

1.4

Introduction The HD plugin for the JW Player gives your viewers a way to toggle between high definition and standard definition video. We recommend using the HD plugin if you're serving progressively downloaded videos or if your server bandwidth comes with a premium.

noteNote: When the HD plugin is used in conjunction with progressively downloaded video files, toggling video quality will cause the video to restart.

When the HD plugin is used in conjunction with an HTTP / RTMP streaming server, the video will resume playback at the point where it was interrupted.

The HD plugin is not compatible with the player's built-in bitrate switching mechanism. Bitrate switching provides an amazing way to adapt to changing network conditions.

Examples To get started, you'll need to have two versions of your video available, one high definition and one standard definition.

In the examples below, we'll use `hd-video.mp4` to refer to the high definition video and `sd-video.mp4` to refer to the standard definition video.

These examples use SWFObject 2.X. Please see our Embedding Flash and Configuring the JW Player tutorials for additional information.

Basic Setup This is the recommended setup for HD, with HD enabled by default.

The standard definition video is specified using the player's built-in *file* configuration parameter. Next, we specify the high definition video.

```
[commandchars=
{{}} [rgb]0.02,0.16,0.45<script [rgb]0.25,0.44,0.63type=[rgb]0.25,0.44,0.63"text/javascript"[rgb]0.02,0.16,0.45> [rgb]0.00,0.44,0.63"
RTMP Stream with Fullscreen Toggle This configuration uses a standard RTMP streaming server with the HD plugin to toggle between the two.
```

The streamer server and standard definition video file are specified using the player's built-in *streamer* and *file* configuration parameters.

```
[commandchars=
{{}} [rgb]0.02,0.16,0.45<script [rgb]0.25,0.44,0.63type=[rgb]0.25,0.44,0.63"text/javascript"[rgb]0.02,0.16,0.45> [rgb]0.00,0.44,0.63"
Playlist with HD Disabled by Default This configuration uses a modified playlist with the HD plugin to switch video quality on the fly.
```

The special playlist is specified using the player's built-in *playlistfile* configuration parameter and disable high definition video.

```
[commandchars=
{{}} [rgb]0.02,0.16,0.45<script [rgb]0.25,0.44,0.63type=[rgb]0.25,0.44,0.63"text/javascript"[rgb]0.02,0.16,0.45> [rgb]0.00,0.44,0.63"
Additionally, we add another jwplayer namespace parameter, jwplayer:hd.file, to each item with a high definition video.
```

Additionally, we add another *jwplayer* namespace parameter, *jwplayer:hd.file*, to each item with a high definition video.

```
[commandchars=@
| @textless[|rss version="2.0" xmlns:jwplayer="http://developer.longtailvideo.com/"@textgreater[| @textless[|channel@textless[|
Configuration
```

`hd.file` (undefined) Location of the high definition file to play, e.g. <http://www.mywebsite.com/hd-video.mp4>.

noteNote:

This setting does not work with playlists. If you would like to use the HD plugin with a playlist, please see *Using Playlists*.

If you are streaming your video, you must use the same RTMP or HTTP streaming server (as specified by the *streamer* configuration parameter).

`hd.state` (false) The default video quality to use for playback. If a user manually selects their video quality, that preference is used.

`hd.fullscreen` (false) When set to true, the player will switch to the high definition video file when entering fullscreen, and back to the standard definition video when exiting fullscreen.

noteNote: When using progressively downloaded video files, playback will restart from the beginning when entering or exiting fullscreen.

Using Playlists Few playlist formats currently support the notion of different quality videos. This means that if we use a playlist, we must use the same video file for all qualities.

mRSS

```
[commandchars=@
| @textless[|rss version="2.0" xmlns:jwplayer="http://developer.longtailvideo.com/"@textgreater[| @textless[|channel@textless[|
Skinning
```

In addition to the normal configuration options, the HD plugin is designed to work with custom skin elements.

The HD plugin allows for two skin elements: `dockIcon` and `controlbarIcon`. If the dock is enabled, the player will place the `dockIcon` in the dock.

Example XML [commandchars=

```
{{}} [rgb]0.02,0.16,0.45<skin [rgb]0.25,0.44,0.63version=[rgb]0.25,0.44,0.63"1.0" [rgb]0.25,0.44,0.63name=[rgb]0.25,0.44,0.63"normal"
Configuration Options
```

`dockIcon` The skin element that will appear in the player's dock.

`dockicon.png`

`controlbarIcon` The skin element that will appear in the player's controlbar.

`controlbaricon.png`