FLASHVARS

Italic vars are read-only. More info at developer.longtailvideo.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)

screenalpha (100)

controlbar (bottom, over, none)

height (300)

playlist (none, over, bottom, right)

playlistsize (180)

skin (undefined)

■ width (400)

autostart (false)

bufferlength (1)

displayclick (play)

fullscreen (false)

icons (true)

■ item (0)

logo (undefined)

mute (false)

quality (true)

repeat (none, list, always, single)

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 developer.longtailvideo.com/trac/wiki/FlashAPI

Get variables:

getConfig()
getPlaylist()

getPluginConfig()

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)

player.READY:

When inited, the player calls a playerReady() javascript and broadcasts a READY event.

ARCHITECTURE

The architecture is described in more detail at developer.longtailvideo.com/trac/wiki/FlashOverview

