

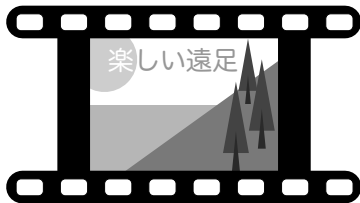
movieView

movie



movie

QTMovieLoopsAttribute YES



function ()



movie ← **play**