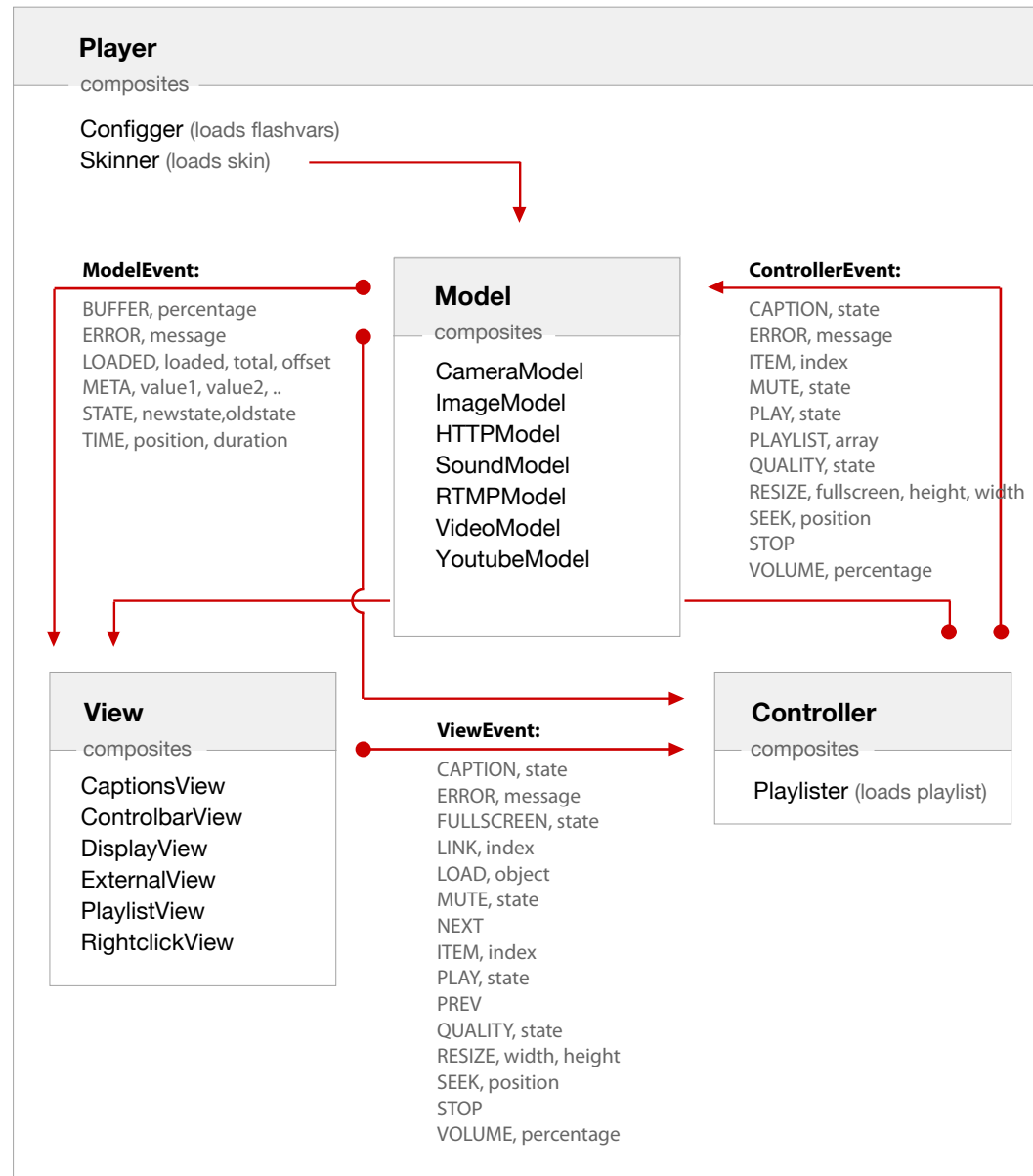# FLASHVARS

- config (undefined)

- author (undefined)
- captions (undefined)
- description (undefined)
- duration (10)
- file (undefined)
- image (undefined)
- link (undefined)
- start (0)
- title (undefined)
- type (undefined)

- controlbar (below)
- logo (undefined)
- playlist (none)
- playlistsize (200)
- skin (undefined)

- autostart (false)
- bufferlength (1)
- caption (true)
- displayclick (play)
- fullscreen (false)
- item (0)
- mute (true)
- quality (true)
- repeat (false)
- shuffle (false)
- stretching (fill)
- volume (80)

- abouttext (About JW Player 4.0...)
- aboutlink (jw.com/?page=about)
- linktarget (_self)
- plugins (undefined)
- tracecall (undefined)
- streamscript (undefined)

STRUCTURE

Player
composites

Configger (loads flashvars)
Skinner (loads skin)

ModelEvent:

BUFFER, percentage
ERROR, message
LOADED, loaded, total, offset
META, value1, value2, ..
STATE, newstate,oldstate
TIME, position, duration

Model
composites

CameraModel
ImageModel
HTTPModel
SoundModel
RTMPModel
VideoModel
YoutubeModel

ControllerEvent:

CAPTION, state
ERROR, message
ITEM, index
MUTE, state
PLAY, state
PLAYLIST, array
QUALITY, state
RESIZE, fullscreen, height, width
SEEK, position
STOP
VOLUME, percentage

View
composites

CaptionsView
ControlbarView
DisplayView
ExternalView
PlaylistView
RightclickView

ViewEvent:

CAPTION, state
ERROR, message
FULLSCREEN, state
LINK, index
LOAD, object
MUTE, state
NEXT
ITEM, index
PLAY, state
PREV
QUALITY, state
RESIZE, width, height
SEEK, position
STOP
VOLUME, percentage

Controller
composites

Playlister (loads playlist)

JAVASCRIPT API

Get variables:
getConfig()
getPlaylist()

Subscribe to events:
addModelListener(event,function)
addControllerListener(event,function)
addViewListener(event,function)

Send (view) events:
ply.sendEvent(event,value)

Note that there's no fullscreen event
in javascript.

MISCELLANEOUS

Instead of declaring a list of flashvars
in HTML, one could also use an XML
file that contains all flashvars in nodes
and assign this to the player with the
config flashvar.

The state event can have the values
IDLE, BUFFERING, PLAYING,
PAUSED and COMPLETED in its
newstate and oldstate variables.

The load event's object can be a
single url string, an object with playlist
elements (file,title,author,etc.) or a
complete playlist array with objects.