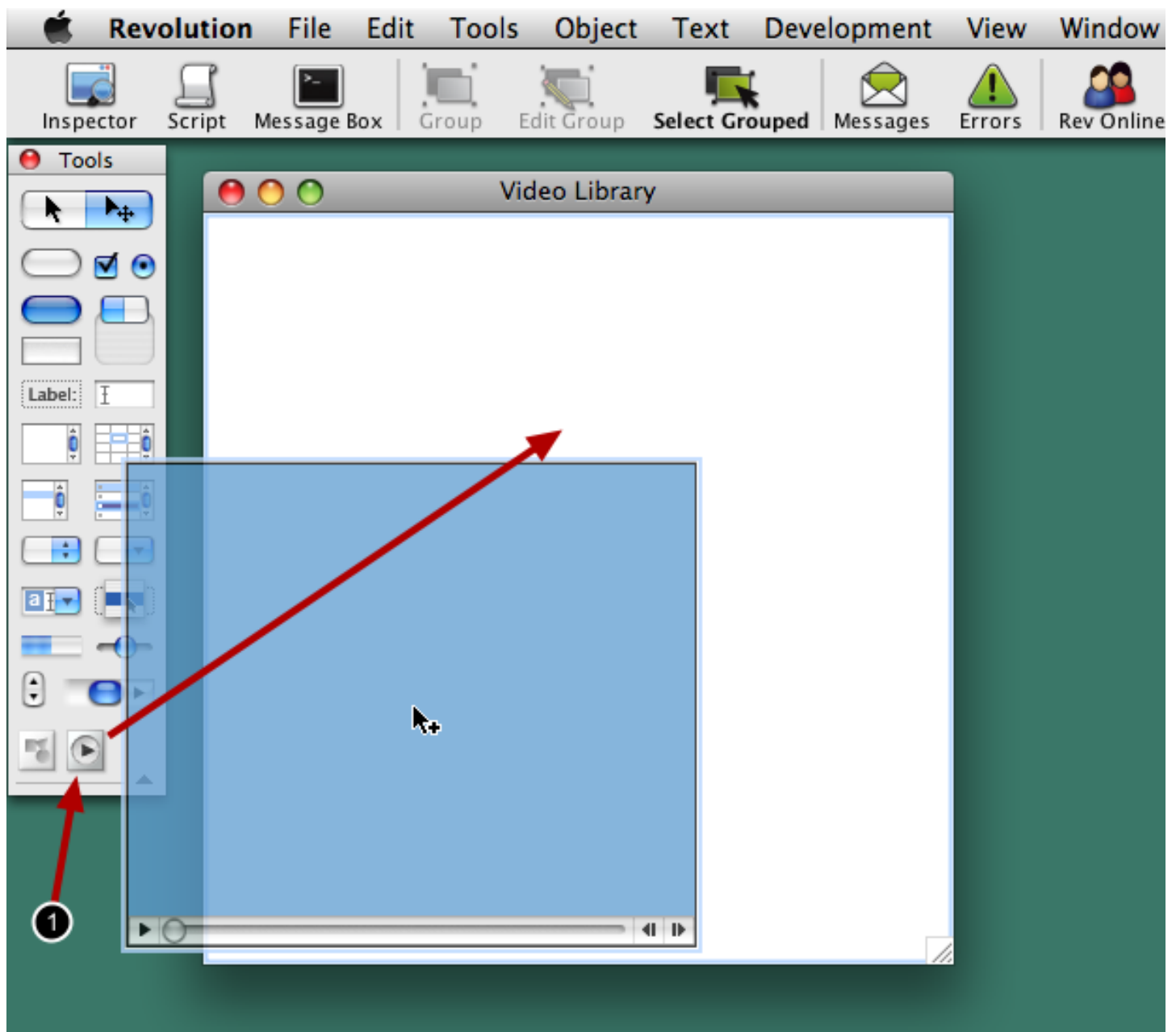


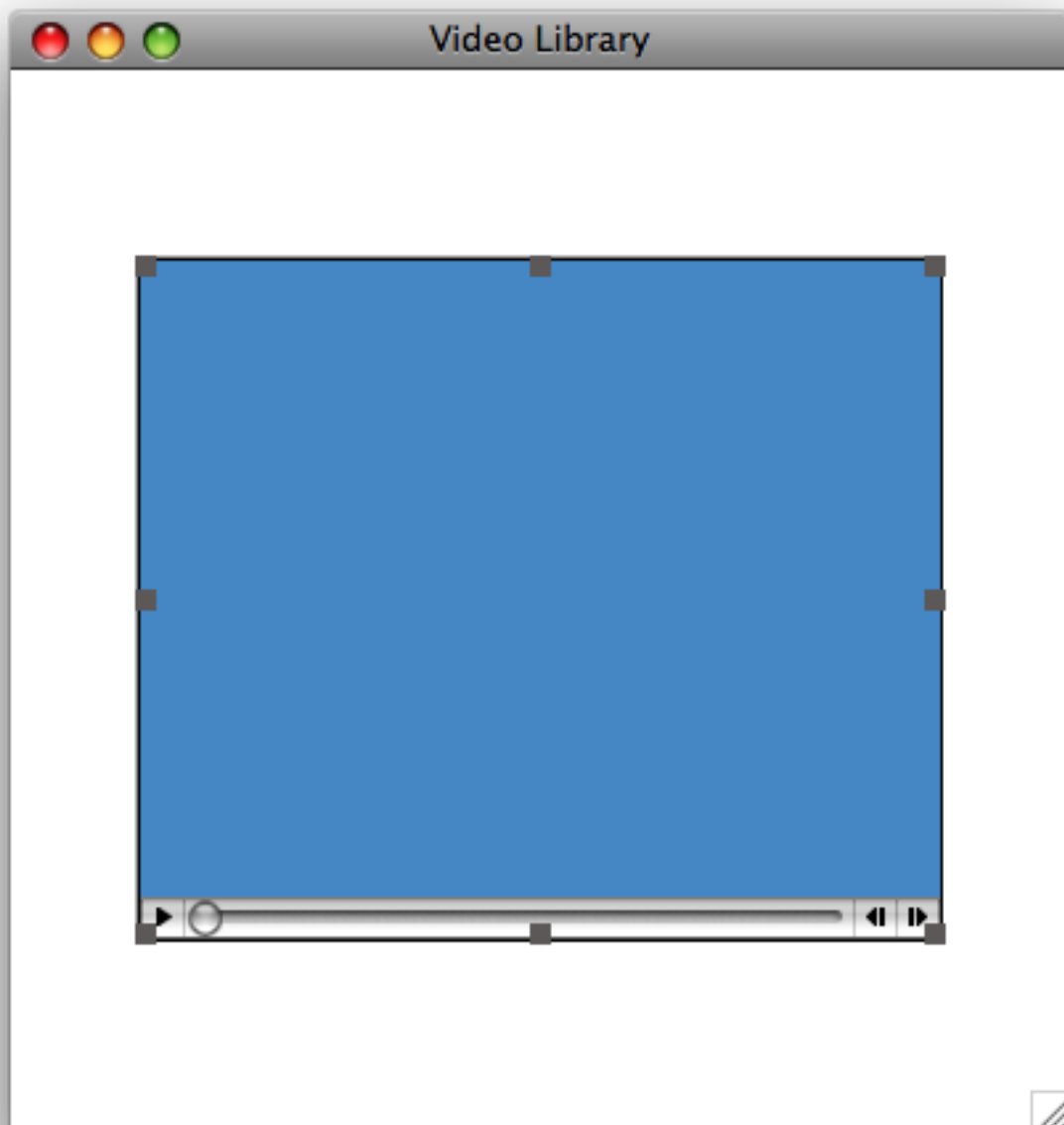
Add the Video Player to the Window

Now that you have created a stack window and saved your work it is time to start adding objects to your window. Let's start with adding an object that can play QuickTime videos. In Revolution the Player object can do this.

Add Player Object To Stack Window

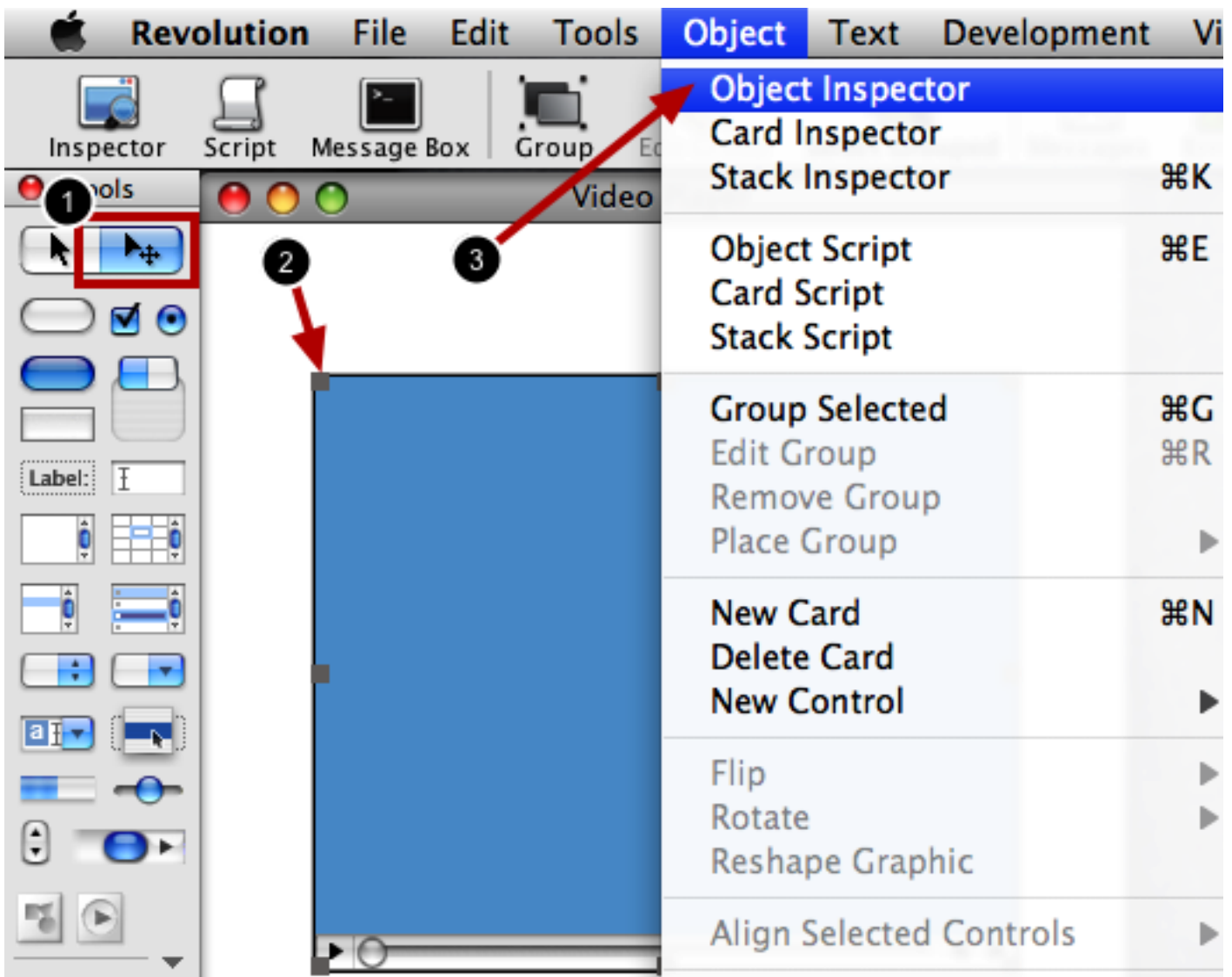


Locate the **Player** object icon in the **Tools** palette (1). Click on drag the Player object from the Tools palette onto your stack window.



After you drop the **Player** object onto your stack window your window should look something like this.

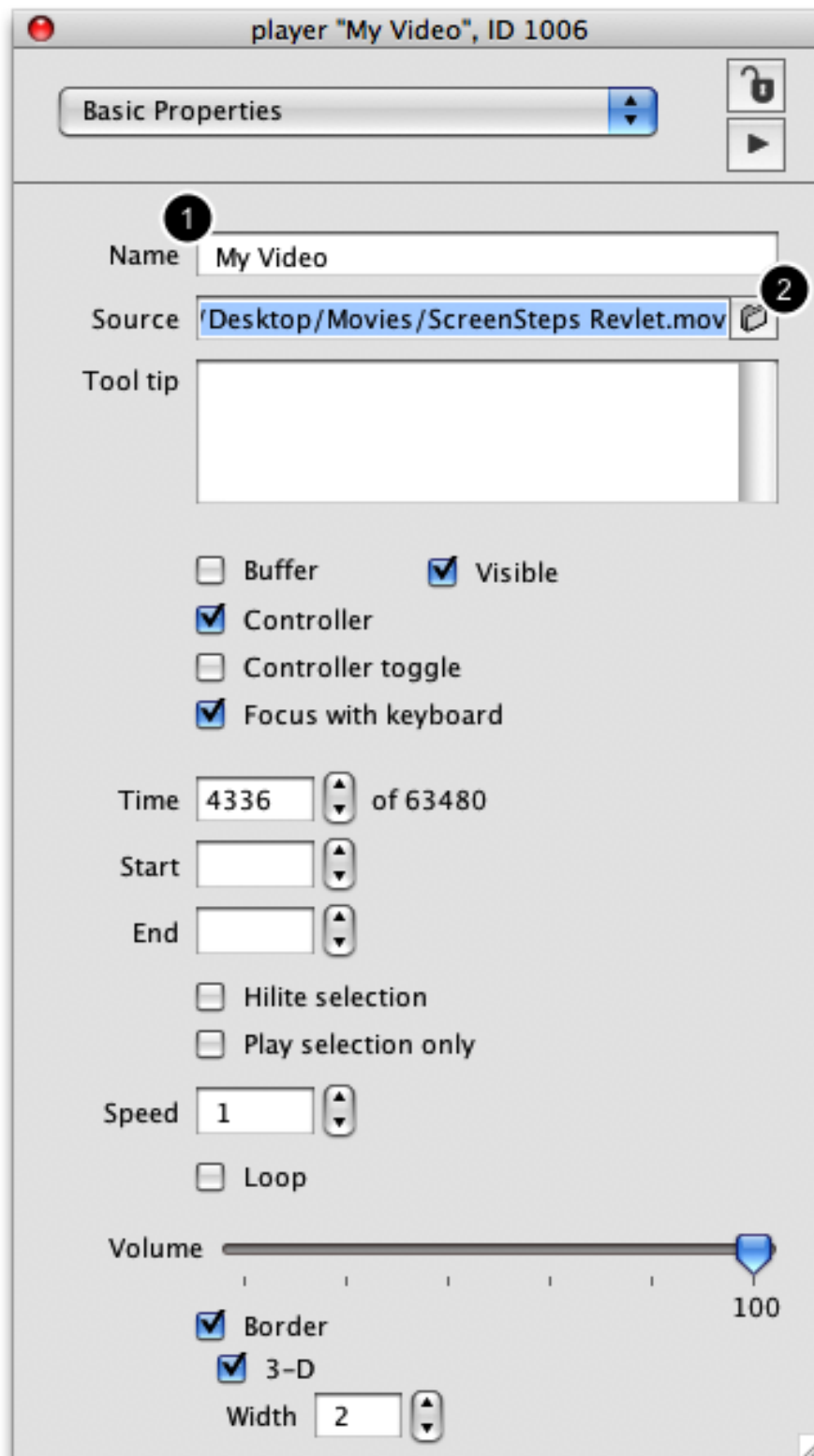
Edit Player Object Properties



Now you need to give the Player object a name and load a video to play. You can perform both of these actions from within the Object Inspector. To open the Object Inspector for the Player:

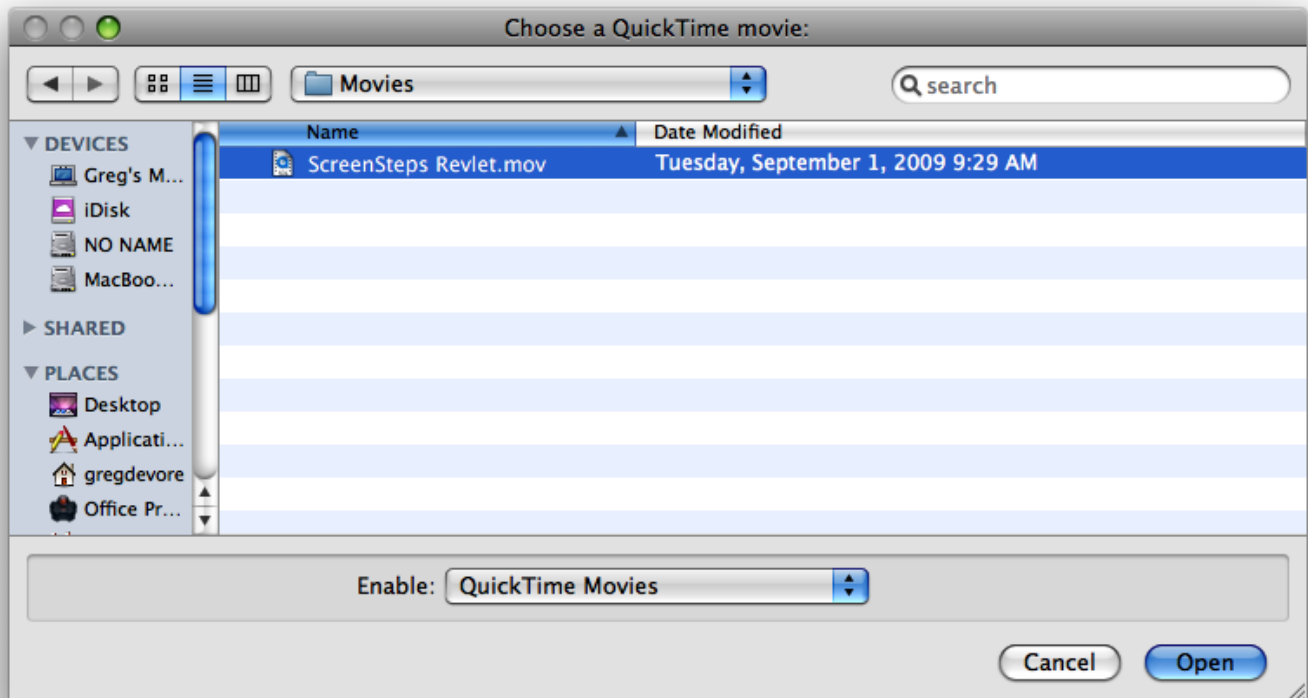
- 1) Make sure the **Edit** tool is selected in the **Tools** palette.
- 2) Select the Player (selection handles will appear around the Player)
- 3) Choose **Object > Inspector**

Set Name and Source



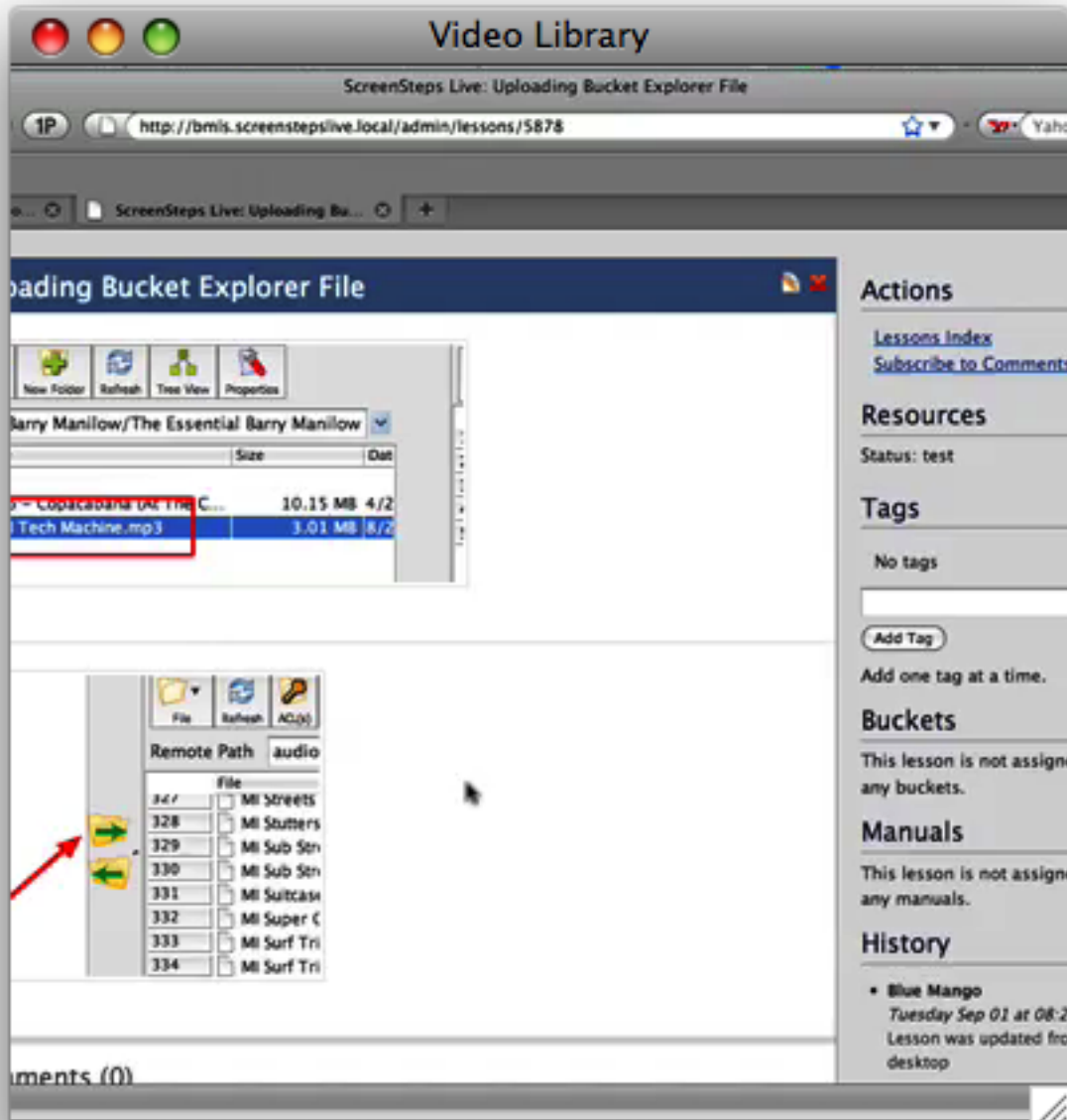
With the Object Inspector open name the Player object **My Video** (1). Next, click on the folder icon next to the **Source** field (2). This will display a file selection dialog allowing you to select a movie file.

Select Movie File



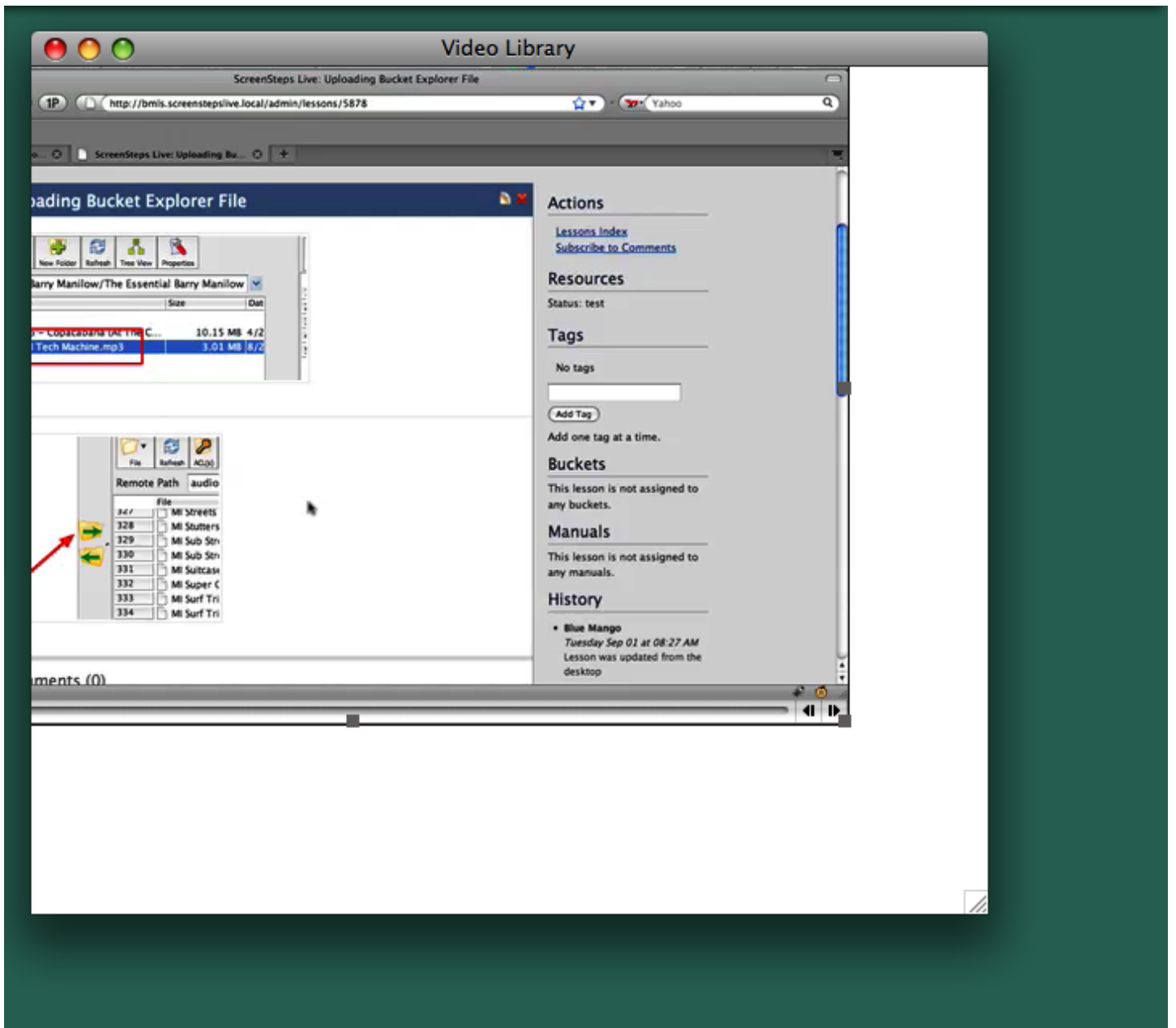
Locate a QuickTime compatible movie file on your computer and click **Open** to load the movie.

The Result



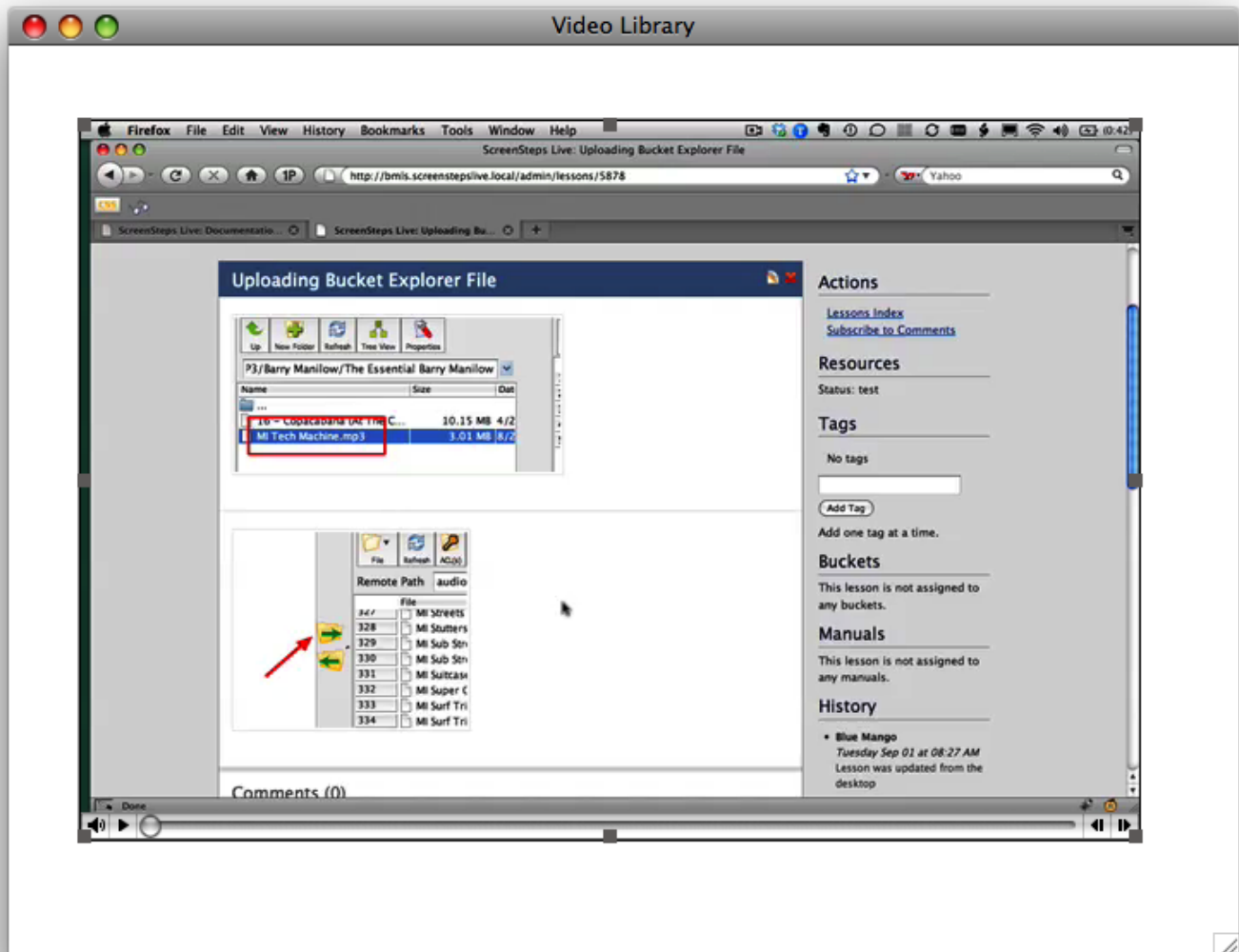
The movie file should load into the Player object. In this example the movie dimensions are larger than the stack window. By default Revolution resizes the Player object to the dimensions of the movie file automatically. This has caused the Player object to be larger than the stack window.

Resize Stack Window



Resize the stack window so that the Player object fits within it. You can resize the stack window like you would any other window on your operating system.

Center The Player Object

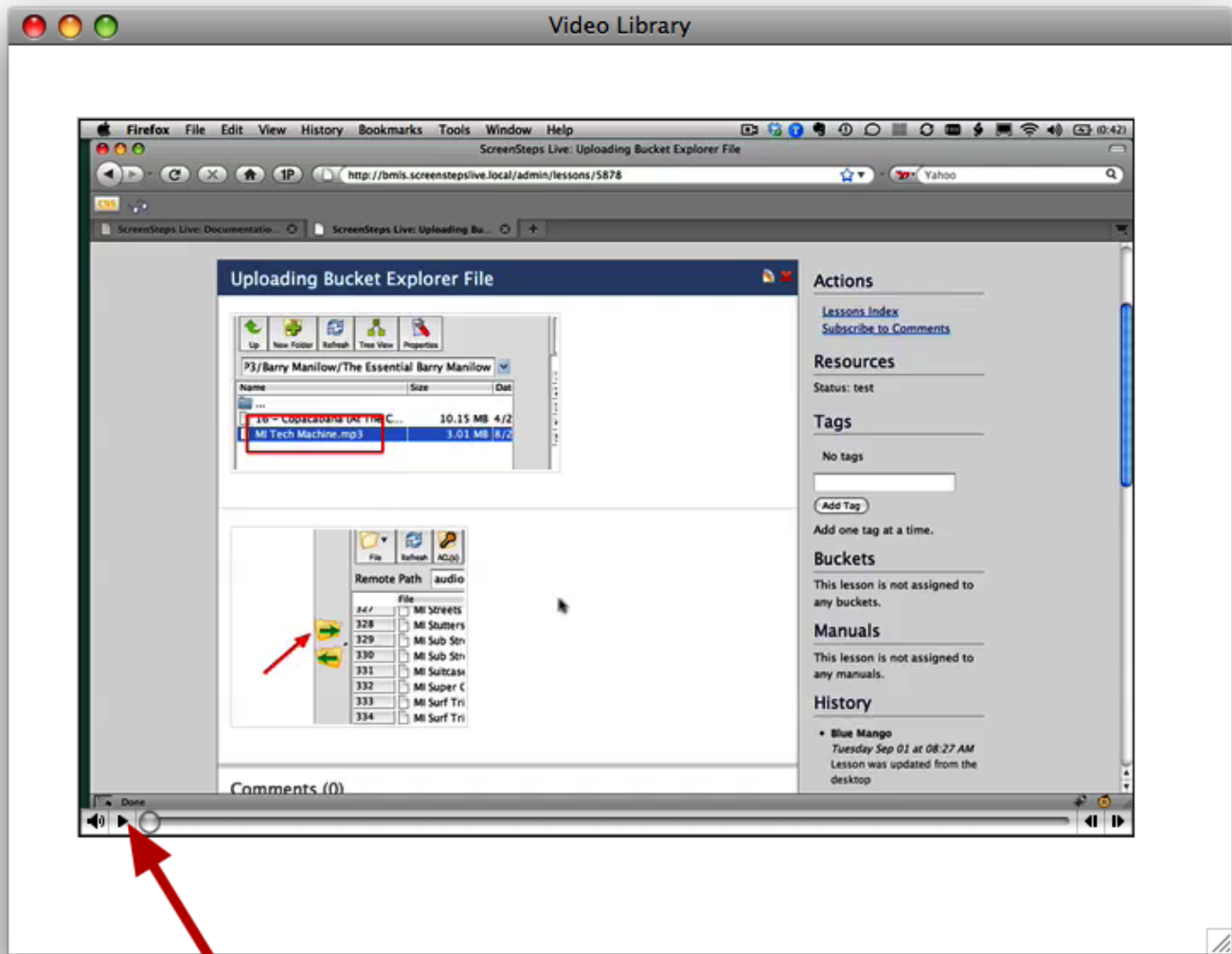


Now click on the Player object and drag it so that it appears centered within the stack window.

Play The Movie



Now you can preview the movie. To play the movie select the **Browse** tool in the **Tools** palette.



After selecting the Browse tool you can click on the play button to play the video.

Next Steps

Now that you have created a Player object we will look at how to create a menu and dynamically load a movie based on the menu selection.