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How do I detect RealPlayer installations from a Web page?

Question

How do I detect RealPlayer installations from a Web page?

Answer

This document applies to:

- RealPlayer 10
- RealOne Player v1, v2
- RealPlayer G2, 7, 8

JavaScript can be used on a Web page to detect RealPlayer installations. A sample detection code is included in this article. The code is an example and is not subject to RealNetworks developer support.

Points to consider when using the provided JavaScript example:

- This example illustrates how to detect an installed copy of RealPlayer to ensure proper Real Media files embedded in a Web page.
- If the user has Internet Explorer 5+, the code will attempt to instantiate the RealPlayer control and query it. If the user doesn't have IE5+, the code will first attempt to look for the plug-ins array and then the mime-Type array.
- The code won't detect the presence of RealPlayer if Netscape Browser 6+ is installed after installing RealPlayer. This is a known issue in Netscape browser.
- The code will return a "true" value if RealPlayer version G2 or above is installed, but it is not able to detect the correct RealPlayer version number in all cases.
- The recommended next step, when the detection fails to find RealPlayer, is to redirect to a landing page, and allow the user to choose to either download RealPlayer or to play the contents anyway. In the example, <http://guide.real.com> is used as the landing page.
- The URL to download the latest release of RealPlayer is <http://www.real.com/player>.



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- Finally, the RealPlayer detection logic should be intended to enhance Web user experience not to be used to restrict access to content.

- The version variable is set when we are able to detect the version. Please note, we do not do comprehensive version detection, because instantiating a plugin involves creating an instance of the plugin (on non-Windows IE5+ platforms), setting up a background thread to check when it is ready and querying the plugin for its version.

-----Sample code begins here-----

```
<html>
<head>
<script>
/* Real Player detection on a Web page.
* Version 1.0
* March 09, 2004
* Paul Davis <pdavis@real.com>, Real Networks Inc.
* This example illustrates how to detect an installed copy of Real Player to ensure proper
Real Media files embedded in a web page.
* If the user has IE5+, the code will attempt to instantiate the Real Player active X control.
If the user doesn't have IE5+, the code will 1st attempt to look for Real Player in the plugin
array and then the mime-Type array.
* The code won't detect the presence of Real Player if Netscape Browser 6+ is installed after
Real Player. This is a known issue in Netscape browser.
* The code will return a "true" value if Real Player version G2 or above is installed, but it
is not able to detect the correct Real Player version number in all cases.
* The recommended next step, when the detection fails to find Real Player, is to redirect
to a landing page, and allow the user to choose to either download Real Player or to play the
contents anyway. In the example, http://guide.real.com is used as the landing page.
* The URL to download the latest release of RealPlayer is http://www.real.com/player.
* Finally, the Real Player detection logic should be intended to enhance web user experience
not to be used as a means to restrict access to contents.
*/

/*
* The version variable will be set when we are able
* to detect the version. Note, we do not do comprehensive
* version detection, because of the time overhead in
* instantiating a plugin. This involves creating an instance of
* the plugin (on non Windows IE5+ platforms), setting up a
* background thread to check when it is ready and querying
* the plugin for its version.
*/

var version = 0;
</script>
<script>
function isObject(type){

return ( "undefined" != typeof(type) );
}
</script>

<script>

function winIE5upPlyrDetect(){
var player;
var iectl;
```

```

try{
// attempt to instantiate the IE control to see if activeX is enabled.
iectl = new ActiveXObject("Shell.Explorer");
}catch(e){
}
try{
player = new ActiveXObject("rmocx.RealPlayer G2 Control.1");
version = (player.GetVersionInfo());
}catch(e){
}
if(!isObject(iectl)){
return "unknown"; //ActiveX disabled
}
return new String(isObject(player));

```

```

}
</script>

```

```

<script>
function checkPlugin(name){
plugin = navigator.plugins[name];
if(isObject(plugin)){
version = plugin.description;
return true;
}
return false;
}

```

```

function pluginDetect(){
return (
(checkPlugin("RealPlayer Version Plugin"))
||
(checkPlugin("RealOne Player Version Plugin"))
);
}
</script>

```

```

<script>
function mimeTypeDetect(){
return (
isObject(navigator.mimeTypes)
&&
isObject(navigator.mimeTypes["audio/x-pn-realaudio-plugin"])
);
}
</script>

```

```

<script>
function isWinIE5plus(){
var result = false;
var uaLower = navigator.userAgent.toLowerCase();
if(uaLower.indexOf("windows") >=0 && uaLower.indexOf("msie")>=0){
var versRX = /msie\s+[5-9]/;
result = versRX.test(uaLower);
}
return result;
}

```

```

/*
 * Returns a string, "true", "false", "unknown" based on the results
 * of player detection.
 * "false" will only be returned if the user has IE5+, activeX is
 * enabled, and we can not instantiate the player control.
 * That is the only case where we are sure the user does not have
 * the player installed. All other cases where the player can not
 * be detected will return "unknown".
 */
function hasRealPlayer(){
if( isWinIE5plus() ){
return winIE5upPlyrDetect();
}else{
return ((pluginDetect() || mimeTypeDetect()
)?"true":"unknown");
}
}
</script>
</head>
<body>
<!-- Demo Usage Code follows -->
<script>
switch( hasRealPlayer()+" " ){
case "true":
/* Successful player detection
*/
document.write("Real Player successfully detected.");
if( version != 0 ){ document.write("<br>version: " + version);
}
else{ document.write("<br>unable to detect version"); }
break;
case "unknown":
/* Unable to determine if the user has a player
 * If using for media ensure resulting page offers link to the media. */
document.location.href = "http://guide.real.com";
break;
case "false":
/* Player is definitely not installed
*/
document.location.href = "http://guide.real.com";
break;
}
</script>
<noscript>
No javascript.
May want a meta-refresh here for users in this situation.

</noscript>
<body>
</html>

```

-----End of Sample code-----

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