



PLYmedia Inc.  
Flash Player Integration Document



## Purpose

The goal of this document is to outline and explain the process for implementing Flash Player integration with PLYmedia's PLY player, as well as provide step-by-step instructions for this procedure.

## Target Audience

IT personnel, web masters and Flash developers, within companies utilizing a flash player technology, wishing to enable PLYmedia services in streaming video player on their websites.

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## Overview

PLYmedia's player is a transparent Flash Player created and loaded for the purpose of displaying layers (PLYs) on top of a video. The integration process creates a link between the Flash Player on the hosting site and PLYmedia's Flash Player, and requires the following set of actions:

- Setting the basic Parameters
- Loading PLYmedia's transparent player (plyPlayer.swf) on top of your player
- Sending the current video time to PLYmedia's player

## 1) Setting the basic Parameters

### a) Initializing the video identification parameter

Two options may be used for the video identification:

#### Option 1:

**Site Url** – the full URL of your video (in URL encoded format).

This URL must be the unique address for this video.

For example: *SiteUrl="http://yoursite.com/yourpage.htm"*

#### Option 2:

**Site Path** – the full Path of your FLV file.

For example: *SitePath="http://yoursite.com/yourFlvFile.flv"*

Choose one of these variables and then initialize it.

### b) Setting the PLYmedia player size

To ensure PLYmedia's player fits your video size use the **reSize** function as follows:  
`plyPlayer_mc.reSize (your video width , your video height);`

For example: *plyPlayer\_mc.reSize(550, 337);*

#### **Please note:**

you **must** run this function every time you change your video size (e.g. when your user initiates full screen).



## 2) Loading PLYmedia's transparent player

### c) Terminology:

Player A = Your Player: the Flash Player playing a Flash video from your catalog

Player B = PLYmedia's Player: a .swf file from PLYmedia's server.

### d) Method:

1. When selecting to play a video with Player A, the flash player should load Player B from the following url: <http://www.bubbleply.com/plyPlayer.swf>
  - Using the Site URL variable - pass the current page URL to Player B
  - Or, using the Site Path variable - pass the current FLV path to Player B
  - Set PLYmedia's player size by resize function
2. In order to load PLYmedia's player, it is recommended to use the action script (AS2.0) class movie clip loader (MovieClipLoader).

#### Code sample:

```
this.createEmptyMovieClip("plyPlayer_mc",this.getNextHighestDepth());

var mcLoader:MovieClipLoader = new MovieClipLoader();
var loadListener:Object = new Object();
loadListener.onLoadInit = function(target_mc:MovieClip):Void {
    //
    // OPTION 1 :: working with your site URL
    //
    target_mc.SiteUrl = "http://www.yoursite.com/youVideoPage.html";
    //
    // OPTION 2 :: working with you FLV URL
    //
    // target_mc.SitePath = "http://www.yoursite.com/video/yourVideoName.flv";
    //
    // set plyPlayer size
    target_mc.resize(yourVideoWidth,yourVideoHeight);
    //
    // for example : target_mc.resize(320,240);
    //
}
mcLoader.addListener(loadListener);
mcLoader.loadClip("http://www.bubbleply.com/plyPlayer.swf",plyPlayer_mc);
```



### Important reminder:

On any change of your video size, it is important to ensure PLYmedia's player resizes with your player (full-screen). Use the `reSize` function:

```
plyPlayer_mc.reSize(your video width , your video height);
```

For example: `plyPlayer_mc.reSize(550, 337);`

### 3) Sending video time

In order to synchronize Player A and Player B you must update Player B's time at least four times per second (interval rate of 250). You will achieve that using the following function:

```
plyPlayer_mc.updateTime(movieTime:Number);
```

The time should be in seconds and it is the `streamNS.time`

It is recommended you set the "updateTime" function within the function that handles your player progress bar.

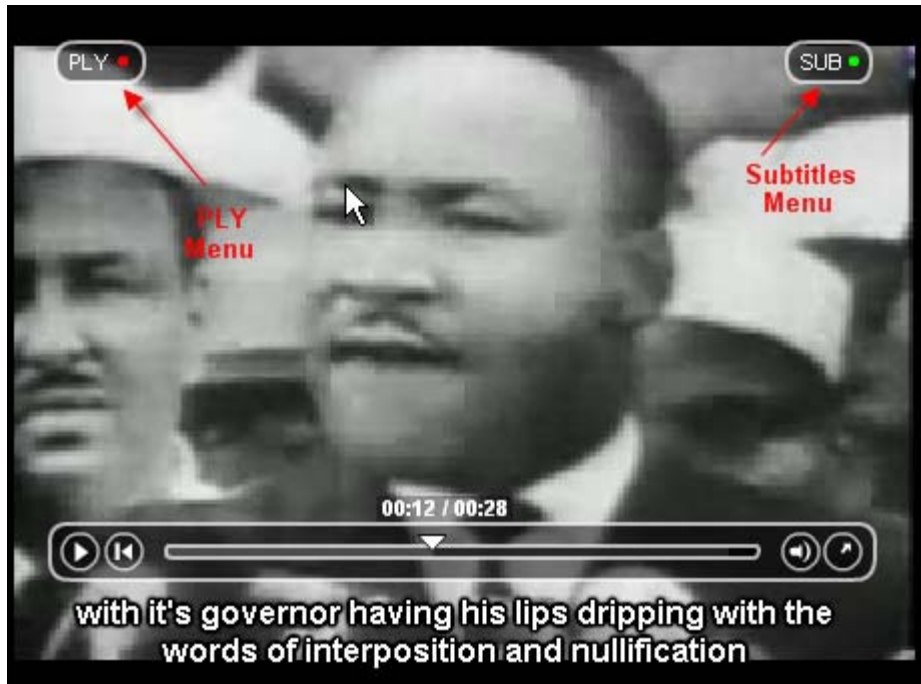
#### Code Sample:

```
66 // update time function on the PLY movie //////////////////////////////////////  
67 plyPlayer_mc.updateTime(ns_seconds); // NetStream.time  
68
```

### Additional steps

- Best Practice: It's best to have Player A running at 24 Frames per Second. Any FPS under 12 may distort time accuracy and animation effects within Player B.
- Player A must have the following line of code embedded:  
`"System.security.allowDomain("http://www.bubbleply.com/")` in order to allow uninterrupted communication between both Players.
- After completing all these steps in your test environment, please notify your contact person within PLYmedia to have your services enabled on the server side.

Once you have successfully completed the above steps, and after the relevant services have been opened for you by the PLYmedia team, you should be able to view the video with PLYmedia's menus.



*Examples of PLYmedia menus you might have available*

## Sample Application

The zip file under the following link contains sample applications, displaying the best way for BubblePLY integration: [http://www.bubbleply.com/sample\\_caller.zip](http://www.bubbleply.com/sample_caller.zip)

In order to add the ability to create, save & modify PLYs on your site, and with any integration related questions you might have, please contact our technical department:

PLYmedia Inc.  
[Support@PLYmedia.com](mailto:Support@PLYmedia.com)