

Target: WINStudio2\_... ▾

```
1 package com.WIN.TranscriptReader
2 {
3     import flash.display.MovieClip;
4     import fl.video.FLVPlayback;
5     import fl.video.VideoEvent;
6     import fl.video.MetadataEvent;
7     import flash.filesystem.*;
8
9     import com.WIN.TranscriptReader.*;
10    import com.WIN.fonts.myKartikaBold;
11    import com.WIN.EventObject.EventObject;
12    import flash.events.Event;
13
14    public class TranscriptPlayer extends EventObject {
15
16        public var _audio:String;
17        public var _video:String;
18
19        public function TranscriptPlayer(strAudio:String, strVideo:String) {
20            // constructor code
21            this._audio = strAudio;
22            this._video = strVideo;
23
24            initialize();
25        }
26        private function initialize():void{
27            // In order to include fl.video.*, you need to go to the Flash publishing settings
28            // and add the C:\Program Files\Adobe\Adobe Flash CC\Common\Configuration\Components\Video
29            // folder in the Library Path tab of the Publishing settings.
30            |
31            BaseVars.flv = new FLVPlayback;
32            with(BaseVars.flv){
33                addEventListener(fl.video.VideoEvent.READY, setCues);
34                addEventListener(fl.video.VideoEvent.READY, displayPlaytime);
35                autoPlay = false;
36
37                var dir:File = File.applicationDirectory;
38                dir = dir.resolvePath(_audio);
39                trace("dir.url : "+dir.url);
40
41                source = dir.url;
42
43            }
44            this.addChild(BaseVars.flv);
45        }
```