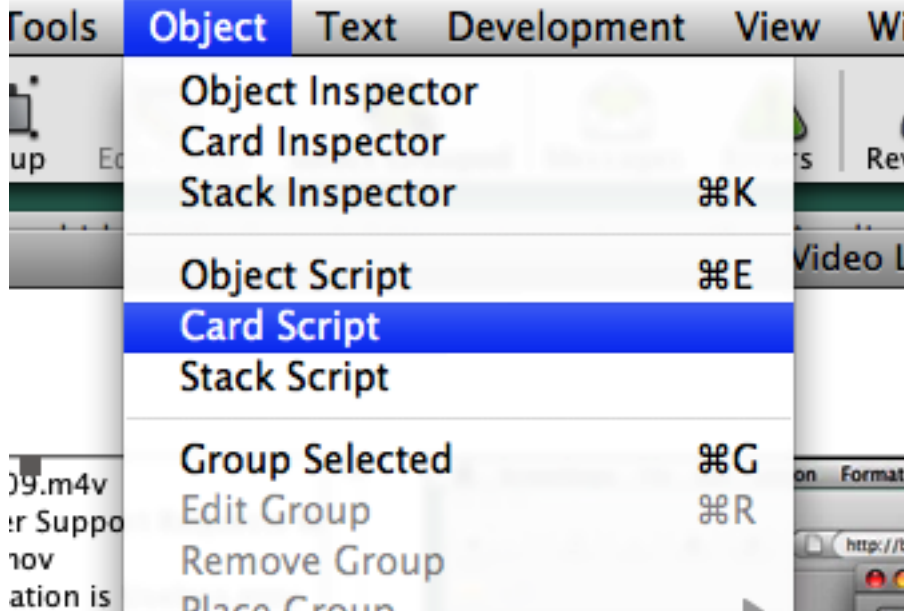


Loading Video Files When a User Selects a Video From the Menu

Now that the video menu is being populated we need to have the application load a video whenever the user selects a video in the menu. Let's look at how to do that.

Edit Card Script



With the **Video Player** Stack window at the forefront, choose **Object > Card Script** to edit the card script of the Stack window again.

Define The uiLoadSelectedVideo Handler

```
command uiLoadSelectedVideo
  ## Get the name of the video selected in the video menu 1
  put the selectedtext of field "Video Menu" into theVideoName
  put "Videos/" & theVideoName into theVideoFile

  ## Set 'the filename' property the player object to the relative video path
  ## Revolution will locate the video as long as the "Videos" folder is
  ## alongside the stack file or the application executable.
  set the filename of player "My Video" to theVideoFile

  ## Reset the time of the Player object to 0
  set the currenttime of player "My Video" to 0
end uiLoadSelectedVideo
```

To start we need to define a command that will load the video file that is selected in the menu. uiLoadSelectedVideo will do just that. It gets the video file that is selected and creates a path to the video (1) that looks like this:

Videos/the_selected_movie.mov

Note that the path to the video is a relative path rather than an absolute path. When you assign a relative path to the **filename** property of a Player object Revolution will try to locate the relative path using the folder that the stack file resides in as well as 'the default folder'. Since the **Videos** folder is alongside the stack file Revolution is able to find videos using the above relative URL.

Note for those using older versions of Revolution: Searching the folder that the stack file resides in in order to locate movies was added in Revolution 3.5. If you are using an older version of Revolution then you will need set the **defaultFolder** property to the folder the stack file is in.

Copy & Paste Into Card Script

command uiLoadSelectedVideo

Get the name of the video selected in the video menu

put the selectedtext of field "Video Menu" into theVideoName

put "Videos/" & theVideoName into theVideoFile

Set 'the filename' property of the player object to the relative video path

Revolution will locate the video as long as the "Videos" folder is

alongside the stack file or the application executable.

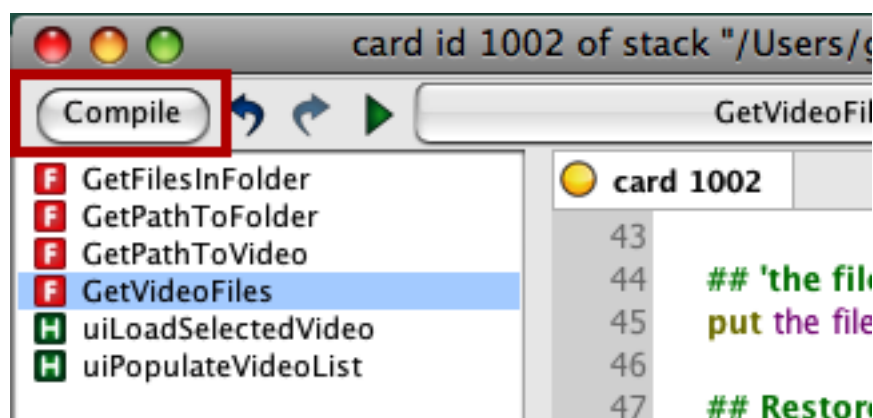
set the filename of player "My Video" to theVideoFile

Reset the time of the Player object to 0

set the currenttime of player "My Video" to 0

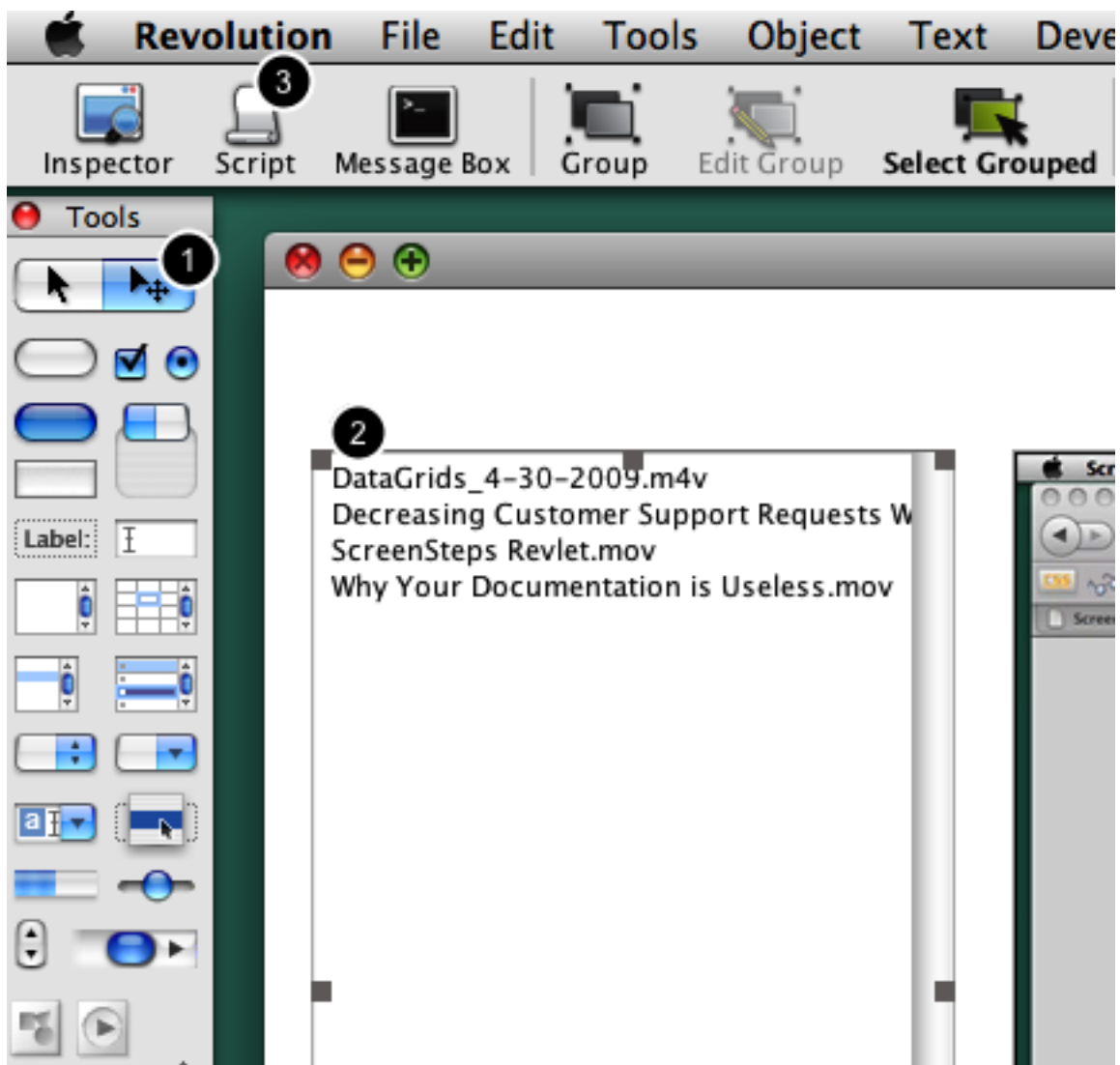
end uiLoadSelectedVideo

Compile The Card Script



Click the **Compile** button to save the changes to the Card script.

Edit the List Field Script



Now we just have to tell Revolution that we want the **uiLoadSelectedVideo** command to be called whenever the user changes the selected menu item in the video menu. With the **Edit** tool activated (1) select the **Video Menu** List Field (2). Click on the **Script** button in the toolbar (3) to edit the object's script.

Define selectionChanged



Whenever the user selects a line in a List Field Revolution sends a message to the field indicating that the selection has changed. This message is called **selectionChanged**. You can define what happens when this message is sent to the field by defining the **on selectionChanged** message in the field's script.

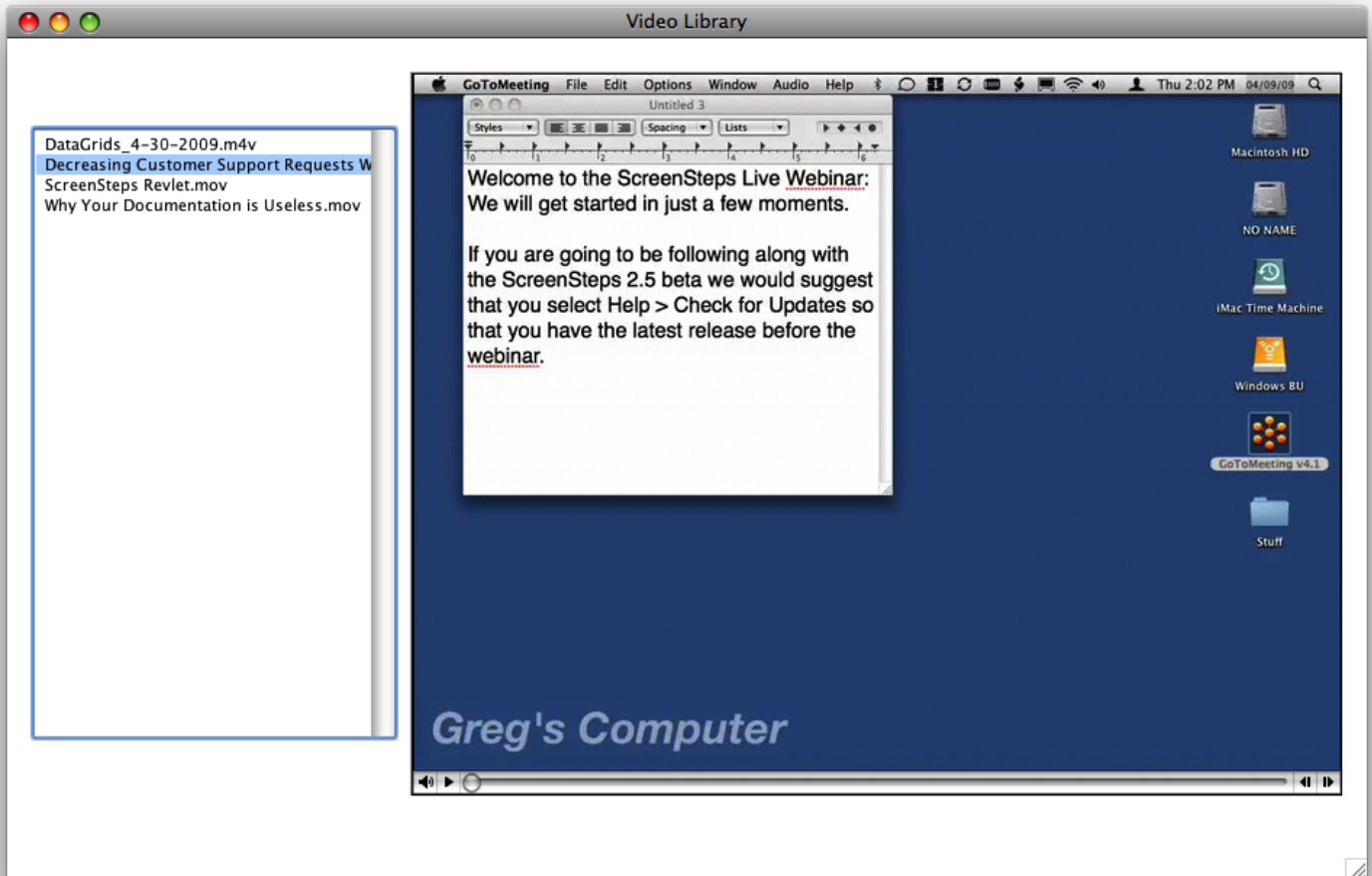
Remember that a Card script can have revTalk that affects all objects on a card. Since we have already defined the uiLoadSelectedVideo command in the Card Script we can call that command from the selectionChanged message of the List Field Script.

Copy & Paste Into List Field Script

```
on selectionChanged
  uiLoadSelectedVideo
end selectionChanged
```

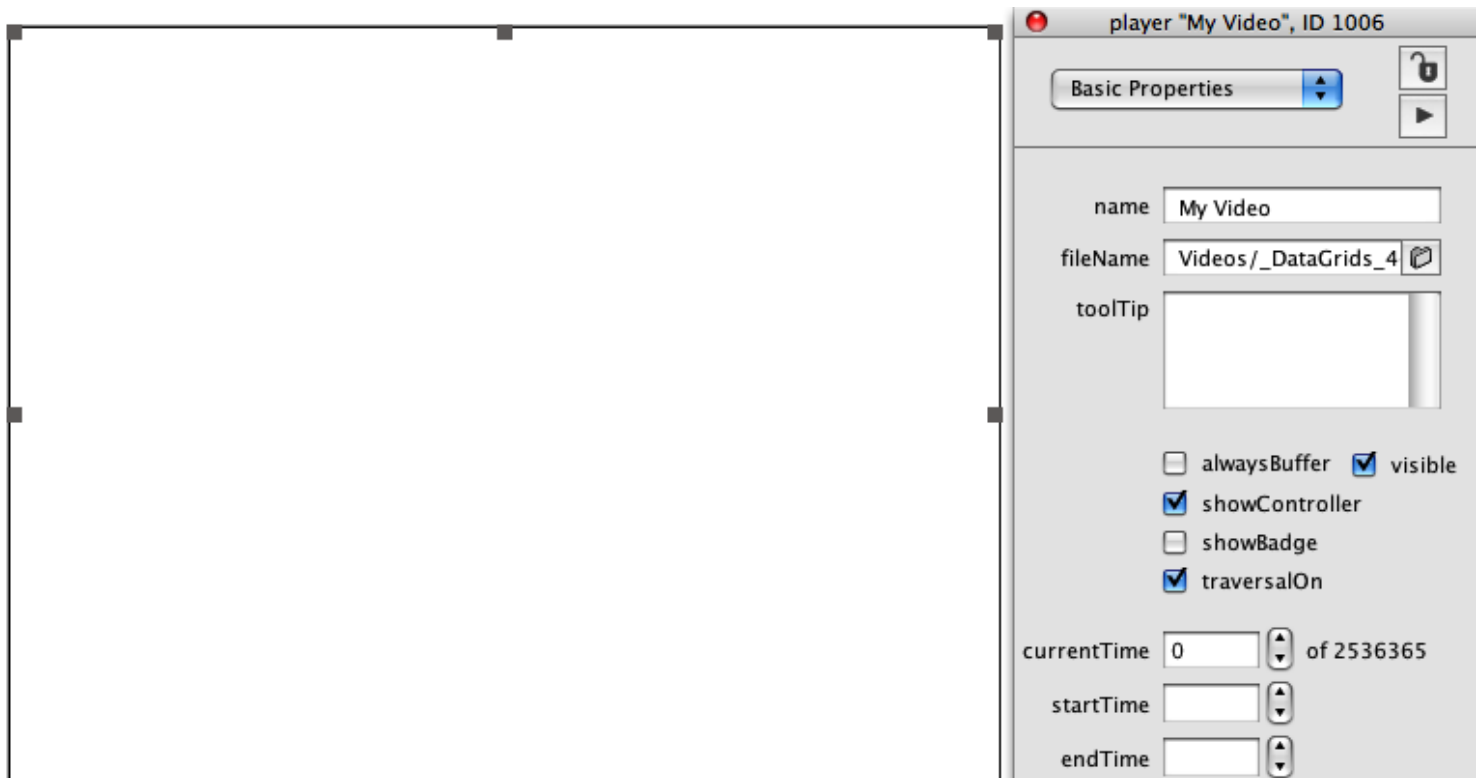


After adding the above script to the List Field and pressing the **Compile** button you can test your work. First activate the **Browse** tool.



With the **Browse** tool activated you can try selecting different selections in the video menu. As you make different selections the video in the Player object should change.

Troubleshooting: If Video Doesn't Show Up



If the video doesn't show up in the Player object then check the Object Inspector for the Player object. Make sure the Source field (the Source field shows the 'filename' property of the Player object) contains a valid relative path.