

= FLV VIDEO PLAYER =

Package Content:

- **video_player.swf** – flash player compiled
- **video_player fla** – flash source file
- **GetFile.as** – flash Class script for loading external files
- **caurina folder** – Tweeners flash Class used for animations
- **movies.xml** – xml file used for demonstration
- **index.html** – html file used for demonstration – with flash embeded with SWFObject javascript method
- **swfobject.js** – javascript used to embed the flash in html page – best method
- **swfformfix2.js** – javascript SWFObject fix for Internet Explorer >:|
- **movie1.flv, movie2.flv, movie1.jpg, movie2.jpg** – files used for demonstration

Notes:

- the player can handle **xml** files for multiple movies or **single flv** files
- **you can set from html:**
 - his width & height
 - source file (**xml or flv**)
 - source file for an image to make a movie preview for single movie files
 - autostart for single movies

Quick Instalation:

- open the source flash file **video_player fla**
- **Change “powered by” text** from flash right-click menu :
 - select first layer from the flash file, press f9 to open action window
 - edit line 3 and 4 to change with your needs
- **Delete “demonstration mode” layer** – to delete the text that says “demonstration mode”
- press **Ctrl + Enter** to make the flash file
- Copy from html the lines that embed the flash player in your page

for html header:

```
<script type="text/javascript" src="swfobject.js"></script>
<script type="text/javascript" src="swfformfix2.js"></script>
```

for html body:

```
<div id="flashcontent">
This is the div where the flash will fit...
</div>
```

```
<script type="text/javascript">
//<![CDATA[
```

```
var so = new SWFObject(noCacheIE("video_player.swf"), "sotester", "600", "400", "9",
"#FFFFFF");
so.addParam("allowFullScreen", "true");
```

```

so.addParam("scale", "noscale");
so.addVariable("source_file", "movie1.flv");
so.addVariable("image_file", "movie1.jpg");
so.addVariable("default_resize_mode", "fillScreen");
so.addVariable("default_thumb_height", "90");
so.addVariable("prevent_xml_cache", "true");
so.addVariable("auto_start", "false");
so.write("flashcontent");

//]]>

```

</script>

- Set the movie preferences in the html for flash...

- set the player dimensions and background color:

```

var so = new SWFObject(noCacheIE("video_player.swf"), "sotester", "600", "400", "9",
"#FFFFFF");

```

- set source file (xml or flv) :

```

so.addVariable("source_file", "movie1.flv");

```

- set the image path if you have only a movie and you want a image to preview the movie :

```

so.addVariable("image_file", "movie1.jpg");

```

- set how the video is resized to fill the screen when is first open
 - “fillScreen” - fills the player size with the video; the video is resized proportionally, keeping his ratio
 - “fitScreen” - fits the video in the flash player – if the video has other aspect ration than the player size, some black borders will appear

```

so.addVariable("default_resize_mode", "fillScreen");

```

This is the default value... you can change the video size from the button that appears on controlbar -rollOver the fullscreen button

- set the thumb height for the gallery in pixels – the width is changer proportionally so thumbs will have a 4:3 proportion

```

so.addVariable("default_thumb_height", "90");

```

- aurostart the movie when you have only a single movie(true or false):

```

so.addVariable("auto_start", "false");

```

- prevent the flash from caching the xml file... this way if you change the xml... flash will load the new version. true or false

```

so.addVariable("prevent_xml_cache", "true");

```

Video Flash Player Embedding alternative:

If you need to embed the file in the html file with another method then you can set all those parameters by adding them as a query type link right after the path for the flash file.

A lot of people are embedding the flash files with dreamweaver... so.. after you add the player into your page... add the parameters you need to change by editing the path for the flash file...

So... instead of a default path :

“video_player.swf”

you will add the parameters like this:

`"video_player.swf?source_file=movies.xml&image_file=image.jpg&default_resize_mode=fillScreen"`

As you can see you can list all parameters in pairs, separated by ? sign for the first parameter and & for the other ones

You can add all the parameters or only the ones you need.

Use this kind of paths for all the paths that set the flash file.

Using flash player in other flash files:

If you want to use this flash file in other files then you will have to make this steps:

- Copy the flash clips from the this file to yours by using the flash library...
So.. just copy the "video player" folder in your file from one library into another
- Open the "video player" folder and drag the "_Video Player" clip on the stage with where you need the player to be. Use his crosshair as reference to place it at the right coordinate.
- Open the _Video Player clip, select the first layer and press F9 to open the actionscript window
- Set to **true** the parameter **used_in_other_flash_file**
This way the player will know how to act in case is embedded in another file.
Next you will have to set his width & height you wish.
In this mode the player will disable the full screen feature because that feature requires the player to know what elements to disable/hide in full screen mode.. and that is not possible... This is possible only with tweaks in both files.
Set the rest of the parameters from that layer... and compile the file.

Upload your files and have fun

For other questions, help for installation or custom works email me at wp.works@gmail.com

pixelmonster.ro works