FLASHVARS

Italic vars are read-only. More info at http://code.jeroenwijering.com/trac/wiki/FlashVars

- config (undefined)
- author (undefined)
- date (undefined)
- description (undefined)
- duration (0)
- file (undefined)
- image (undefined)
- link (undefined)
- start (0)
- tags (undefined)
- title (undefined)
- type (undefined)
- backcolor (undefined)
- frontcolor (undefined)
- lightcolor (undefined)
- screencolor (undefined)
- controlbar (bottom, over, none)
- controlbarsize (20)
- height (300)
- playlist (none, over, bottom, right)
- playlistsize (180)
- skin (undefined)
- width (400)

- autostart (false)
- bufferlength (1)
- displayclick (play)
- icons (true)
- item (0)
- logo (undefined)
- mute (false)
- quality (true)
- repeat (none, list, always)
- resizing (true)
- shuffle (false)
- state (idle,buffering,playing,paused,completed)
- stretching (uniform, fill, exactfit, none)
- volume (80)
- abouttext (undefined)
- aboutlink (http://www.jeroenwijering.com)
- client (FLASH WIN 9.0.28)
- id (undefined)
- linktarget (self)
- plugins (undefined)
- streamer (undefined)
- token (undefined)
- tracecall (undefined)
- version (4.0.00)

API

All events are described in more detail at http://code.jeroenwijering.com/trac/wiki/FlashAPI

Get variables:

getConfig()
getPlaylist()

Subscribe to events:

addModelListener(event,function) addControllerListener(event,function) addViewListener(event,function)

Send View events:

sendEvent(event,value)

Load plugins at runtime:

loadPlugin(plugin,flashvars)

playerReady() javascript call:

When inited, the player calls a global playerReady() function.

STRUCTURE

All events are described in more detail at http://code.jeroenwijering.com/trac/wiki/FlashAPI

