

# Professional Web FLV Player by Web Anatomy

## Documentation part 5 (JavaScript)

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### 1. Introduction

With version 2.3.4 there is a lot of new commands that player can perform directly from JavaScript level. Before you start your work, please make sure that JavaScript commands are activated in your actual style (Style Management -> Edit Style -> Features Settings -> JavaScript commands "on"). Otherwise nothing will happen. Basic knowledge about JavaScript language is required!

### 2. Registering start command

In order to take any actions on player you'll have to make sure that when you fire your commands - player is ready to receive them. Soon after activating GUI player will call (if JavaScript is enabled) a function called "startWA" and send it's ID number (var playerID - usually 0).

```
-----  
- <script language="javascript">  
- var VideoID = "7572";  
- var Width = 700;  
- var Height = 500;  
- </script><script src="http://yourdomain.com/flv_player/einterface.php" language="javascript"></script>  
-  
- <script language="javascript">  
- function startWA(id){  
-  
-     //when this function is activated... player for sure is ready to receive your commands  
-  
- }  
- </script>  
-----
```

Now you can start creating your code, keep in mind that if you want to use more than 1 player per page you'll have to assign playerID parameter to each new player (with unique ID number different then 0). Otherwise something really bad might happen.

#### Example:

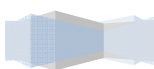
```
-----  
- <script language="javascript">  
- var VideoID = "7572";  
- var Width = 700;  
- var Height = 500;  
- var playerID = 2;  
- </script><script src="http://yourdomain.com/flv_player/einterface.php" language="javascript"></script>  
-----
```

### 3. Available functions/commands

waPlayNow(playerID) - (Toggle Button), Play or Pause a Video

waResize(playerID, Width, Height) - Resizes player without restarting it

waNewVIDEO (playerID, VideoSD, VideoHD) - Forces player to start a new Video. You can provide two links for both SD & HD material. If You don't need HD content simply push "null".



waVideoByID ([playerID](#), [videoID](#)) - Forces player to start a new Video. You just need the ID number of that video to perform this function (only for 2nd & 3rd video selecting method)

waShowLink([playerID](#)) - (Toggle Button), activates Link option

waShowSource([playerID](#)) - (Toggle Button), activates Source option

waShowMail([playerID](#)) - (Toggle Button), activates Mail option

waHDswitch([playerID](#)) - (Toggle Button), changes from SD->HD or HD->SD

waTime([playerID](#)) - returns video current time (video must be running, otherwise it'll return 0)

waTotalTime([playerID](#)) - returns video total time (video must be running)

waIsPlaying([playerID](#)) - returns true (if video is playing) or false (if it's not..)

waRegisterEOV([playerID](#), [functionName](#)) - probably the most important function in here. Whenever you activate it - player will listen for "the end of current video". When it finally happens - player will call JavaScript function which name you gave in 2nd parameter. When this is done - event listener will be removed and you'll have to call it once again if you want to keep using it.

**Important Notes:**

- remember to use only full paths -> "http://!"

- if a variable is the string type it must be written inside quotation marks -> ""

