```
Javascript Code                                    +  ☰  ▣  ⤢  <>
1  $(function() {
2      $("#file_upload").uploadify({
3          'swf'         : '/uploadify/uploadify.swf',
4          'uploader'    : '/uploadify/uploadify.php',
5          'onUploadStart' : function(file) {
6              alert('Starting to upload ' + file.name);
7          }
8      });
9  });
```

- onUploadSuccess

  在每一个文件上传成功后触发

参数如下：

•**file** The file object that was successfully uploaded

• **data** The data that was returned by the server-side script (anything that was

echoed by the file)

• **response** The response returned by the server— *true* on success or *false* if no

response. If *false* is returned, after the successTimeout option expires, a response of

true is assumed.

```
HTML Code                                          +  ☰  ▣  ⤢  <>
1  <input type="file" name="file_upload" id="file_upload" />
```

```
Javascript Code                                    +  ☰  ▣  ⤢  <>
1  $(function() {
2      $("#file_upload").uploadify({
3          'swf'             : '/uploadify/uploadify.swf',
4          'uploader'        : '/uploadify/uploadify.php',
5          'onUploadSuccess' : function(file, data, response) {
6              alert('The file ' + file.name + ' was successfully uploaded wi
7          }
8      });
9  });
```

3. Uploadify方法：

- cancel

```
HTML Code                                                    +  ☰  ▤  ↗  <>
1 <input type="file" name="file_upload" id="file_upload" />
2 <a href="javascript:$('#file_upload').uploadify('cancel')">Cancel First Fi
```

```
Javascript Code                                              +  ☰  ▤  ↗  <>
1 $(function() {
2     $("#file_upload").uploadify({
3         'auto'     : false,
4         'swf'      : '/uploadify/uploadify.swf',
5         'uploader' : '/uploadify/uploadify.php'
6     });
7 });
```

- destroy

```
HTML Code                                                    +  ☰  ▤  ↗  <>
1 <input type="file" name="file_upload" id="file_upload" />
2 <a href="javascript:$('#file_upload').uploadify('destroy')">Destroy Upload
```

```
Javascript Code                                              +  ☰  ▤  ↗  <>
1 $(function() {
2     $("#file_upload").uploadify({
3         'swf'      : '/uploadify/uploadify.swf',
4         'uploader' : '/uploadify/uploadify.php'
5     });
6 });
```

- disable

```
HTML Code                                                    +  ☰  ▤  ↗  <>
1 <input type="file" name="file_upload" id="file_upload" />
2 <a href="javascript:$('#file_upload').uploadify('disable', true)">Disable
```

```
Javascript Code                                              +  ☰  ▤  ↗  <>
1 $(function() {
2     $("#file_upload").uploadify({
3         'swf'      : '/uploadify/uploadify.swf',
4         'uploader' : '/uploadify/uploadify.php'
5     });
6 });
```

- settings

参数

- **name** The name of the setting you want to return or change. Only setting this

  argument will return the value.

- **value** The value you would like to use for the setting.

- **resetObjects** Set this to *true* when updating the postData object to erase existing values. Otherwise, new values will be added to existing ones.

*The only setting that cannot be set is the swf setting.

```
HTML Code
1 <input type="file" name="file_upload" id="file_upload" />
2 <a href="javascript:changeBtnText()">Change the Button Text</a> | <a href=
```

```
Javascript Code
1 $(function() {
2     $("#file_upload").uploadify({
3         'swf'       : '/uploadify/uploadify.swf',
4         'uploader' : '/uploadify/uploadify.php'
5     });
6 });
7
8 function changeBtnText() {
9     $('#file_upload').uploadify('settings','buttonText','BROWSE');
10 }
11
12 function returnBtnText() {
13     alert('The button says ' + $('#file_upload').uploadify('settings','bu
14 }
```

- stop 停止上传

```
HTML Code
1 <input type="file" name="file_upload" id="file_upload" />
2 <a href="javascript:$('#file_upload').uploadify('upload', '*')">Upload the
```

```
Javascript Code
1 $(function() {
2     $("#file_upload").uploadify({
3         'auto'      : false,
4         'swf'       : '/uploadify/uploadify.swf',
5         'uploader' : '/uploadify/uploadify.php'
6     });
7 });
```

- upload

参数：**fileID** The ID of the file you would like to upload. The easiest way to get the fileID of a queue item is to use the id attribute of the queue item you want to upload. To upload multiple files, add each fileID as an argument. If '*' is

passed as the first and only argument, all files in the queue will be uploaded.

```
HTML Code                                                    +  ≡  ⊞  ⊅  <>
1  <input type="file" name="file_upload" id="file_upload" />
2  <a href="javascript:$('#file_upload').uploadify('upload','*')">Upload File
```

```
Javascript Code                                              +  ≡  ⊞  ⊅  <>
1  $(function() {
2      $("#file_upload").uploadify({
3          'auto'     : false,
4          'swf'      : '/uploadify/uploadify.swf',
5          'uploader' : '/uploadify/uploadify.php'
6      });
7  });
```