









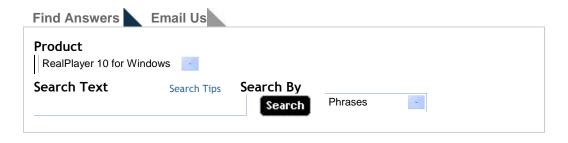
<< RealPlayer >>

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RealNetworks Custome





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Answer

Question

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 detect included in this article. The code is an example and is not subject to RealNetworks development.

Points to consider when using the provided JavaScript example:

How do I detect RealPlayer installations from a Web page?

How do I detect RealPlayer installations from a Web page?

- 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 in 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 affinstalling 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 i 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 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.

- Finally, the RealPlayer detection logic should be intended to enhance Web user experie 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 recomprehensive version detection, because instantiating a plugin involves creating an inst plugin (on non-Windows IE5+ platforms), setting up a background thread to check when it and querying the plugin for its version.

*/

- * 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 contrc it. If the user doesn't have IE5+, the code will 1st attempt to look for Real Player in the p array and then the mime-Type array.
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- * 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 experie not to be used as a mean 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 invloves 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-----
How well did this answer your question?
© Fully © Partially © Not at all
                                       Submit Rating
Customers who viewed this answer also viewed these answers:
```

- How do I embed multiple RealPlayers in a single Web page?
- If I reference a SMIL file in a web page, it asks me to download the file or select an app view the file.
- Why do I have problems when I try to use Internet Explorer for Macintosh to view RealP that play inside of a Web page?
- If I embed RealPlayer 5.0 in my web page, the clip won't play in Netscape. I'm using RAI simulate a .ram file.
- Looking for support for content creation, Helix products, RealServer, and RealProducer

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