



PLYmedia Inc.
Flash Player AS3 Integration Document



Purpose

The goal of this document is to outline and explain the process for implementing Flash Player AS3 integration with PLYmedia's PLY player, as well as to provide step-by-step instructions for this procedure.

Target Audience

IT personnel, webmasters and Flash developers, within companies utilizing a flash player technology and wishing to enable PLYmedia's services and applications on their video player (and associated streaming video) 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:

- Loading PLYmedia's transparent player (plyPlayer.swf) on top of your player
- On load complete event, implement methods to initiate the PLYmedia player
- Ensure that the updateTime function call occurs at least 4 times per second and passes your current video's time.

Step-by-Step instructions:

1. Load PLYmedia's transparent player:

In this segment we will load PLYmedia's player from the shown url.

```
private function setupPLY():void {  
    trace('setupPLY');  
    var plyURL:String =  
        "http://content.plymedia.com/players/{SiteName}/PlyViewer";  
    plyLoader = new Loader();  
    plyLoader.contentLoaderInfo.addEventListener(Event.COMPLETE,  
onPlyLoaded);  
    plyLoader.load(new URLRequest(plyURL));  
}
```

2. Define an event COMPLETE handler function:

- Use `resize()`, to adjust PLYmedia's player's size to suit your video screen. You must call this method each time you go to and from FullScreen as well. Please make sure you are passing the video's current size and not the whole player's size.
- Use `setByVideoPath()`, to pass your flv url to PLYmedia's player.
- Use:

```
private function onPlyLoaded(event:Event) {  
    trace('onPlyLoaded] '+event);  
    var loaderInfo:LoaderInfo = event.target as LoaderInfo;
```



```
parent.PLY.addChild(loaderInfo.content);
plyClip = loaderInfo.content;
Object(plyClip).setByVideoPath(getVideo());
Object(plyClip).resize(435,334);
Object(plyClip).addEventListener("PLAY", yourPlayFunction);
Object(plyClip).addEventListener("PAUSE", yourPauseFunction);
}
```

3. Additional Customization Functions

setSkin(val:String):void

Sets the skin of the submenu and must be called before calling setByVideo*
Current options: submenu-v1 (top right corner), submenu-v2 (bottom left corner),
submenu-v3 (bottom right corner), submenu-topleft

setDefaultSubLang(val:String):void

Sets the default language.

Value must be language code and must be called before setByVideo*

setSubtitlesPosition(val:Number):void

Value must be 0 - 100. 0 is top, 100 is bottom.

setAllowedLanguages(val:Array):void

Sets an array of allowed languages.

Get language codes from here:

<http://content.plymedia.com/plyservicerest/language/getfulllist>

This affects both the menu and default language.



4. Update PLYmedia's time:

In the appropriate place in your code (most likely in the time progress bar handler), pass the current video's time to the loaded PLYmedia's player:

```
Object(plyClip).updateTime(ns.time);
```

5. Report events to PLYmedia's player:

In the appropriate place in your code, pass event reports to the loaded PLYmedia's player:

```
Object(plyClip).reportEvent(SOME_EVENT_NAME);
```

These should be: "MUTE", "UNMUTE", "MAXIMIZE", "RESTORE"

Sending video time

In order to synchronize your video player with plyPlayer, you must update plyPlayer's time at least four times per second (interval rate of 250).

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

It is recommended you call this function within the function that handles your player's progress bar.

Important reminder:

On any change of your video size, it is important to ensure PLYmedia's player resizes with your player (full-screen is one example). And don't forget to update its x and y coordinates if your video holder has changed locations.

Additional steps

- Best Practice: It's best to set your video player's frame rate at 24 Frames per Second. Any FPS under 12 may distort time accuracy and animation effects within Player B.
- Your video player must have the following line of code embedded:
"Security.allowDomain("http://content.plymedia.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 PLYmedia's server side.



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



Examples of PLYmedia menus you might have available
(UI may vary in each integration)

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