Sorenson Squeeze 4.3

SWF Template Documentation

The SWF template feature of Squeeze allows you to compress a video clip into a custom interface with custom-built buttons for controlling the video playback and audio levels. A number of SWF templates are included with Squeeze 4.3 that you may use with your video clips. The original Flash files (FLAs) are also included for you to freely edit, customize, and distribute.

These instructions describe the process of creating a template for you to understand how a template can be built. These instructions are not comprehensive in what can be done. Please use your skills and imagination to create your own templates to share with other worldwide Squeeze users.

These instruction assume that you have an understanding of Macromedia Flash. For information on Using Flash, please refer to the Macromedia Flash documentation or go to www.macromedia.com.

Squeeze SWF templates can be created using the follow version of Flash: Flash MX (version 6), Flash MX 2004 (version 7), and Flash 8.

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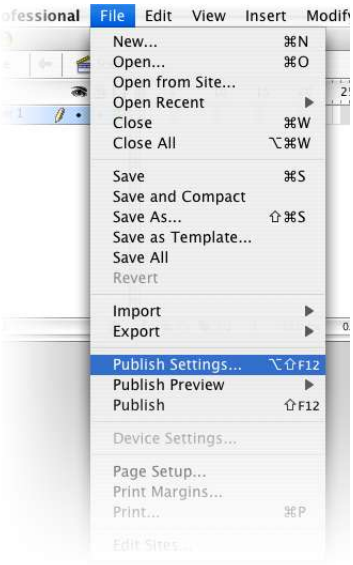
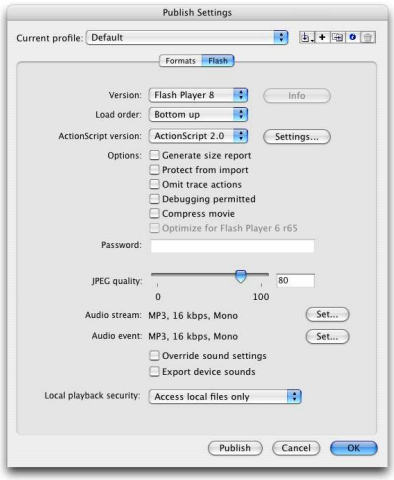
Creating a New Flash Movie

This template is designed with the video size of 320 x 240. You can use the template with video with any dimensions larger or smaller than the 320 x 240 size. The template is automatically scaled in proportion to the video dimension. Generally, it is recommended that you use video dimensions the same size as or less than the dimensions the template is built for. Using video larger than the template dimension will work but the interface may look pixilated or stretched.

Use the direction below for building an SWF template for Squeeze:

1. Start Macromedia Flash. (Flash MX, MX 2004, or version 8). (A new Flash movie should appear. If not, choose File > New.)
2. Set the size of the template document by clicking the size button in the Properties window. (The Properties window will appear.)
3. For this example, this document is going to be 440 px (width) x 470 px (height). Input the numbers for the dimensions.
4. Click OK. (The Properties dialog box closes.)
5. Choose File > Publish Settings.
   (The Publish Settings dialog box will appear.)
6. Only the Flash (.swf) checkbox needs to be checked.
7. Select the Flash tab.
8. Make sure that the version is Flash Player 6 or greater is checked and that the Compress Movie checkbox (in the Options section) is not checked.
9. Select the OK button. (The Publish Settings dialog box closes.)
10. Select File > Save. (The Save dialog box will appear.)
11. Give the document and name select a location to save the file to.
12. Select the Save button.

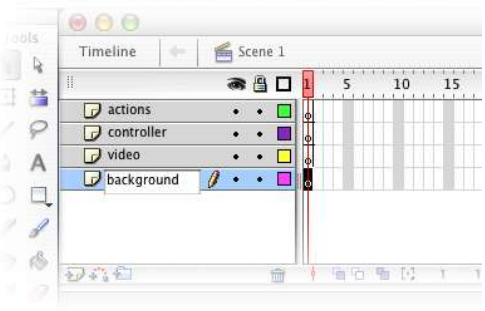




Creating the Template Background Layer

One of the advantages of using templates for video in Flash is the ability to customize the appearance of the player to suit any context. For very small template file sizes and low memory overhead, the vector drawing tools in Flash, Adobe Illustrator®, or Macromedia FreeHand® can be used. For a more textured or photo realistic appearance; create the background in a third party application capable of creating Flash-compatible bitmaps, such as Adobe Photoshop® or Macromedia Fireworks®.

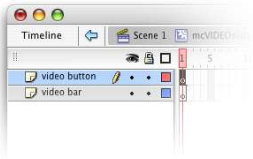
1. Create three other layers (besides the one that already exists) in the following order and name the four layers:
   - actions
   - controller
   - video
   - background



2. Select the first frame of the background layer.
3. If the Library window does not appear on the stage, select Window > Library.
4. Create a new movie clip. In the top right corner of the Library window, select New Symbol. (The Create New Symbol dialog box will appear.)
5. Input the name background.
6. Select the Type as Movie Clip.
7. Click on OK.

   (The Create New Symbol dialog box will close.)
8. Double-click the newly-created movie clip named background.

   (The background movie clip will open in the stage area.)
9. A background graphic can be created in Flash or another drawing or painting program. (As an example, the file background.png can be Imported to Stage.)
10. Center the graphic to the center of the stage using the Align window.
11. Select Scene 1.
12. Select the first frame of the layer named background in the Scene 1 movie.



13. Drag the movie clip mcBACKGROUND from the Library window to the stage.
14. Center the movie clip to the center of the stage using the Align window.
15. Click to select the mcBACKGROUND movie clip on the stage.
16. In the Properties window, give the placed movie clip the instance name of iBACKGROUND.
17. Choose File > Save.

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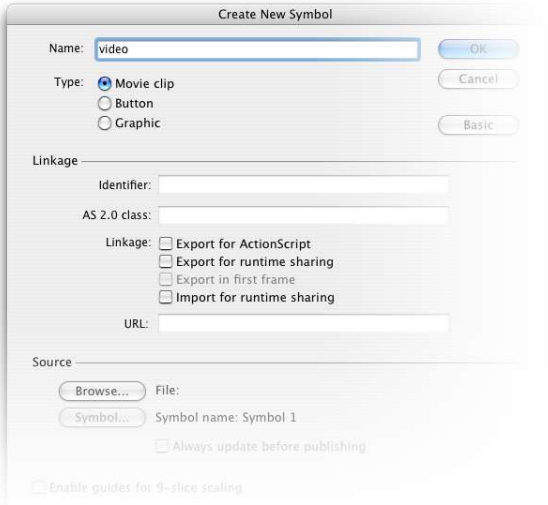
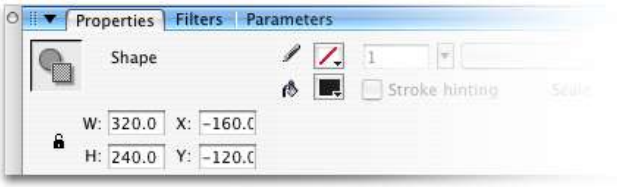
Creating the Video Layer

When Squeeze compresses a video into a template, it looks for a movie clip with an instance name of smMovieClip. Do not place anything important in this clip. The video completely replaces its contents at compression time. The clip can be any size, but 320 x 240 is used in this example.



1. Create a new movie clip. In the top right corner of the Library window, select New Symbol.
2. Input the name mcVIDEO.
3. Verify that the Type is set as Movie Clip.
4. Click on OK.
   (The Create New Symbol dialog box will close.)
5. Double-click the newly-created movie clip named video.
   (The background movie clip will open in the stage area.)
6. Create a rectangle on the stage using the rectangle tool, set the stroke color to none and any visible color for the fill.
7. To view the dimensions of the newly-drawn rectangle. Select the Selection tool.



8. Double-click the rectangle to select it. (With the fill of the rectangle selected, the dimensions will appear in the Properties window.)
9. In this example, the rectangle needs to 320 pixels x 240 pixels. Enter 320 to the right of the W (width) and 240 to the right of the H (height).
10. Center the rectangle to the center of the stage using the Align window if necessary.
11. Select Scene 1.
12. Select the first frame of the layer named video in the Scene 1 movie.

12. Select the first frame of the layer named video in the Scene 1 movie.
13. Drag the movie clip mcVIDEO from the Library window to the stage and place it on the stage where you want the video to appear.
14. Click to select the mcVIDEO movie clip on the stage.
15. In the Properties window, give the placed movie clip the instance name of smMovieClip.
16. Choose File > Save.

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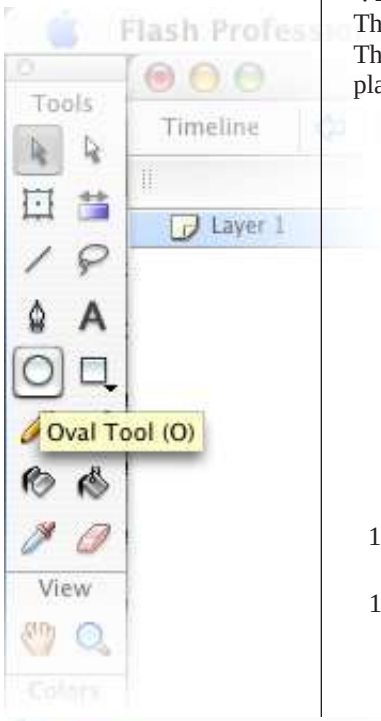
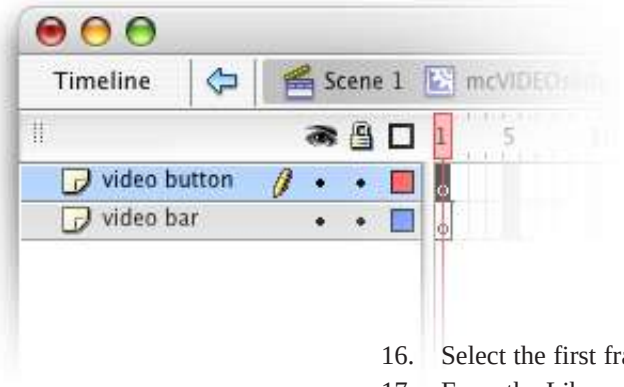


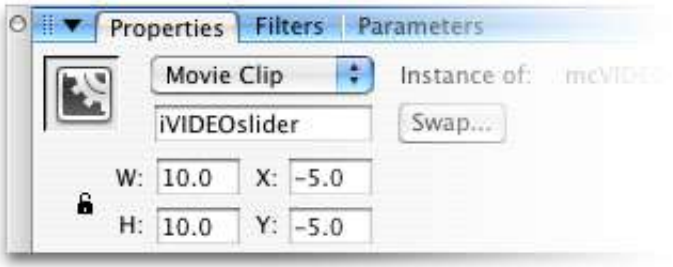
Video Scrub Bar

The scrub bar enables you to quickly “scrub“ backwards or forwards through the video. The video scrub bar is a sliding button that indicates the relative location of the current play location in the video.

1. Create a new movie clip in the library by selecting Insert > Create New Symbol.
2. For the name, insert mcVIDEObtn.
3. For the type, select Movie clip.
4. Click OK. (The Create New Symbol window will close and the mcVIDEObtn movie clip will be open in the stage area.)
5. Using the Oval tool, create a small graphic to be used as the sliding control button.
6. Center the button to the stage using the Align window. (First, within the Align window make sure that the Align to Stage button is grayed. Then, click on the Align Horizontal Center button and the Align Vertical Center button.)
7. Create a new movie clip in the library by selecting Insert > Create New Symbol.
8. For the name, insert mcVIDEOslide.
9. For the type, select Movie clip.
10. Click OK. (The Create New Symbol window will close and the mcVIDEOslide movie clip will be open in the stage area.)
11. Create 2 layers and name them:
    - video button
    - video bar



12. Click on the first frame of the video button layer.
13. Using the drawing tools in Flash (or another Flash-compatible drawing program), create a horizontal rectangle representing the slider container.
    (In this example, the image is approximately 310 by 10 pixels.)
14. Note the width of the graphic for later input. In this example, the width is 310.
15. With the shape selected, in the Align window click on the Align left edge and Align vertical center.
16. Select the first frame of the video button layer.
17. From the Library window, drag the movie clip mcVIDEObtn to the stage.
18. Center the movie clip in the exact center of the stage using the Align window.
19. Click on the mcVIDEObtn graphic on the stage so that the mcVIDEObtn is select that the movie clip name appears in the bottom Properties window.
20. In the Properties window, give the item the instance name of iVIDEOcontrol.



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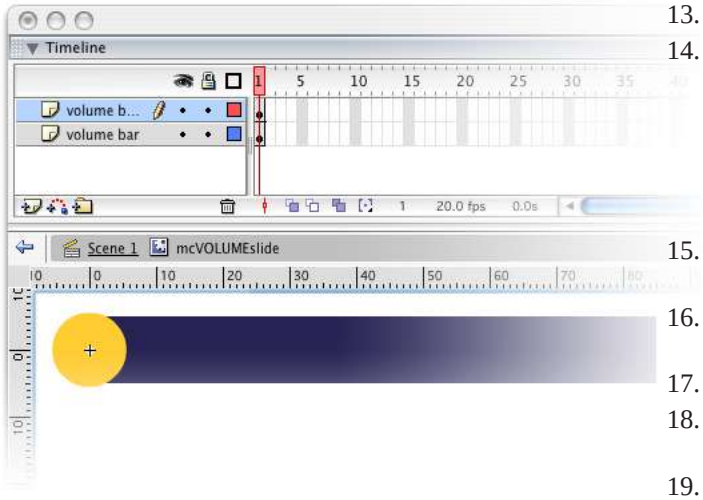
Volume Control

The Volume control is a sliding button that indicates the relative volume of the audio. It can also be clicked and dragged to increase or decrease the volume level.

1. Create a new movie clip in the Library window by selecting Insert > Create New Symbol.
2. For the name, insert mcVOLUMEbtn.
3. For the type, select Movie clip.
4. Click OK. (The Create New Symbol window will close and the mcVOLUMEbtn movie clip will be open in the stage area.)
5. Select the first frame of Layer 1.
6. Using the Oval tool, create a small graphic to be used as the sliding control button.
7. Center the button to the stage using the Align window. (First, within the Align window make sure that the Align to Stage button is grayed. Then click on the Align horizontal center button and the Align vertical center button.)

8. Create a new movie clip in the library by selecting Insert > Create New Symbol.
9. For the name, insert mcVOLUMEslider.
10. For the type, select Movie clip.
11. Click OK. (The Create New Symbol window will close and the mcVOLUMEslider movie clip will be open in the stage area.)
12. Create 2 layers and name them:
    - volume button
    - volume bar
13. Click on the first frame of the video button layer.



13. Click on the first frame of the video button layer.
14. Using the drawing tools in Flash (or another Flash-compatible drawing program), create a horizontal rectangle representing the slider container.

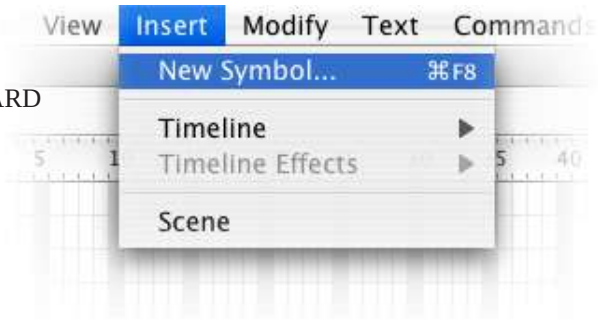
    (insert graphic name)

    (In this example, the image is approximately XXX by YYY pixels.)
15. Note the width of the graphic for later input. (In this example, the width is XXX.)
16. With the shape selected, in the Align window click on the Align left edge and Align vertical center buttons.
17. Select the first frame of the video button layer.
18. From the Library window, drag the movie clip mcVOLUMEbtn to the center of the stage.
19. Center the movie clip in the center of the stage using the Align window.

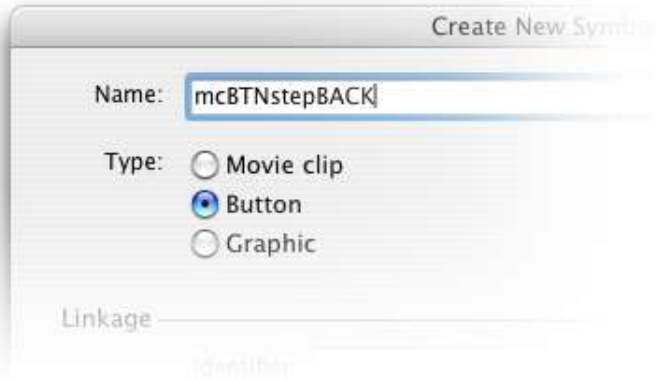
20. Click on the mcVOLUMEbtn graphic on the stage so that the mcVOLUMEbtn is select that the movie clip name appears in the bottom Properties window.
21. In the Properties window, give the item the instance name of iVOLUMEcontrol.

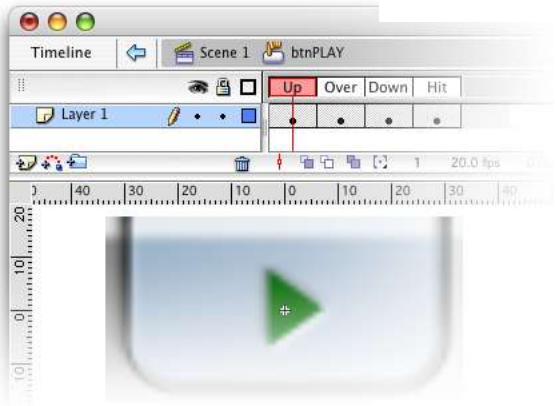
Video Control Buttons

1. Create four new buttons in the Library by selecting Insert > Create New Symbol.
2. Name each of the buttons:
   - mcBTNplay
   - mcBTNstop
   - mcBTNstepBACK
   - mcBTNstepFORWARD



2. Be sure that the type is set to Button for each of the buttons.
3. In the Library window, double-click on one button at that time and create the button states for each button.
4. From within Flash or another drawing or painting program, create the following button symbols, each with states for Up, Over, Down, Hit.

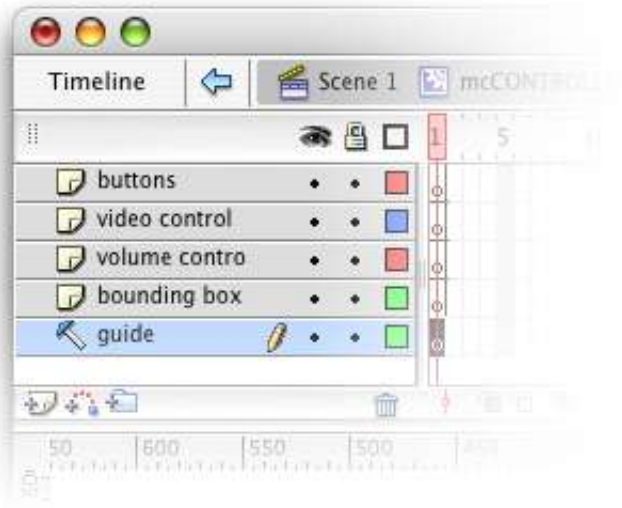




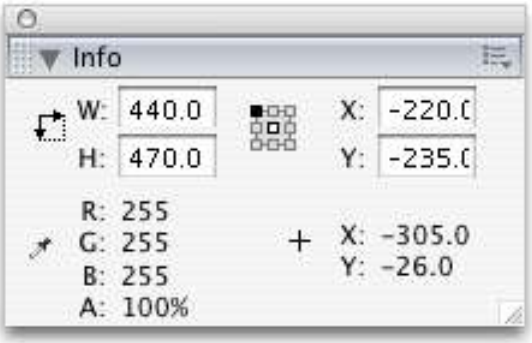
Creating the Video Player Control Buttons

At this point, let's bring the pieces together. The controller movie clip contains all of the buttons and sliders for controlling the video.

1. Create a new movie clip in the library by selecting Insert > Create New Symbol. (The Create New Symbol window appears.)
2. For the name, insert mcCONTROLLER.
3. For the type, select Movie clip.
4. Click OK. (The Create New Symbol window will close and the mcCONTROLLER movie clip will be open in the stage area.)
5. Create 5 layers in the timeline of the mcCONTROLLER movie clip and name them:
   - video slider
   - volume slider
   - buttons
   - bounding box
   - guide



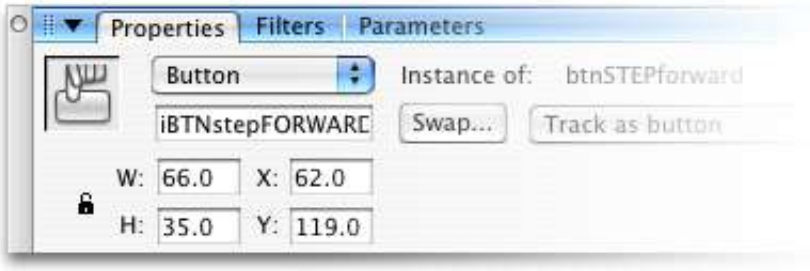
6. Select the guide layer in the timeline.
7. Add the mcBACKGROUND to the stage area by selecting the mcBACKGROUND in the Library window and dragging it to the stage area.
8. Center the movie clip mcBACKGROUND on the stage area using the Align window and clicking on the Align horizontal center and Align vertical center buttons.
9. Make the guide layer a guide layer by right-clicking on the layer name and select Guide in the pop-up menu. (The template layer will be used for placing the controls and buttons at the correct location. Note: any image on a guide layer will not display in the final output file.)
10. Click on the lock icon to lock the contents of the guide layer.
11. Select the bounding box layer.
12. In the Tools palette, click on the Rectangle Tool.
13. Set the Fill color to none.
14. Set the Stoke color to black.
10. Create a rectangle in the stage area approximately the same size as the background graphic.
11. With the newly-created rectangle selected, adjust the dimensions in the Info window so that the width and height are the same size as the movie stage size. (In this example, the size is 440 pixels by 470 pixels)
12. Center the rectangle in the stage area using the Align window and clicking on the Align horizontal center and Align vertical center buttons.



13. Select the video slider layer.
14. Locate the movie clip mcVIDEOslider in the Library window.
15. Add the video slider to the controller movie clip by dragging the mcVIDEOslider to the stage area.
16. Move the movie clip so that it is in the proper location on top of the image in the template layer.
17. With the mcVIDEOslider selected in the stage area, assign the movie clip the Instance name to iVIDEOslider in the Properties window.

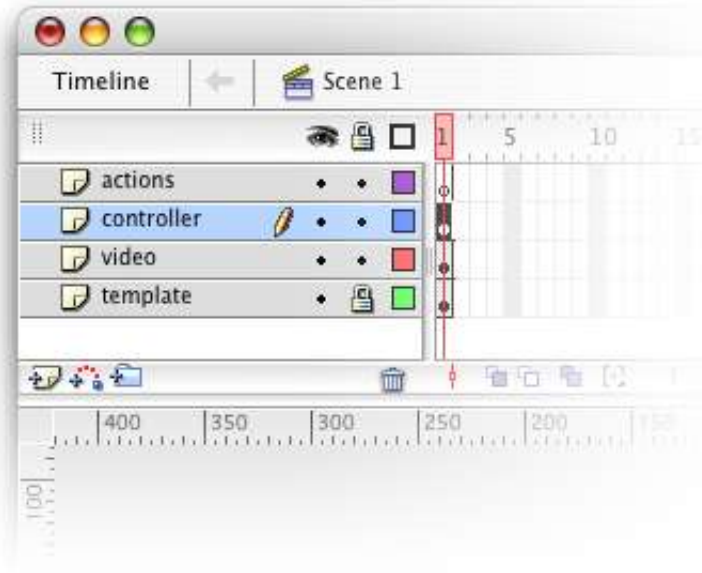
18. Select the volume slider layer.
19. Locate the movie clip mcVOLUMEslider in the Library window.
20. Add the volume slider to the controller movie clip by dragging the mcVOLUMEslider to the stage area.
21. Move the movie clip so that it is in the proper location on top of the graphic in the template layer.
22. With the mcVOLUMEslider selected in the stage area, assign the movie clip the instance name to iVOLUMEslider in the Properties window.
23. Select the buttons layer.
24. Locate and drag each of the four buttons from the Library window to the stage area.
25. Using the Selection tool or the arrow keys on the keyboard, move the movie clips their proper locations in the stage area of the controller movie clip.
26. Individually select each of the buttons and assign the Instance name as follows.

Movie clip name	Instance name
mcSTEPback	iSTEPback
mcPLAY	iPLAY
mcPAUSE	iPAUSE
mcSTEPforward	iSTEPforward



Completing the Controller Movie Clip

1. Click on Scene 1 to return to the main stage.
2. Select the controller layer in the timeline.
3. Locate the movie clip mcCONTROLLER in the Library window.
4. Add the mcCONTROLLER to Scene 1 by dragging the movie clip to the stage area.
5. Center the rectangle in the stage area using the Align window and clicking on the Align horizontal center and Align vertical center buttons.
6. With the mcCONTROLLER selected in the stage area, assign the movie clip the instance name to iCONTROLLER in the Properties window.



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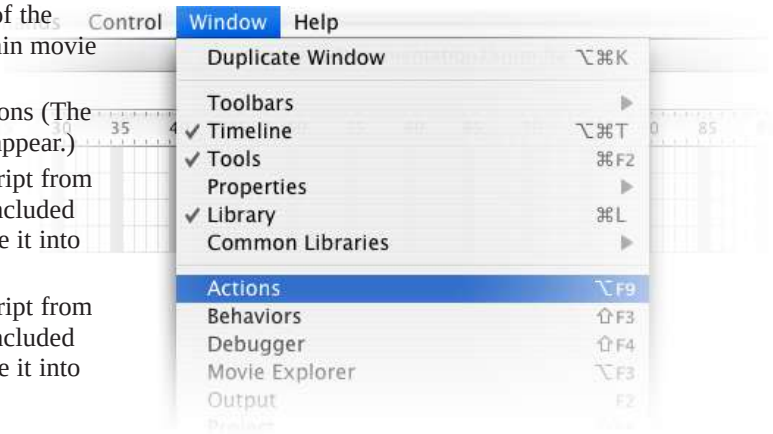
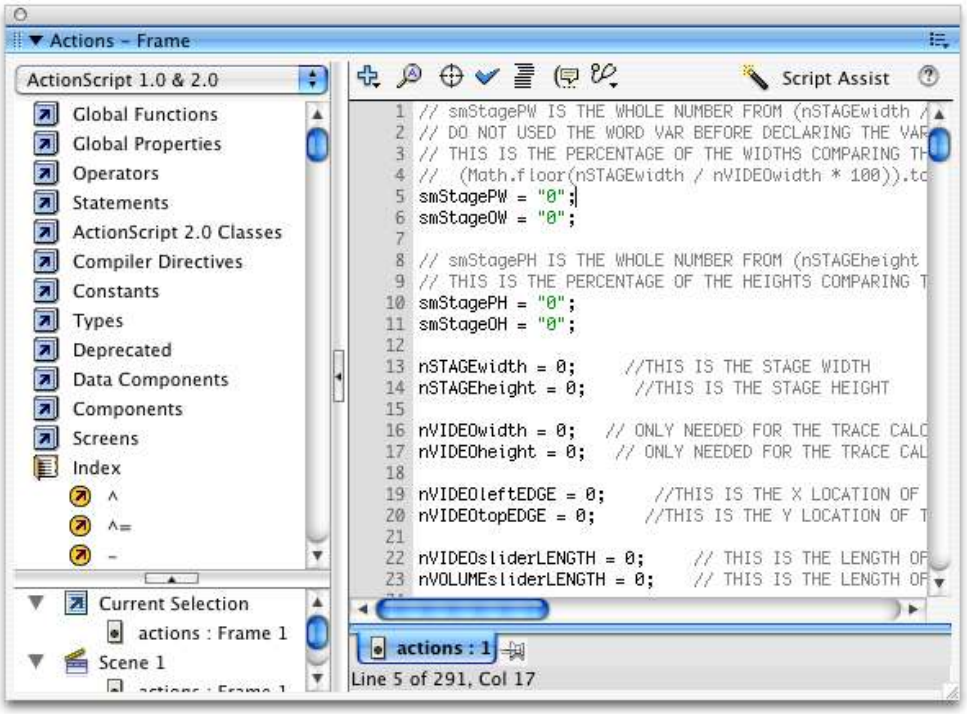
Adding the Actionscipt Code to the Actions Layer

1. Select the first frame of the actions layer of the main movie clip
2. Select Window > Actions (The Actions window will appear.)
3. Copy the following script from one of the templates included with Squeeze and paste it into the window:
4. Copy the following script from one of the templates included with Squeeze and paste it into the window:




```
// smStagePW IS THE WHOLE NUMBER FROM (nSTAGEwidth / nVIDEOwidth * 100)
// DO NOT USED THE WORD VAR BEFORE DECLARING THE VARIABLE
// THIS IS THE PERCENTAGE OF THE WIDTHS COMPARING THE STAGE WIDTH TO THE...
```

Setting the Actionscript Variables



The variables, nVIDEOsliderLENGTH and nVOLUMEsliderLENGTH, are the lengths of the video and volume sliders respectively. This number is used to define the limits of the sliders in pixels. Earlier in these instructions, it was requested that you make note of the lengths of the slider graphics.

nVIDEOsliderLENGTH (Length of the video slider container)
nVOLUMEsliderLENGTH (Length of the volume slider container)

Certain values need to be set for the custom variables contained within the Actionscript. Squeeze uses these values for properly resizing the output SWF file relative to the dimensions of the video setup in Squeeze. The variables to be modified are near the top of the text. The variables to be set are:

smStagePW	Sets the size of the stage as a percentage of the width of the stage.
smStagePH	Sets the size of the stage as a percentage of the height of the stage.
smStageOW	Sets a fixed offset value for width that remains constant regardless of the final output size.
smStageOH	Sets a fixed offset value for height that remains constant regardless of the final output size.

In this example, we will be only using the smStagePW and smStageOW variables.
To calculate the smStagePW, take the Stage width divided by the video width and multiple it by 100. Round the number off to the nearest whole number and put it in the 0 in between the quote marks in line 5 of the script:
smStagePW = "0";

To calculate the smStagePH, take the Stage height divided by the video height and multiple it by 100. Round the number off to the nearest whole number and put it in the 0 in between the quote marks in line 10 of the script:
smStagePH = "0";

SHORTCUT: The following variables are optional but are highly recommend that you input these numbers so that the values for smStagePW and smStageOW are calculated for you by Flash and output to the Output window when testing the movie within Flash.

To calculate the numbers:

1. Input the proper numbers
   nSTAGEwidth (The width of the stage)
   nSTAGEheight (The height of the stage)
   nVIDEOwidth (The width of the video)
   nVIDEOheight (The height of the video)
   nVIDEOleftEDGE (The x location of the video)
   nVIDEOtopEDGE (The y location of the video)
2. Select Control > Text Movie. (***)
3. Note the values output in the Output window.
4. If the Actions widow is not open, select the first frame of the actions layer and select Windows > Actions.
5. Locate the two variable near the top of the script.
6. Input the proper number. (Note: the numbers most be in quotes.)
7. Save the file. Select File > Save.