

Professional Web FLV Player by Web Anatomy

Documentation part 6 (Communication & Data Exchange)

1. Introduction

Documentation was created to help all developers understand the basic communication mechanisms between our Player and the Control Panel. We have included here all steps that player application must take in order to properly display the content. All parameters and detailed overview of XML files has been included. Good luck!

2. Example of JavaScript code (embedding code):

```
-----  
= <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> =  
-----
```

Standard Variables (required):

var VideoID (**string**) - an unique id number of an video (or a string with paths to video)
var Width (**number**) - player width in pixels
var Height (**number**) - player height in pixels

Additional Variables (optional):

var Style (**number**) - forces player to use specified style (Control Panel -> Style Management)
var PlaylistID (**string**) - forces player to use specified playlist (Control Panel -> Video Management)
var PlayerID (**number**) - gives player an ID number to make JavaScript commands executable (if not specified PlayerID = 0)

Important Notes:

- path at the end of embedding code must always match with your einterface.php file location.
- embedding code available from code panel will only contain standard variables!
- remember about semicolons at the end of each variable!
- if a variable is a string type it must be written inside quotation marks -> ""

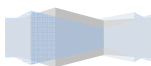
3. Einterface.php file

Soon after activating JavaScript the player will open einterface.php file. This file will load waPlayer.swf file into a browser and restore [External Interface](#) in Internet Explorer 6, 7, 8 (browsers using Active-X flash plug-in). The Script is based on "swfObject", you can learn more about it here:

<http://blog.deconcept.com/swfobject>

Following parameters are being send from einterface.php into waPlayer.swf file:

VideoID - unique id number of an Video (or a string with video, thumb, link)
Style - style id number, if there is no such variable player will send "undefined"
PlaylistID - Playlist ID from JS code, if there is no such variable player will send "undefined"
path - the location of the player - for example: "http://yourdomain.com/flv_player"
playerID - specified player ID, usually 0



Example:

http://mydomain.com/flv_player/player/waPlayer.swf?VideoID=7572&Style=undefined&PlaylistID=undefined&path=http://vplanet.czechowice.net.pl/test_player&playerID=0

4. Connecting to xml_connect.php file

Right after starting the player a request for xml will be initiated. Correct file is located inside "player" folder and is called "connect_xml.php". The player will search for this file by splitting "path" (parameter from "einterface.php") with following string "/player/ connect_xml.php " (with new some more parameters generated inside flash).

Example:

http://mydomain.com/flv_player/player/xml_connect.php (+ parameters)

Swf file will make a short analyze and send following parameters to xml_connect.php file:

- code** - (video id number from embedding code)
- style** - (style id number from embedding code)
- ref** - (page/domain where player has been embedded)
- ref_page** - (usually user's previous page)
- os** - (operating system like: windows xp, windows vista, knoppix, mac os x. ect.)
- lang** - (user's default language like: eng, pl, de ect.)
- res** - (user's resolution like: 1024x867, 1680x1050)
- ra** - (random number between 0 and 9 - prevents Internet Explorer from caching results)

Example (final):

http://webanatomy.com/flv_player/player/xml_connect.php?code=1&style=undefined&ref=http://flv-player.web-anatomy.com/&ref_page=http://webanatomy.com/products&os=Windows%20Vista&lang=pl&res=1680x1050&ra=0

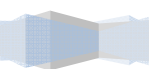
5. Results: xml_connect.php file

This file is the most important part in data exchange between the Player and the Control Player. All possible settings will be delivered with this xml. Below you will find detailed descriptions of all possible tags.

```
-----
<amberXML serial="xxxxx" afterType="0" home="http://mydomain.com" embW="333" embH="222">
-----
```

- serial** - (id number received after purchasing the player - each serial is connected with an unique domain)
- afterType** - 0 - after choosing a position from a playlist the player will start new video in the same player
1 - ... or open a new page
- home** - (link panel inside the player)
- embW** - (standard width for embedding code generated inside the player)
- embH** - (standard height for embedding code generated inside the player)

```
-----
<globalSettings javaCom="1" isMenu="1" isClickable="0" enableTips="1" />
-----
```



javaCom - (0 - disable JavaScript interface | 1 - enable JavaScript interface)
isMenu - (0 - no menu button on the player (no playlist) | 1 - menu button and playlist are enabled)
isClickable - (0 - player screen isn't clickable | 1 - player screen is clickable (link parameter))
enableTips - (0 - no cloud with tips while pointing buttons | 1 - cloud with tips is enabled)

```
<flashVersion checkFlash="1" majVer="9" minVer="49" sol="2" />
```

checkFlash - (0 - not testing user's flash version | 1 - testing user's flash version)
majVer - (lowest possible flash major version)
minVer - (lowest possible flash minor version)
sol - (specifies what player should do if user's flash version is below the requirements)
0 - not taking any actions
1 - forcing auto-updater
2 - player will use SD link and turn HD mode off if

```
<qualitySettings Smoothing="1" deblockingFilter="1" bufferTimer="5" />
```

Smoothing - (0 - no video smoothing filter (lower CPU usage!)
1 - smoothing filter (higher CPU usage!))
deblockingFilter - (0 - Use the best possible settings (keep this one))
1 - Don't use any filter
2 - Use Sorenson's filter.
3 - Use on2 (slower).
4 - Use on2 on2 (faster).
5 - Use on2 on2 (the fastest)
bufferTime - (specifies how many seconds of the video must be "buffered" before video starts playing)

```
<shareSettings Link="1" Code="1" Mail="1" />
```

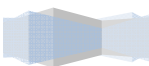
Link - (0 - panel & button with link to Video is disabled | 1 - ...enabled)
Code - (0 - panel & button with embedding code is disabled | 1 - ..enabled)
Mail - (0 - panel & button with mail option is disabled | 1- .. enabled)

```
<videoModes isGears="1" protectAspect="0" forceNative="0" />
```

isGears - (1 - view modes: full-screen/original size are available | 0 - turn off view modes)
protectAspect - (1 - resizes video to match with original aspect-ratio | 0 - off)
forceNative - (1- resizes video to original size | 0 - off)

```
<preroll network="none" type="" link="" publisherID="" />
```

network - "none" - no pre-roll ad
- "custom" - custom pre-roll add ("type" works as a source for a file linked with "link" parameter)
- "google" - Adsense for Video pre-roll ad (type = "video" + publishID="yourid")



```
<overlay network="custom" type="Titlte goes here" type2="Description goes here" type3="Link below"
publisherID="Link to site" />
```

network - *"none" - no overlay ad*

- *"custom" - custom overlay ad ("type" = title, "type2" = desc, "type3" = text link, publisherID = "link")*
- *"google" - Adsense for Video overlay ad (type = "text-overlay/graphical_overlay/overlay, publisherID..)*
- *"scanscout" - Scanscout Network (you just need publisherID)*
- *"adaptv" - Adap.TV (type must = "overlay", + your publisherID)*

```
<googleData hostingSite="video.google.com" videoDesc="http://www.vplanet.com/Style/Cassette1"
channel="Vplanet_Entertainment" />
```

hostingSite - *(url where your videos are hosted)*

videoDesc - *(url where google can find a description of your video)*

channel - *(name of your channel)*

```
<scanData tilte="Cut and Show" videoDesc="Hello Baybe" videoKey="some words" videoChannels="Hello" />
```

tilte - *(title of your video -yes we know about misspelling :))*

videoDesc - *(description of your video)*

videoKey - *(keywords)*

videoChannels - *(channels for Scanscout)*

```
<playerGUI mode="0" fontColor="00000" fontActive="66CC00" isOpacity="0" interval="3" reversed="1">
```

mode - *(0 - standard, double line | 1 - mini, one line | 2 - light, one line)*

fontColor - *(font standard color in RBG system)*

fontActive - *(active element color)*

isOpacity - *(0 - no | 1 - enables Opacity mode, resizes video to match full space)*

interval - *(number of seconds to hide menu when no actions are taken - works with Opacity only)*

reversed - *(0 - no action | 1 - swaps 1st line of buttons ect. of interface with 2nd)*

```
<gradients menuColor1="f7f7f7" menuColor2="f6f6f6" menuColor3="c3c3c3" />
```

```
<opacity menuAlpha1="100" menuAlpha2="100" menuAlpha3="100" />
```

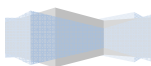
menuColor1...3 - *(base colors of the player)*

menuAlpha1..3 - *(base alpha channels for menuColors - requires isOpacity set to 1)*

```
<glow isGlow="0" glowPower="3" glowColor="777777" />
```

isGlow - *(1 - enables glow around buttons significantly increasing readability in Opacity mode | 0 - off)*

glowPower - *(glow power - between 0 and 5)*



glowColor - (color of the glow)

```
<logo path="http://web-anatomy.com/flv_player/player/serce.png" width="213" height="53" corner="3" />
```

path - (link to your logo)

width - (logo width in pixels)

height - (logo height pixels)

corner - (corner where logo should appear 1- bottom left | 2 bottom right | 3 - top right | 4 - top left)

```
<videoData autoStart="0" hdmode="1" hdstart="1" playlistID="1" >
```

autoStart - (0 - no auto-start | 1 - enables auto-start)

hdmode - (1 - enables HD mode, 2 links for each video are required! | 0 - disabled)

hdstart - (1 - HD material will be selected first | 0 - SD material will be selected first)

playlistID - (Standard playlist ID - it is usually related with the video)

```
<urlMOV1>http://vplanet.pl/upload/filmy/1538_478dccb1054d4.flv</urlMOV1>
```

```
<urlMOV2>http://vplanet.pl/upload/filmy/1595_4773c7fccbfe6.flv</urlMOV2>
```

```
<thumb>http://web-anatomy.com/movies/thumb3.jpg</thumb>
```

```
<link>http://web-anatomy.com/video1</link>
```

urlMOV1 - (main standard path to video, if hd mode is disabled this link will be used as the main source)

urlMOV2 - (additional HD material path to video)

thumb - (path to thumb image, can be jpg, png, bmp, gif - we suggest using images in high resolution)

link - (main link, leading to video)

```
<poz dom="http://web-anatomy.com" cross="http://web-anatomy.com/crossdomain.xml"/>
```

dom - registers domain for sandbox security system (requires 2nd parameter also)

cross - link to crossdomain.xml file

(you can declare multiple tags of that type)

6. Playlist & xml_aftervideo.php

Playlist is also provided via XML file. Player will send back playlistID & videoID (JavaScript code).

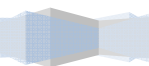
```
<poz thumb="http://web-anatomy.com/ leg_small.jpg" id="5" tilte="Legendary" info="No desc "  
nmovie1="http://trailers.gametrailers.com/gt_vault/5129/t_legendary_monsters_minotaur.flv"  
nmovie2="http://trailers.gametrailers.com/gt_vault/5129/t_legendary_monsters_minotaur_h264.flv"  
link="http://web-anatomy.com" />
```

thumb - (url to a Thumb file)

tilte - (title of a Video)

info - (description of a Video)

nmovie1 - (link to SD material)



nmvoie2 - (link to HD material - optional, otherwise leave empty)
link - (link to the video)

Important Notes:

- remember to use only full paths -> "http://"
- you must keep tags original order and you can't delete any of them (even if you don't need them).
Player selects them according to their numbers not names (as2) and any changes might cause serious problems.
- player will let you know if any errors (both from php and xml) has appeared.
- keep in mind that all these options are already controlled by our Control Panel which provides fast & easy access to all features available in the player.

