

A digital audio player interface. It features a 'Play' button on the left, followed by a progress bar with a triangular slider. To the right of the progress bar are four buttons: '<<', 'PREV', 'NEXT', and '>>'. Below these buttons is a numerical display showing '16' and a small up/down arrow icon.

<<

PREV

NEXT

>>

16

THE CALLER: Where are they?

911 OPERATOR: They're coming. They're coming. Still doing CPR for me?

THE CALLER: Yes.

911 OPERATOR: Okay. Keep on going. Keep on going with CPR. Still with me?

THE CALLER: I'm here. I'm here.

911 OPERATOR: (INAUDIBLE) I have somebody there to take over for you.

THE CALLER: Right now?

911 OPERATOR: Right now. Open the door.

[illegible]


```

399 ////////////////////////////////////////////////// ADD-OBJECT FUNCTIONS (Core Functionality) //////////////////////////////////////////
400 //////////////////////////////////////////////////
401
402 function funAddObject(
403     objTarget:int = -1,
404     objTransition:String = "cut",
405     objType:String="MovieClip",
406     objSource:String="mcPlaceholder",
407     _name:String="placeholder",
408     _mouseChildren:int = 0,
409     _x:int=0,
410     _y:int=0,
411     _scale:Number=1,
412     fun:Function=null,
413     funType:String="CLICK",
414     _rotationX:int=0,
415     _rotationY:int=0,
416     _rotationZ:int=0,
417     _tintcolor:uint=0xFFFFFFFF,
418     _tintalpha:Number = 0,
419     _id:int = 0
420 ):void{
421     var eo:EventObject;
422
423     switch(objType){
424
425         case "MovieClip":
426             var objMC:Object = getDefinitionByName(objSource);
427             eo = new objMC;
428             break;
429         case "Bitmap":
430             eo = new EventObject;
431             eo.arrProperties.push(objTarget,objTransition,objType,objSource,_name,_mouseChildren,_x,_y,_
432             var urlBitmap:String = objSource;
433             myLoader = new Loader();
434             myLoader.load(new URLRequest(urlBitmap));
435             eo.addChild(myLoader);
436             break;
437         case "SVG":
438             eo = new EventObject;
439             eo.arrProperties.push(objTarget,objTransition,objType,objSource,_name,_mouseChildren,_x,_y,_
440
441             var svg:SVGDocument = new SVGDocument();
442             svg.load(objSource);

```

Target: WINStudio2_... ▾

```
28
29 public static function AddObject(arrayOfParameterNames:Array=null, arrayOfParameterValues:Array=null, parentCon
30
31     var eo:EventObject;
32
33     if (!parentContainer){
34         eo = new EventObject();
35     } else {
36         eo = parentContainer;
37     }
38
39     var arr:Array = [];
40
41     arr.push([
42         "id",
43         "parent",
44         "target",
45         "transition",
46         "type",
47         "source",
48         "name",
49         "label1",
50         "fontName1",
51         "fontSize1",
52         "fontWeight1",
53         "label2",
54         "fontName2",
55         "fontSize2",
56         "fontWeight2",
57         "label3",
58         "fontName3",
59         "fontSize3",
60         "fontWeight3",
61         "date",
62         "startDate",
63         "endDate",
64         "gpsLocation",
65         "mouseEnabled",
66         "mouseChildren",
67         "visible",
68         "enabled",
69         "selected",
70         "alpha",
71         "x",
72         "y",
```



```

857 <event id="810" label="ECHO: Interview">
858   <obj id="1570" type="TranscriptReader" source="transcripts\Interview 01.xml" name="eventviewer" mouseChildren="1" sca
859   <obj id="90" target="10" transition="cut" type="Bitmap" source="img/nav_home.png" name="navmainmenu" mouseChildren="0
860     <fun evt="ADDED_TO_STAGE" name="funDragDropScaleCallEvent"/>
861   </obj>
862   <obj id="290" target="12" transition="cut" type="Bitmap" source="img/nav_back.png" name="navmainmenu" mouseChildren="
863     <fun evt="ADDED_TO_STAGE" name="funDragDropScaleCallEvent"/>
864   </obj>
865 </event>
866
867 <event id="820" label="ECHO: Stafford 911 Call">
868   <obj id="1570" type="TranscriptReader" source="transcripts\Stafford 911 Call.xml" name="eventviewer" mouseChildren="1
869   <obj id="90" target="10" transition="cut" type="Bitmap" source="img/nav_home.png" name="navmainmenu" mouseChildren="0
870     <fun evt="ADDED_TO_STAGE" name="funDragDropScaleCallEvent"/>
871   </obj>
872   <obj id="290" target="12" transition="cut" type="Bitmap" source="img/nav_back.png" name="navmainmenu" mouseChildren="
873     <fun evt="ADDED_TO_STAGE" name="funDragDropScaleCallEvent"/>
874   </obj>
875 </event>
876
877 <event id="830" label="ECHO: New Mexico 911 Call">
878   <obj id="1570" type="TranscriptReader" source="transcripts\NM 911 Call.xml" name="eventviewer" mouseChildren="1" scal
879   <obj id="90" target="10" transition="cut" type="Bitmap" source="img/nav_home.png" name="navmainmenu" mouseChildren="0
880     <fun evt="ADDED_TO_STAGE" name="funDragDropScaleCallEvent"/>
881   </obj>
882   <obj id="290" target="12" transition="cut" type="Bitmap" source="img/nav_back.png" name="navmainmenu" mouseChildren="
883     <fun evt="ADDED_TO_STAGE" name="funDragDropScaleCallEvent"/>
884   </obj>
885 </event>
886
887 <event id="840" label="ECHO: Interview Part 2">
888   <obj id="1570" type="TranscriptReader" source="transcripts\Interview Part 2.xml" name="eventviewer" mouseChildren="1"
889   <obj id="90" target="10" transition="cut" type="Bitmap" source="img/nav_home.png" name="navmainmenu" mouseChildren="0
890     <fun evt="ADDED_TO_STAGE" name="funDragDropScaleCallEvent"/>
891   </obj>
892   <obj id="290" target="12" transition="cut" type="Bitmap" source="img/nav_back.png" name="navmainmenu" mouseChildren="
893     <fun evt="ADDED_TO_STAGE" name="funDragDropScaleCallEvent"/>
894   </obj>
895 </event>
896
897 <!------- Anatomap ----->

```

```

510         trace("PDF cannot be displayed. Error code:", HTMLLoader.pdfCapability);
511     }
512
513     break;
514     case "TranscriptReader":
515
516         var tr:TranscriptReader = new TranscriptReader(objSource);
517         with(tr) {
518             x=_x;
519             y=_y;
520             scaleX=_scale;
521             scaleY=_scale;
522             name = _name;
523         }
524
525         arrNewObjects.push(tr);
526
527         mainContent.addChild(tr);
528     break;
529     case "ImageDisplayObject":
530         //eo = new EventObject;
531         var ido:ImageDisplayObject = new ImageDisplayObject(_name, objSource,_scale,_x,_y);
532         with(ido){
533             id=_id;
534             mouseChildren = Boolean(_mouseChildren);
535             rotationX = _rotationX;
536             rotationY = _rotationY;
537             rotationZ = _rotationZ;
538             eventID = currentEvent;
539             targetEvent = objTarget;
540             transition = objTransition;
541             objSource = objSource;
542             objType = objType;
543             objFunction = fun;
544             objFunctionType = funType;
545             TintColor = _tintcolor;
546             TintAlpha = _tintalpha;
547         }
548
549         if(ido.TintColor != 0xFFFFFFFF && ido.TintAlpha != 0){
550             tint_color(ido, ido.TintColor, ido.TintAlpha);
551         }
552
553         arrNewObjects.push(ido);

```


Target: WINStudio2_... ▾

```
1 package com.WIN.EventObject {
2
3     import flash.display.MovieClip;
4     import flash.display.DisplayObjectContainer;
5
6     public class EventObject extends MovieClip {
7
8         // public var id:String = ""; // unique object ID
9         public var id:uint = 0; // unique object ID
10        public var eventID:int;
11        public var targetEvent:int = -1;
12        public var transition:String = "cut";
13        public var objType:String = "MovieClip";
14        public var objSource:String = "mcPlaceholder";
15        public var objFunction:Function = null;
16        public var objFunctionType:String="ADDED_TO_STAGE";
17        public var arrProperties:Array = new Array();
18        public var objParent:DisplayObjectContainer;
19
20        public var TintColor:uint = 0xFFFFFFFF;
21        public var TintAlpha:Number = 0;
22
23        public var group:Array;
24        public var pin:Boolean = false;
25        public var Selected:Boolean = false;
26
27        public function EventObject() {
28            // constructor code
29        }
30    }
31
32 }
33
```

Target: WINStudio2_... ▾

```
1 package com.WIN.TranscriptReader
2 {
3     import flash.display.MovieClip;
4     import flash.filesystem.*;
5     import flash.net.FileFilter;
6     import flash.events.MouseEvent;
7     import flash.events.Event;
8     import fl.video.VideoEvent;
9     import fl.video.MetadataEvent;
10    import fl.video.FLVPlayback;
11
12    import com.WIN.TranscriptReader.*;
13    import com.WIN.fonts.myKartikaBold;
14    import com.WIN.EventObject.EventObject;
15    import com.WIN.ExternalLoader.ExternalLoader;
16
17    public class TranscriptReader extends EventObject
18    {
19
20        public var _source:String;
21
22        public function TranscriptReader(str:String="")
23        {
24            trace("CONSTRUCTOR TranscriptReader launched.");
25
26            _source = str;
27
28            onInit();
29
30        }
31        private function onInit():void{
32
33            clearAllPreviousReferences();
34
35            BaseVars.tr = this;
36            loadNewXML(_source);
37
38            this.width = 1024;
39
40        }
41        public function loadNewTranscriptPlayer():void{
42
43            trace("AUDIO SOURCE : "+BaseVars.xmlTranscript.audioSource);
44            trace("VIDEO SOURCE : "+BaseVars.xmlTranscript.videoSource);
45
```


Target: WINStudio2_... ▾

```
1 package com.WIN.TranscriptReader
2 {
3     import flash.events.Event;
4     import flash.events.IOErrorEvent;
5     import flash.net.FileFilter;
6     import flash.net.FileReference;
7     import flash.net.URLLoader;
8     import flash.net.URLRequest;
9     import flash.utils.ByteArray;
10    import flash.xml.XMLDocument;
11    import flash.filesystem.File;
12
13    import com.WIN.TranscriptReader.*;
14    import com.WIN.fonts.myKartikaBold;
15    import com.WIN.EventObject.EventObject;
16
17    public class XMLLoader {
18
19        private var xmlFile:FileReference = new FileReference;
20        private var file:File = File.applicationDirectory;
21
22        public function xmlDoLoad(str:String):void{
23            trace("    function XMLLoader.xmlDoLoad() launched.");
24
25            trace(file.nativePath);
26
27            xmlFile = new FileReference();
28            //file = new File();
29
30            switch(true){
31                case (str.length > 0):
32
33                    file = file.resolvePath(str);
34
35                    file.addEventListener(Event.COMPLETE, on_fileComplete); //, false, 0, true);
36                    file.load();
37                break;
38                case (str.length == 0):
39                    xmlFile.addEventListener(Event.SELECT, on_xmlSelect); //, false, 0, true);
40                    xmlFile.browse([new FileFilter("XML Documents","*.xml")]);
41                break;
42                default:
43                    xmlFile.addEventListener(Event.SELECT, on_xmlSelect); //, false, 0, true);
44                    xmlFile.browse([new FileFilter("XML Documents","*.xml")]);
45                break;
```

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
```


Target: WINStudio2_... ▾

```
22 import com.WIN.TranscriptReader.*;
23 import com.WIN.EventObject.EventObject;
24
25 public class BaseFunctions {
26
27     private var _eobject:EventObject = new EventObject;
28
29     public static function traceXML():void{
30         trace(BaseVars.xmlTranscript);
31     }
32
33     public static function updateCuePoint_fromPlayhead(e:MetadataEvent){
34         BaseVars.flv.removeEventListener(MetadataEvent.CUE_POINT, updateCuePoint_fromPlayhead);
35         BaseVars.tpc.removeListeners();
36
37         BaseVars.currentCuePoint = int(Number(e.info.name));
38         BaseVars.sldScrub.value = BaseVars.currentCuePoint;
39         BaseVars.stpStep.value = BaseVars.currentCuePoint;
40
41         var _ttw:TranscriptTextWindow = new TranscriptTextWindow(BaseVars.arrTranscriptText[BaseVars.currentCuePoint]);
42
43         try
44         {
45             BaseVars.tr.removeChild(BaseVars.ttw);
46         }
47         catch(e:Error){
48             trace("FUNCTION updateCuePoint_fromPlayhead try-catch : BaseVars.tr.removeChild(BaseVars.ttw)");
49             trace(e);
50             trace("This fails on first pressing play from cuepoint 0. Expected fail.");
51         }
52
53         BaseVars.ttw = _ttw;
54         BaseVars.tr.addChild(BaseVars.ttw);
55
56         BaseVars.tpc.addListeners();
57         BaseVars.flv.addEventListener(MetadataEvent.CUE_POINT, updateCuePoint_fromPlayhead);
58     }
59
60     public static function updateCuePoint_fromPlayerControls(){
61         BaseVars.flv.removeEventListener(MetadataEvent.CUE_POINT, updateCuePoint_fromPlayhead);
62         BaseVars.tpc.removeListeners();
63
64         BaseVars.sldScrub.value = BaseVars.currentCuePoint;
65         BaseVars.stpStep.value = BaseVars.currentCuePoint;
66     }
```