

MultiVideoPlayer Component API

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To use the MultiVideoPlayer component, you must first install him by opening MultiVideoPlayer.mxp. You must have the Macromedia Extension Manager, which you can download from www.macromedia.com. After successful installation, MultiVideoPlayer component should be available in the Flash IDE Components Panel.

This component was by TUFaT.com, in conjunction with the RuAnSoft development team. It is designed to mimic the product demo video feeds of Adobe.com.

- **Resize component:**

Usage

```
multivideoplayer_instance.setSize (WIDTH, HEIGHT);
```

Sample

```
multivideoplayer_instance.setSize (300, 300);
```

- **Load video file (swf or image).**

Usage

```
multivideoplayer_instance.loadVideo("name", "file", inClosedCaptions, buffer_time);
```

Sample

```
var inClosedCaptions=new Array();  
inClosedCaptions.push({caption: "<B>Hello VIDEO</B>", seconds: 0});  
inClosedCaptions.push({caption: "<I>world</I>", seconds: 5});
```

```
var inClosedCaptions2=new Array();  
inClosedCaptions2.push({caption: "<B>Hello SWF</B>", seconds: 0});  
inClosedCaptions2.push({caption: "<I>text 2 </I>", seconds: 5});
```

```
var inClosedCaptions3=new Array();  
inClosedCaptions3.push({caption: "<B>Hello IMAGE</B>", seconds: 0});  
inClosedCaptions3.push({caption: "<I>text 3 </I>", seconds: 5});
```

//loading videos

```
multivideoplayer_instance.loadVideo("file1", "video.flv", inClosedCaptions, 10);  
multivideoplayer_instance.loadVideo("file2", "flash2.jpg", inClosedCaptions, 10);  
multivideoplayer_instance.loadVideo("file3", "some.swf", inClosedCaptions, 10);
```

- **Set filename of video to be played first:**

Usage

```
multivideoplayer_instance.setCurrentVideo(string_value);
```

Sample

```
multivideoplayer_instance.setCurrentVideo("file1");
```

- **Stop video:**

Usage

```
multivideooplayer_instance.pauseVideo();
```

- **Play video:**

Usage

```
multivideooplayer_instance.playVideo();
```

- **Rewind video:**

Usage

```
multivideooplayer_instance.rewindVideo();
```

- **Sets the volume:**

Usage

```
multivideooplayer_instance.setSoundVolume(number_value);
```

Sample

```
multivideooplayer_instance.setSoundVolume(50);
```

- **Set component title:**

Usage

```
multivideooplayer_instance.setMainCaption(string_value);
```

Sample

```
multivideooplayer_instance.setMainCaption("MultiVideoPlayer");
```

- **Set bottom line of text indicating which video is being viewed. String should follow this format: "text1 X text2 Y". Where X is the number of the current video file, and Y is the total number of files:**

Usage

```
multivideooplayer_instance.setMoviesBottomCaption(string_value);
```

Sample

```
multivideooplayer_instance.setMoviesBottomCaption("Customer X of Y");
```

- **Sets AutoPlay option:**

Usage

```
multivideooplayer_instance.setAutoPlay(boolean_value);
```

Sample

```
multivideooplayer_instance.setAutoPlay(true);
```

MultiVideoPlayer Parameters:

BOTTOM_LABEL	Sets bottom line of text. String should be in this format: "text1 X text2 Y". Where X is the number of the current video file, and Y is the total number of files
BUFFER_TIME	Default buffer time in seconds
BUFFERING_STRING	String shown when buffering video
CONNECTING_STRING	String shown when connecting to the video file
LOOPING	Set video looping
MAIN_TITLE	Set component title
MOVIES_INFO	More info text
VOLUME	Setup video volume

Event handler summary for the MultiVideoPlayer:

<i>onPlay</i>	<p>Invoked when video stream starts playing. <i>Usage:</i> video_mc.onPlay = function() { // actions go here } <i>Sample:</i> player.onPlay = function() { trace('play');</p>
<i>onPause</i>	<p>Invoked when video stream is paused. <i>Usage:</i> video_mc.onPause = function() { // actions go here } <i>Sample:</i> player.onPause = function() { trace('pause');</p>
<i>onEnd</i>	<p>Invoked when video stream ends. <i>Usage:</i> video_mc.onEnd = function() { // actions go here } <i>Sample:</i> player.onEnd = function() { trace('end');</p>
<i>onTime</i>	<p>Return broadcasting player time in 0.00 seconds format. <i>Usage:</i> video_mc.onTime = function(obj:Object) { // actions go here } <i>Sample:</i> player.onTime = function() { trace('time '+obj.time);</p>