

Adobe® FLVPlayback 2.5 for Flash CS4 Professional and Flex SDK

This update of the FLVPlayback component replaces version 2.5.0.6 previously released on the [Adobe Flash Media Server Tools page on adobe.com](#). It resolves a number of bugs related to the Dynamic Streaming and DVR features in Adobe Flash Media Server 3.5.

Minimum system requirements

The FLVPlayback 2.5.0.15 requires that you have Adobe Flash CS4 or Adobe Flex 3.2 installed.

Installation Instructions

To install the component in Flash CS4:

1. Close Flash if it is currently running.
2. Unpackage the zip file and navigate to the folder: FLVPlayback2.5/adobe/fms/samples.
3. Locate the “FlashCS4InstallationFolder/Common/Configuration/Components/Video” folder on your system’s hard drive.
4. Copy the FLVPlayback_2.5.swc file from the zip package into the “FlashCS4InstallationFolder/Common/Configuration/Components/Video” folder
5. Locate the “FlashCS4InstallationFolder/Common/Configuration/Component Source/ActionScript 3.0/FLVPlayback/fl” folder on your system’s hard drive and rename it **fl_backup**.
6. Copy the **fl** folder from the samples folder in the zip package to the FlashCS4InstallationFolder/Common/Configuration/Component Source/ActionScript 3.0/FLVPlayback folder.
7. Open Flash.
8. If you choose to publish an HTML file that detects the version of Flash Player, detect version 10.0.0 or later.

To use the component in Flex Builder 3:

1. Open Flex Builder and choose File > New > Flex Project. Name the project and click Finish.
2. Select the project folder and choose File > Properties. In the Properties window, select Flex Compiler and do the following:
 - Verify that the Flex SDK version is 3.2. You can download the SDK from www.adobe.com/go/flex3_sdk.
 - Set Require Flash Player version to 10.0.0.
3. Do one of the following to use the FLVPlayback 2.5 source:
 - Copy the FLVPlayback_2.5.swc file to the /libs/ folder of your project.
 - In the project Properties window, select Flex Build Path and select the Source path tab. Click Add Folder and browse to the folder that contains the fl.video package. For example, if your folder structure is /component source/fl/video/, select the /component source folder.
4. (Optional) To run the sample FLVPlaybackInFlex.mxml file, copy the FLVPlayback Skins/SkinUnderPlaySeekMute.swf file to the /src/ folder of your project.

What's new in this release

The following bugs are fixed in this version:

2259701	Live Dynamic Streaming did not work properly with ActionScript API.
2264483	FLVPlayback 2.5 called DVRGetStreamInfo multiple times at the start of a DVR subscription.
2264491	FLVPlayback 2.5 repeatedDVRGetStreamInfo calls to the FMS DVRCast application based on the time interval specified by "dvrIncrementVariance" when a stream was no longer recording.
2274222	FLVPlayback did not honor the "offline" flag in DVR metadata
2274967	In some scenarios the begOffset DVRCast property was not ignored if endOffset was set.
2274974	begOffset was not applied and FLVPlayback was able to view data within the offset period.
2280772	Progress shading UI could grow beyond duration bounds under certain conditions.
2280874	Certain values for endOffset caused progress shading to exceed duration bounds.
2282383	Progress shading did not rescale properly when the publishing stream was interrupted
2294844	Subsequent calls to play2 failed.
2322480	Number of available streams was not being calculated correctly with the DynamicStream object.
2323186	FullScreen source rectangle dimensions skewed in full screen mode.

Known Issues

The following are known issues with this version:

2335928	Large shifts in available bandwidth can cause re-buffering during stream switching in live streams. VOD and DVR streams are not affected by this issue.
1911589	NCManager hangs when SWF Verification fails
2279924	In certain scenarios, shading of the scrub bar is incorrect when reconnecting
N/A	Live Dynamic Streaming in the FLVPlayback 2.5 requires that the Stream.maxQueueDelay and Stream.maxQueueSize be properly set in the server-side application in order to properly switch between stream bitrates. Please consult the Server-Side ActionScript Language Reference for Adobe Flash Media Interactive Server 3.5 or the Application/StreamManager/Live/Queue/ tag in the Application.xml configuration file in your Flash Media Server 3.5 installation for more information.

Other resources

[FLVPlayback API Reference](#)

[Flash Media Server Documentation Center](#)

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