Flash Video Players

You may have heard, there are many ways to do everything in Flash. Video players are no different. You can import your video right inside your player or you can link to an external video file and have it load on command. They both serve unique needs and those are decided by your user type. Does your user have a really speedy connection? Are you building a Flash application for a kiosk and all playback will be local and speedy? Think before you act.

- Embed small, short video clips
- Link to external, larger video files
- Plan ahead for your audience
- Fast prefab players ready to rock available
- Can be used to cue events in flash through predefined que-points

Resources

- http://flashcomponents.net
- http://tv.adobe.com/watch/flash-411/video-crash-course
- http://tinyurl.com/saucy-flash-video-hints

Vocabulary

Flash Components are building blocks for creating rich interactive applications on the web. By providing complex controls that behave in a consistent way and are ready to use and customize, components significantly reduce the time and effort needed to develop applications from scratch.

The FLVPlayback 2.5 component increases the streaming performance and quality for video on demand (VOD) and live streaming and supports dynamic streaming and live digital video recording (DVR) functionality. Use the FLVPlayback 2.5 component the same way you would the FLVPlayback component.

Video Player Skins Prebuilt shell and controls for the FLVPlayback component; allows for live preview, pretty sweet but it's kinda ugly!

Basic (Prefab) Basic Video Player Steps

1. Open up a funky-fresh Flash file; File > New
2. File > Import > Video
3. Browse to video files
4. Keep external file link option selected
5. Click Next
6. Select Skin > SkinUnderAll.swf (play with the others)
7. Click the box for Adobe Flash Help to be open (great resource)
8. Click next
9. With the component selected set the stage size Modify > Document > Contents
10. Add an extra 40px to the height or so for our controls
11. Click OK
12. With the component selected; Choose Component Parameters > Is Live
13. In the component preview scrub the timeline; watch in amazement
14. Test the movie; button all work; Woo hoo.
15. Throw that shit away. Time to get our custom on.

Basic Video Player Steps

1. Open up the basic-video-player-starter.fla
2. Create a new layer; name it, position it below the buttons folder
3. In the properties box adjust the stage size to fit our video
4. Now we need a video player component Window > Components
5. Drag the FLVplayback component to the stage
6. While the component is selected Choose > Component Parameters > Skin > None
7. Click OK
8. In the Component Parameters choose > Source > Navigate to our encoded video
9. Click OK
10. Set the component on the stage to x0 y0
11. With the component selected hit the spacebar to play/pause
12. Save/test movie
13. Go back to the source path in the Component Parameters and delete the path
14. Drag a copy of the encoded file into your starter fla folder
15. Save

Lets get down with the actionscript

Open up your actions window and put in our first line. As always please pay close attention to the comments in the code.

```
/*Set up our basic conditions for this video application*/
//First let's load our video via actionscript
videoPlayer.load("leslie-lumeh-artist-together-liberia-by-ken-harper.mp4");
```

Now let's set up the buffer

```
//set the video buffer to five seconds(It won't play until five seconds have downloaded)
videoPlayer.bufferTime=5;
```

And now the volume so we don' t blast out our users

```
//set your deault volume .1 to 1
videoPlayer.volume=.5;
```

It's listener time. Set up an eventListener for each button. Make sure to give your buttons the proper instance names!

```
/*setup all our events listeners*/
stopVideo_btn.addEventListener(MouseEvent.CLICK,stopVideo);
playVideo_btn.addEventListener(MouseEvent.CLICK,playVideo);
pauseVideo_btn.addEventListener(MouseEvent.CLICK,pauseVideo);
volumeToggleVideo_btn.addEventListener(MouseEvent.CLICK,toggleVideo);
```

Now we need some function for those eventlisteners to work Our Stop button

```
/*Set all our functions*/
//Stop the player and tell the playhead to go back to 0 seconds
function stopVideo(event):void {

        //tell our instance of the video player to stop
        videoPlayer.stop();

        //tell the playhead to go back to the start, or "0" in time
        videoPlayer.seek(0);
}
```
Our Play button

```
//Play the video
function playVideo(event):void {
        //Play
        videoPlayer.play();
}
```

Our Pause button

```
function pauseVideo(event):void {
        //tell our instance of the video player to pause
        videoPlayer.pause();
```

```
}


An finally our fancy toggle mute/un-mute button

//Toggle Volume off/on using a simple conditional statement
function toggleVideo(event):void {

        //if the is more than 0 then set it to 0 or "off"
        if (videoPlayer.volume>0) {

        //Set your volume to 0
        videoPlayer.volume=0;

        } else {

        //if the volume is 0 then set the volume to half power or "on"
        videoPlayer.volume=.5;

        }
}
```