# Installing the FLVPLAYBACK 2.5 Component from ADOBE®

Adobe

© 2009 Adobe Systems Incorporated. All rights reserved.

Adobe® Flash® Media Server 3.5 Technical Overview

If this guide is distributed with software that includes an end user agreement, this guide, as well as the software described in it, is furnished under license and may be used or copied only in accordance with the terms of such license. Except as permitted by any such license, no part of this guide may be reproduced, stored in a retrieval system, or transmitted, in any form or by any means, electronic, mechanical, recording, or otherwise, without the prior written permission of Adobe Systems Incorporated. Please note that the content in this guide is protected under copyright law even if it is not distributed with software that includes an end user license agreement.

The content of this guide is furnished for informational use only, is subject to change without notice, and should not be construed as a commitment by Adobe Systems Incorporated. Adobe Systems Incorporated assumes no responsibility or liability for any errors or inaccuracies that may appear in the informational content contained in this guide.

Please remember that existing artwork or images that you may want to include in your project may be protected under copyright law. The unauthorized incorporation of such material into your new work could be a violation of the rights of the copyright owner. Please be sure to obtain any permission required from the copyright owner.

Any references to company names in sample templates are for demonstration purposes only and are not intended to refer to any actual organization.

Adobe, the Adobe logo, Adobe AIR, Adobe Premiere, Acrobat Connect, ActionScript, After Effects, ColdFusion, Flash, Flash Lite, Flex, and XMP are either registered trademarks or trademarks of Adobe Systems Incorporated in the United States and/or other countries.

Windows is either a registered trademark or a trademark of Microsoft Corporation in the United States and/or other countries. Linux is the registered trademark of Linus Torvalds in the U.S. and other countries. Red Hat is a trademark or registered trademark of Red Hat, Inc. in the United States and other countries. All other trademarks are the property of their respective owners.

This work is licensed under the Creative Commons Attribution Non-Commercial 3.0 License. To view a copy of this license, visit http://creativecommons.org/licenses/by-nc/3.0/us/

Portions include software under the following terms:

Sorenson Spark™ video compression and decompression technology licensed from Sorenson Media, Inc.

Speech compression and decompression technology licensed from Nellymoser, Inc. (www.nellymoser.com)

Adobe Systems Incorporated, 345 Park Avenue, San Jose, California 95110, USA.

Notice to U.S. Government End Users. The Software and Documentation are “Commercial Items,” as that term is defined at 48 C.F.R. §2.101, consisting of “Commercial Computer Software” and “Commercial Computer Software Documentation,” as such terms are used in 48 C.F.R. §12.212 or 48 C.F.R. §227.7202, as applicable. Consistent with 48 C.F.R. §12.212 or 48 C.F.R. §§227.7202-1 through 227.7202-4, as applicable, the Commercial Computer Software and Commercial Computer Software Documentation are being licensed to U.S. Government end users (a) only as Commercial Items and (b) with only those rights as are granted to all other end users pursuant to the terms and conditions herein. Unpublished-rights reserved under the copyright laws of the United States. Adobe Systems Incorporated, 345 Park Avenue, San Jose, CA 95110-2704, USA. For U.S. Government End Users, Adobe agrees to comply with all applicable equal opportunity laws including, if appropriate, the provisions of Executive Order 11246, as amended, Section 402 of the Vietnam Era Veterans Readjustment Assistance Act of 1974 (38 USC 4212), and Section 503 of the Rehabilitation Act of 1973, as amended, and the regulations at 41 CFR Parts 60-1 through 60-60, 60-250, and 60-741. The affirmative action clause and regulations contained in the preceding sentence shall be incorporated by reference.

# Contents

**Installing the FLVPlayback 2.5 component**

Install the component . . . . . 1

Use the component . . . . . 2

# Installing the FLVPlayback 2.5 component

The FLVPlayback 2.5 component is an ActionScript 3.0 component for Adobe® Flash® and Adobe® Flex®. Version 2.5 adds support for the dynamic streaming and DVR features of Adobe Flash Media Server 3.5. For information about dynamic streaming, see www.adobe.com/go/learn_fms_dynstream_en. For information about DVR support, see www.adobe.com/go/learn_fms_dvr_en.

## Install the component

### Install the component in Flash CS4

1. Close Flash.
2. Copy the FLVPlayback_2.5.swc file to the folder *FlashCS4InstallationFolder*/Common/Configuration/Components/Video.
3. Rename the *FlashCS4InstallationFolder*/Common/Configuration/Component Source/ActionScript 3.0/FLVPlayback/fl folder **fl_backup**.
4. Copy the fl folder from the ZIP file to the *FlashCS4InstallationFolder*/Common/Configuration/Component Source/ActionScript 3.0/FLVPlayback folder.
5. Open Flash.
6. If you choose to publish an HTML file that detects the version of Flash Player, detect version 10. 0. 0 or later.

### 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.

# Use the component

## Use dynamic streaming

There are two ways to add dynamic streaming to an application that uses the FLVPlayback 2.5 component:

- Use the Component Inspector (Flash) or the Flex Properties window (Flex) to point the source parameter to a SMIL file.
- Use the ActionScript 3.0 Dynamic Stream API.

To use the Component Inspector or Flex Properties window, select the component on the Stage and open the Component Inspector or Flex Properties window. Set the source parameter to a SMIL file that specifies the streams in `<video>` tags. The SMIL file must have the following structure:

```
<smil>
   <head>
      <meta base="rtmp://fms.example.com/appname/" />
   </head>
   <body>
      <switch>
        <video src="sample_300" system-bitrate="300000"/>
        <video src="sample_600" system-bitrate="600000"/>
        <video src="sample_1500" system-bitrate="1500000"/>
      </switch>
   </body>
</smil>
```

To use the Dynamic Stream API, import the fl.video.* package. Create a DynamicStreamItem object and pass it to the `play2()` method on the FLVPlayback 2.5 component, as in the following code:

```
import fl.video.*;
var dsi:DynamicStreamItem = new DynamicStreamItem();
dsi.uri = "rtmp://fmsexamples.adobe.com/vod/";
dsi.addStream("mp4:sample1_150kbps.f4v", 150);
dsi.addStream("mp4:sample1_700kbps.f4v", 700);
dsi.addStream("mp4:sample1_1500kbps.f4v", 1500);
vid.play2(dsi);
```

## Use DVR functionality

To enable DVR functionality, set the `isDVR` property to `true` in the Component Inspector or Flex Properties window or in ActionScript. This property supersedes the `isLive` property.

In addition, you can set the following properties in the Component Inspector or Flex Properties window or in ActionScript: `dvrFixedDuration`, `dvrIncrement`, `dvrIncrementVariance`, and `dvrSnapToLive`. For more information about these properties, see the ActionScript 3.0 API documentation for the FLVPlayback 2.5 fl.video package.