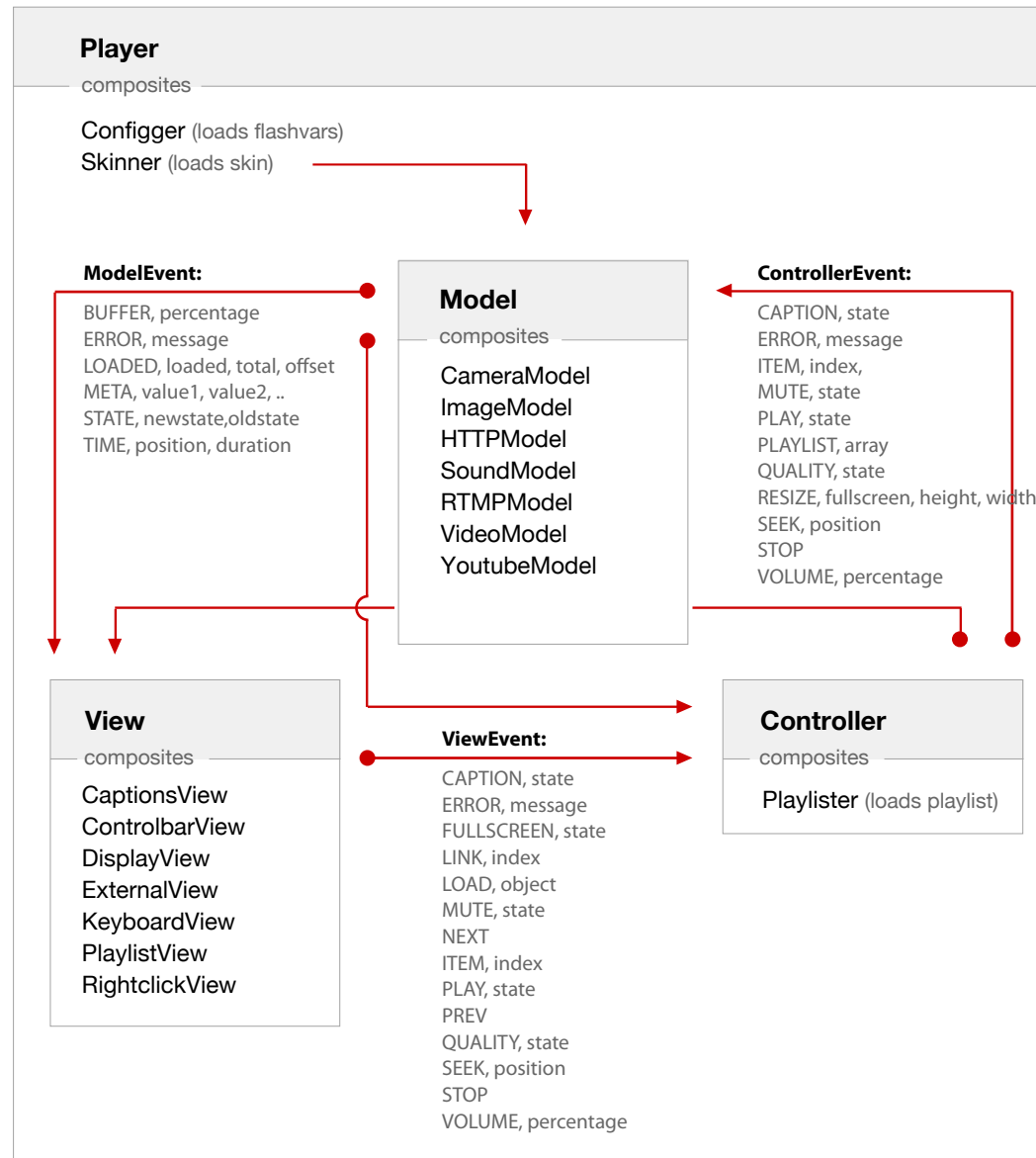


FLASHVARS

- **author** (undefined)
- **captions** (undefined)
- **description** (undefined)
- **duration** (10)
- **file** (undefined)
- **image** (undefined)
- **link** (undefined)
- **start** (0)
- **title** (undefined)
- **type** (undefined)
- **controlbar** (below)
- **icons** (true)
- **logo** (undefined)
- **playlist** (none)
- **playlistsizes** (200)
- **skin** (undefined)
- **texts** (false)
- **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)
- **tracecall** (undefined)
- **streamscript** (undefined)

STRUCTURE



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.