

# UMS Player configuration guide

## **Player properties**

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## Player properties

You can flexibly adjust player by means of variable list.

### Allow action

Allow Action			
variable	default value	possibles value	description
allowloadlogo	true	true/false	allow load external logo
allowhidelogo	true	true/false	allow hide logo by timer
allowtimeline	true	true/false	allow show player timeline
allowfullscreen	true	true/false	allow fullscreen
allowzoom	true	true/false	allow zooming video
allowembed	true	true/false	allow copy Embed Code
allowcopylink	true	true/false	allow copy Video Page Link
allowurlparsing	false	true/false	allow Local paths transform to URL path

### Player initialization properties

Player initialization properties			
variable	default value	possibles value	description
volume	70	Number from 0 to 100	default volume value
autoplay	false	true/false	Start Playing content then loaded
trafficSafeMode	true	true/false	Load video after play button pressed
resizable	true	true/false	player is resizable
disableuicontrols	false	true/false	do not show player GUI controls
showMetadata	true	true/false	Display server metadata
autoReconnect	false	true/false	Reconnect to RTMP stream automatically when connection been lost
showErrorInPlayer	true	true/false	Display server errors in player (instead of own javascript handler)

### Load external Style and Properties XML

Load external Style and Properties XML			
variable	default value	possibles value	description
properties	not set	String	path to XML fie with player properties

## Player FullScreen Modes

Player FullScreen Modes			
variable	default value	possibles value	description
fs_mode	normal	best, low, normal	<p>This variable set the quality of Full-Screen mode.</p> <p><b>Best mode</b> is a mode with best quality of GUI and Video quality.</p> <p><b>Normal mode</b> is a mode with good as possible quality of the video.</p> <p><b>Low mode</b> is a mode with low video quality but best performance of the CPU usage.</p>

## Player JavaScript Controller

Player Java Script Controller			
variable	default value	possibles value	description
playerID	not set	String	Set player javascript connection ID and activate JSEventsTranslator module
slavemode	false	true/false	use player only with fullscreen menu ( used with remote player controller )

## Player remote SWF Controller (LocalConnection)

Player remote SWF Controller ( LocalConnection )			
variable	default value	possibles value	description
playerName	not set	String	Set player LocalConnection Name and activate LCEventsTranslator module
slavemode	false	true/false	use player only with fullscreen menu ( used with remote player controller )

## Player Stream Properties

Player Stream Properties			
variable	default value	possibles value	description
rtmp	not set	String	RTMP stream path from UMS

audioMode	true	true/false	Switch to audio mode
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## Media Poster

Media Poster			
variable	default value	possibles value	description
poster	not set	String	path to media poster jpg, png, swf

## Global Icons Color

Global Icons Color			
variable	default value	possibles value	description
iconcolor	0xFFFFFFFF	any color	Icon color
glowcolor	0xFFFFFFFF	any color	Icon glow color
pasivecolor	0x000000	any color	passive color

## Player Basic Components Settings

### Display Components Show Timer

Display Components Show Timer			
variable	default value	possibles value	description
nhidelogo	4	Number ( seconds ) if 0 not be hided	hide logo after seconds inactive mouse
nhidetimeline	10	Number ( seconds ) if 0 not be hided	hide timeline after seconds inactive mouse
nhidemenu	4	Number ( seconds ) if 0 not be hided	hide menu after seconds inactive mouse
fhidelogo	1	Number ( seconds ) if 0 not be hided	hide logo after seconds inactive mouse. Fullscreen state
fhidetimeline	10	Number ( seconds ) if 0 not be hided	hide timeline after seconds inactive mouse. Fullscreen state
fhidemenu	4	Number ( seconds ) if 0 not be hided	hide menu after seconds inactive mouse. Fullscreen state
hidefullscreenmenu	4	Number ( seconds ) if 0 not be hided	hide menu after seconds inactive mouse. Fullscreen state Slave mode

## Player Logo Holder

Player Logo Holder			
variable	default value	possibles value	description
showlogo	true	true/false	show player logo
logoposition	RT	LM LT CT CB LB RT RM RB	place logo holder in place (RT - right-top )
logoalpha	1	Number Double from 0 to 1	Logo alpha
logopadding	0	Number (pixels)	padding
logopath		URL	Path to external logo (PNG)
ownerlink		URL	URL which will be open when user click the logo

## Live Lable Holder

Live Lable Holder			
variable	default value	possibles value	description
livelabelposition	LT	LM LT CT CB LB RT RM RB	place label holder in place (LT - left-top )
livelabelalpha	1	Number from 0 to 1	Live label alpha alpha
livelabelpadding	2	Number (pixels)	padding
livelabelshowbg	true	true/false	Live label background visibility

## Player Background with MP3 RTMP Stream

Then player translate MP3 you can set special background that will be showed instead of video.

Player Background ( swf, png, jpg ) use it with Player MP3 mode RTPM mp3 stream			
variable	default value	possibles value	description
bgimg	not set	String	path to BG image
bgimgposition	CM	LM RM CT LT RT CB LB RB	place BG ( CM - center-middle )

## Current Media Holder (SntZoomHolder)

Current Media Holder ( SntZoomHolder )			
variable	default value	possibles value	description
zholdershowbg	true	true/false	show holder BG
zholderpadding	1	Number (pixels)	Padding
zholderbgcolor	0x000000	any color	holder BG color

zholderbgalpha	1	Number Double from 0 to 1	holder BG alpha
zholdercontur	0	Number (pixels)	holder contour thickness
zholdercontourcolor	0xFFFFFFFF	any color	holder contour color
zholderconturalpha	0	Number Double from 0 to 1	holder contour alpha
zholdercornerradius	22	Number	Holder corners radius (player corner radius)
zholderfitbycontent	FALSE	true/false	Fit holder by Media Content height
zholdersetmask	true	true/false	Add Mask on holder content. use it only with Corners Radius more as 0
zholderwidth	-1	Number (pixels)	Set holder width. if -1 holder width = stage width
zholderheight	-1	Number (pixels)	Set holder height. if -1 holder height = stage height

## Player Bubbles Controls

Player Bubbles Controls			
variable	default value	possibles value	description
bubblebgcolor	0x000000	any color	module BG color
bubblebgalpha	0.7	Number Double from 0 to 1	module bg alpha
bubblecontourcolor	0xFFFFFFFF	any color	module contour color
bubbleconturalpha	0.1	Number Double from 0 to 1	module contour alpha
bubblecontur	1	Number (pixels)	module contour thickness
bubblecornerradius	29	Number	module corners radius
bubblepadding	15	Number (pixels)	padding
bubblefontsize	12	Number	font size
bubbleiconholderwh	100	Number (pixels)	module icon holder size
bubblewidth	280	Number (pixels)	module maximum width
bubbleheight	60	Number (pixels)	module height for module without icon

## Keyboard Playhead Controller

Keyboard Playhead Controller			
variable	default value	possibles value	description
playheadshortkey	true	true/false	allow seek by keyboard short key
playheadTimeStep	0.2	Number ( seconds )	playhead step value
playheadTimeStepIncrement	0.5	Number ( seconds )	playhead step increment
playHeadTimerInterval	200	Number (milliseconds)	if button down seek after milliseconds on playhead- TimeStep

## Keyboard Whitespace Controller

Keyboard Whitespace Controller			
variable	default value	possibles value	description
whitespaceListen	true	true/false	listen whitespace key down / up . play / pause

## Components and Settings of Glow skin

### Icons

Icons			
variable	default value	possibles value	description
stopIcon	true	true/false	Show Stop button in menu
playPauseIcon	true	true/false	Show Play/Pause button in menu
timeLineIcon	true	true/false	Show Timeline button in menu
settingsIcon	false	true/false	Show Settings button in menu
chartIcon	false	true/false	Show Chart button in menu
podcastIcon	false	true/false	Show Podcast button in menu
soundIcon	true	true/false	Show Sound button in menu
snapshotIcon	false	true/false	Show Snapshot button in menu
markIcon	false	true/false	Show Mark button in menu
logicSeparatorsIcon	false	true/false	Add Separator Icon to menu
logicSeparatorsIconFS	true	true/false	Add Separator Icon to fullscreen menu (Slave mode )

### Menu Component of Glow skin

Menu Component of Glow skin			
variable	default value	possibles value	description
menushowbg	true	true/false	Show menu background
menuwidth	auto	Number	Strict menu width
iconsize	32	Number	Strict menu icons size
menubgcolor	0x000000	any color	Menu background color
menubgalpha	0.3	Number Double from 0 to 1	Menu background alpha
menucontourcolor	0xFFFFFFFF	any color	Menu Contour color



menuconturalpha	0.1	Number Double from 0 to 1	Menu contour alpha
menucontur	1	Number	Menu contour color thickness
menucornerradius	22	Number	Menu Corners radius
hintshow	true	true/false	Show Buttons Hint
hintcolor	0xFFFFFFFF	any color	Hint text color
hintfontsize	12	Number	Hint font size
hintfontbold	true	true/false	Hint font bold
hintalign	left	left / center / right	Hint align
hintautosize	left	left / center / right	Hint auto size direction
hintpos	top	top / bottom	Show hint above / bellow menu

## Language

Language			
variable	default value	possibles value	description
languagepath	not set	String	path to language directory or file with language
language	en	String	language ID

## RTMP Ports Hawk

**RTMP Ports Hawk ( Only in XML properties — NULL by default )**

```
<?xml version="1.0" encoding="UTF-8"?>
<props>
<rtmphawk>
  <tryport timeout="2">rtmp://mysite.com:PORT1/rtmpapplication</tryport>
  <tryport timeout="2">rtmpt://mysite.com:PORT1/rtmpapplication</tryport>
  <tryport timeout="2">rtmp://mysite.com:PORT2/rtmpapplication</tryport>
  <tryport timeout="2">rtmpt://mysite.com:PORT2/rtmpapplication</tryport>
  <tryport timeout="2">rtmp://mysite.com:PORT/rtmpapplication2</tryport>
  <tryport timeout="2">rtmpt://mysite.com:PORT/rtmpapplication2</tryport>
</rtmphawk>
</props>
```