

VIDEO
PLAYER
NUMBER
3



Tom Joones

Super Bee. Driving though the desert. And we
business.

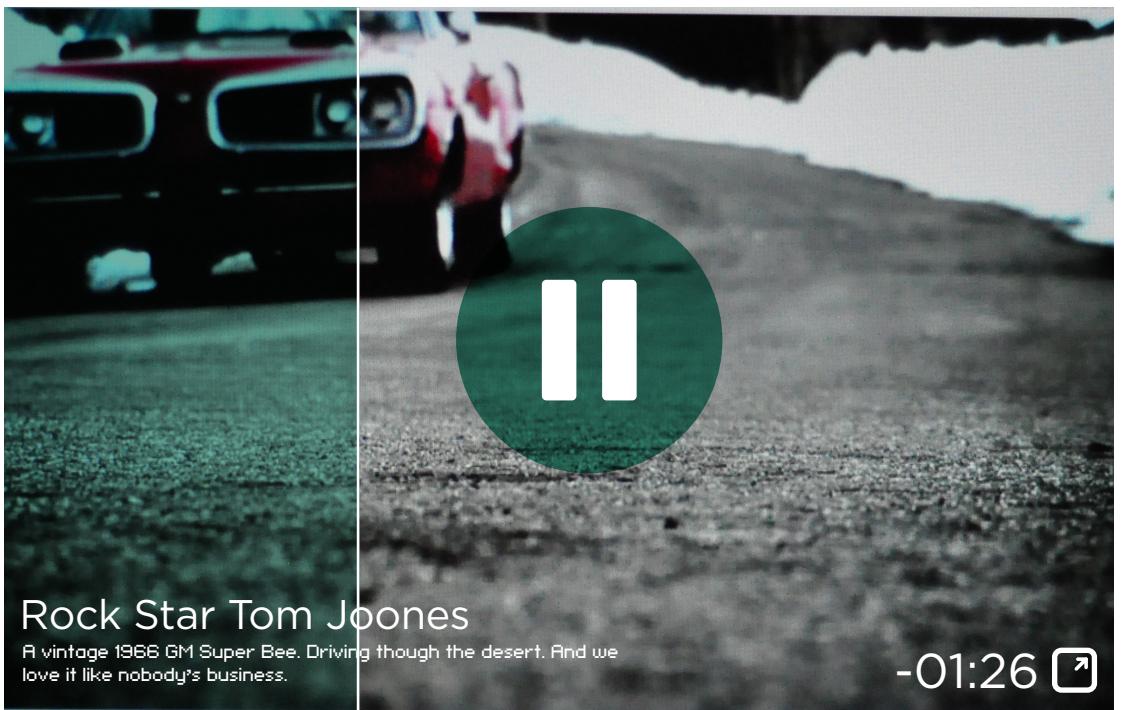
-01:26

INTRODUCTION

How do you reinvent the video player? Well, I don't think that's what I'm trying to do but changing it up a little, yes, you could say so. Each time I work with video and flash I think of ways to improve and ways to be better. This file is no exception.

With this player I wanted to be able to upload it to my site once and use it multiple times without having to open up flash to edit something, and by utilizing flashVars (variables defined in the embedding code) the file can be reused with different video files, formats, and skinned to change the look. It also includes an option to do the same thing through an XML settings file.

This document is to act as a quick help to guide you through set up and customization.



ABOUT FLASHVARS

To learn more about FlashVars do a google search.
For now suffice to say it's an easy way to pass variables to the flash file that are available and ready to go as soon as the file loads up (no delays loading up external configurations files).

```
:93 <script language="JavaScript" type="text/javascript">
:94     AC_FL_RunContent(
:95         'codebase',
:96         'http://download.macromedia.com/pub/shockwave/cabs/flash/swflash.cab#version=10,0,0,0',
:97         'width', '960',
:98         'height', '450',
:99         'src', 'video_player',
:100        'quality', 'high',
:101        'pluginspage', 'http://www.adobe.com/go/getflashplayer',
:102        'align', 'middle',
:103        'play', 'true',
:104        'loop', 'true',
:105        'scale', 'showall',
:106        'wmode', 'window',
:107        'devicefont', 'false',
:108        'id', 'video_player3',
:109        'bgcolor', '#ffffff',
:110        'name', 'video_player',
:111        'menu', 'true',
:112        'allowFullScreen', 'true',
:113        'allowScriptAccess', 'sameDomain',
:114        'movie', 'video_player',
:115        'flashVars',
:116        'video_file=videos/fish_6.flv&progress_color=F5989E&playbtn_scale=.5&playtnbk_over=A9A6D2&
:117        title_text=GUBBA THE FISH&description_text=Last week was supposed to be giraffe week. I had
three of them cut out and was feeling particularly on a roll. But then both kids came down
with ear infections.&auto_play=yes&clock_display=no&text_color=cccccc
&progress_alpha=1&fullscreen_display=y',
:118        'salign', ''
:119    ); //end AC code
:120 </script><br><br>
```

FlashVars are just an additional value or option added to the embedding code.
The string of values are run together with the character "&" to separate values.

VISUAL GUIDE TO VARS

By default most variables are turned off—Meaning you need to add the variable to see it (ie the fullscreen button).

xml_file ————— Specifies XML file to set variables

video_file

poster_file ————— Poster Frame to display first

text_color

playhead_color

progress_color

fullscreen_over

progress_alpha

playbtn_scale

playtnbk_over

title_text

description_text

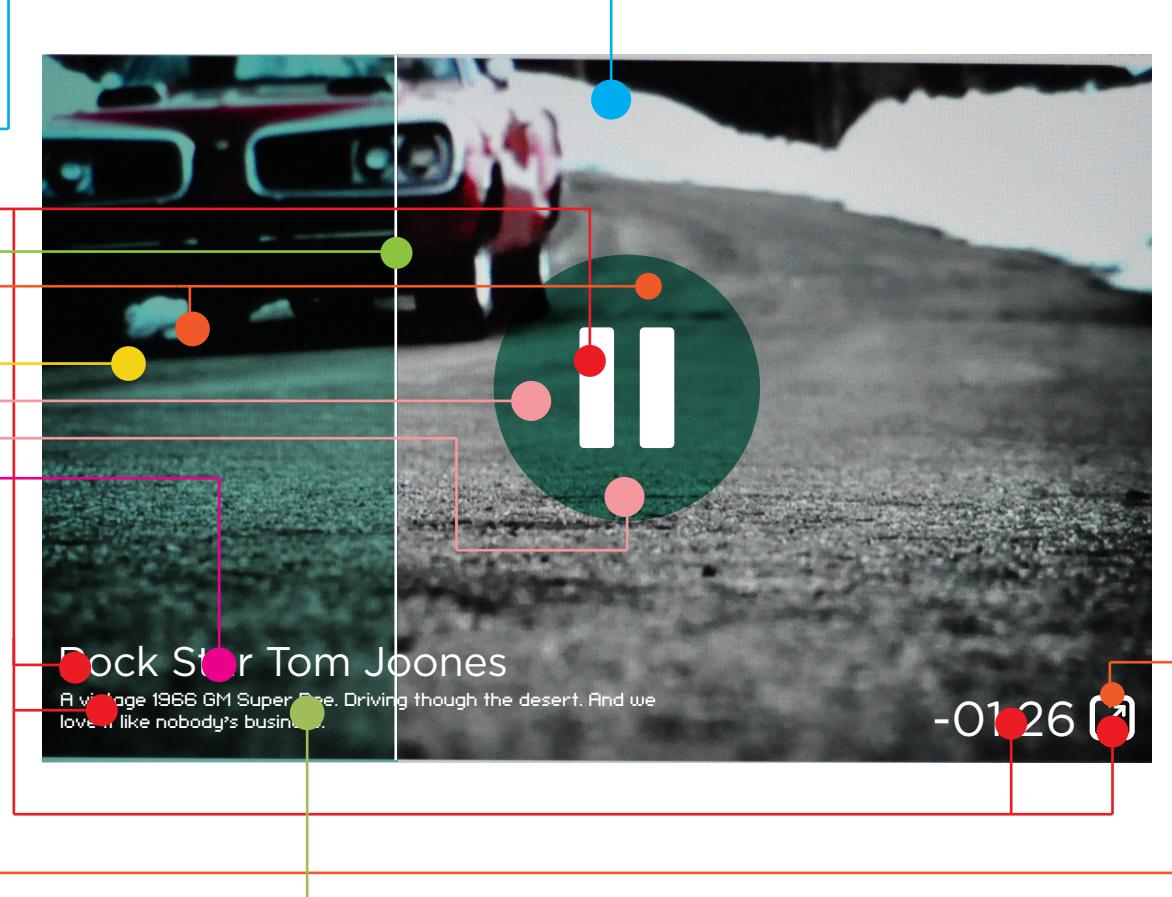
auto_play ————— Auto play (no need to click play)

cog_color ————— Buffer cog color.

fullscreen_display

clock_display

buffer_time ————— Time to buffer the video
before it will play



Whether you want the fullscreen button to show

Whether you want to display time remaining

GUIDE TO VARS

You can't just throw whatever you want in there you need some rules or guidelines to skin this puppy.

NOTE: All colors are defined in hexadecimal colors.

xml_file	<ul style="list-style-type: none">The xml file that set the variable, but you need to specify the file's location. For more info see XML skinning or consult the "settings.xml" file.
video_file	<p>Video file to be played. Default value is "movie.flv".</p>
poster_file	<ul style="list-style-type: none">Poster frame loaded first. This file is optional. If no poster frame is defined the first frame of the video file is displayed.
text_color	<ul style="list-style-type: none">Contrasting color of all text and buttons. Default value is "FFFFFF".
playhead_color	<ul style="list-style-type: none">Color of playhead bar. Default value is "FFFFFF".
progress_color	<ul style="list-style-type: none">Color of the progress bar. Default value is "808080".
fullscreen_over	<ul style="list-style-type: none">Fullscreen rollover color. Default value is the same as the progress_color.
progress_alpha	<ul style="list-style-type: none">Alpha value of the progress bar. Default value is "1". Values range from 0–1.
playbtn_scale	<ul style="list-style-type: none">Size of the play pause button. Large or small. Default value is "1". "2" is double and "5" is half.
playbtnbk_over	<ul style="list-style-type: none">Roll over color of the play/ pause button. Default value is "5A4A42".
title_text	<ul style="list-style-type: none">Title text is just that. The large text in the corner.
description_text	<ul style="list-style-type: none">Description text is below the title text. Both title and description text will display one without the other.
auto_play	<ul style="list-style-type: none">Begins playing the video onload. To add auto play add "auto_play=yes" to the variables string.
cog_color	<ul style="list-style-type: none">Color of the cog that indicates buffering. Default value is "FFFFFF".
fullscreen_display	<ul style="list-style-type: none">Display fullscreen button. To display enter "fullscreen_over=yes". To remove just remove the variable from the string.
clock_display	<ul style="list-style-type: none">Display the timer clock in the right hand corner. To display enter "clock_display=yes". To remove just eliminate the variable from the variable string.
buffer_time	<ul style="list-style-type: none">Time to buffer before video plays. Default value is "10" (10 seconds).

GUIDE TO XML

For the XML setting to work you need to specify a XML file in the “xml_file” flashVars. With that said it’s just as easy to edit the values as it was for flashVars.

```
<?xml version="1.0"?>  
<settings  
    video_file="videos/cyclo_bw.flv"  
    poster_file="videos/cyclo_bw.jpg"  
    text_color="ffffff"  
    playhead_color="ffffff"  
    progress_color="82CDBE"  
    fullscreen_over="82CDBE"  
    progress_alpha=".75"  
    playbtn_scale="1"  
    playtnbk_over="8EABAC"  
    fullscreen_display="yes"  
    clock_display="yes"  
    buffer_time="10"
```

>

Advantages to using the XML file is if in the description or title you wanted to add a URL link you could. Just enter simple html coding.

```
<title_text> TITLE TEXT IS HERE  
    <![CDATA[THESE SETTINGS ARE SET THROUGH A XML FILE]]>  
</title_text>  
<description_text> DESCRIPTION TEXT IS HERE  
    <![CDATA[While taking a cyclo ride around Hanoi I filmed this. It was a hot day and you can hear how noisy Vietnam can  
be. Yet I love it.]]>  
</description_text>  
</settings>
```