

ADAPTIVE CHEATSHEET

Actionscript framework for playing HTTP adaptive streams.

API

Interface of the framework, containing getters, calls and events:

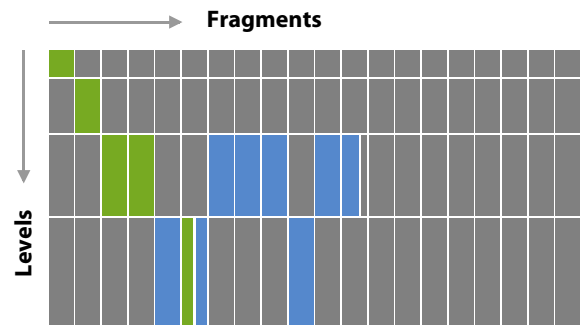
`getLevel(): Number`
Return the currently playing quality level.
`getLevels(): Array`
Return the list with quality levels.
`getMetrics(): Object`
Return the current QOS metric values.
`getPosition(): Number`
Return the current playback position.
`getState(): String`
Return the current playback state.
`getVideo(): Video`
Return the video display element.

`play(url:String[,position:Number])`
Start playing an adaptive stream.
`pause()`
Toggle the pause state.
`seek(position:Number)`
Seek to a position in the stream.
`stop()`
Stop playback and reset position.
`volume(percent:Number)`
Set the audio volume percentage.

`AdaptiveEvent.COMPLETE`
Fired when the stream reaches its end.
`AdaptiveEvent.ERROR [message:String]`
Fired when a playback error occurs.
`AdaptiveEvent.FRAGMENT [metrics:Object]`
Fired when a video fragment is loaded.
`AdaptiveEvent.MANIFEST [levels:Array]`
Fired when the manifest is parsed.
`AdaptiveEvent.POSITION [position:Number]`
Fired when the playback position changes.
`AdaptiveEvent.STATE [state:String]`
Fired when the playback state changes.
`AdaptiveEvent.SWITCH [level:String]`
Fired when the quality level changes.

Manifest

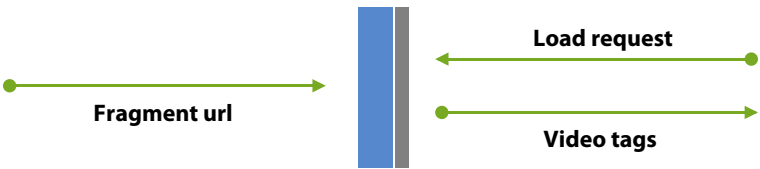
Loads and parses manifest.



Level properties:
bitrate, duration, disabled, framerate, height, width

Loader

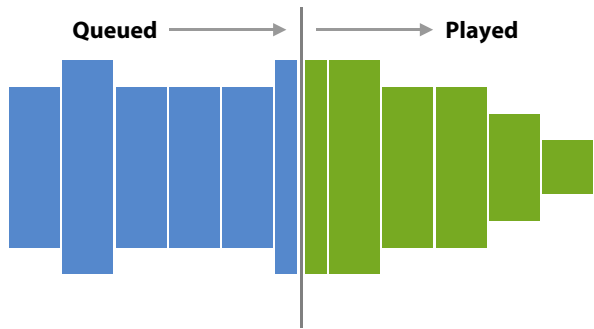
Loads and demuxes fragments.



QOS metrics:
bandwidth, droprate, level, screenwidth

Buffer

Manages playback.



Playback states:
IDLE, BUFFERING, PLAYING or PAUSED