A simple way to Video-enable your webapplication's - Release v1.0

Software Product: conaito VideoMail SDK - Version: 1.0
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conaito VideoMail SDK – The conaito VideoPlayer.

Videos have become the "must have" feature for new Web 2.0 websites, as videos can present the information precisely, quickly and effectively to visitors. Every site uploaded with videos need some kind of player to play them back. An conaito VideoPlayer helps those sites to play high quality videos.

This player allows you to show the videos (FLV) in your websites with more controls and a broader audience as with QuickTime, Windows Media or Real Media. The FLV is now recognized as a fabulous format, using swf players to connect to the flv files by progressive download of streaming. This player is smaller and easier to adjust than the components in Flash.

The conaito VideoPlayer SDK is compatible with all Adobe Flash® Player compatible Browsers.

General

- It offers simple and stylish interface.
- It can be integrated in an existing application easily.
- It is completely customizable to meet all your requirements.
- It works on all major social networking sites.
- It has highly optimized code.
- It is XML-driven, i.e. admin can control everything just via XML.
- It supports the following protocols:
    - Progressive (HTTP based)
    - Streaming (RTMP and lighttpd based streaming)
    - Works seamlessly with akamai and other streaming media solutions

Look and feel

- Admin can change the complete look and feel of the online FLV player, using skins.
- Skins are designed to merge smoothly into any site.

- Admin can change the colors of the player easily, through themes.xml file.
- Currently, we have released four more new professional skins, to match your site.

Language Support

- It offers multilingual support.
- It offers support to both right-to-left and left-to-right language scripts.
- The languages supported by the player include Arabic, Hebrew, European Language, Japanese, Chinese etc.

Advertisements Support

- It supports Pre-Roll and Post-Roll Ads.
- Ads format can be:
- An image of Jpeg, Jpg formats (.PNG file is not supported)
  - .FLV file
  - .SWF file

- Admin can earn money by displaying the clickable advertisements at the start and/or end of the videos.
- Admin can provide link for the ads, so that the visitors clicking on the ads will be directed to the site to get the advertisement details.
- Admin can count and maintain the number of views and clicks on the ads, to judge how well the ads have reached the audience.
- Admin can also control the display time of the advertisement in the player.

Logo on the player

- It supports the logos of SWF and JPG format.
- It makes the logos transparent, so that the logo looks like a watermark in the player.
- Admin can place the logo in any one of the 4 positions: Top Left, Top Right, Bottom Left and Bottom Right of the player, using the x- y co-ordinates.
- It enables administrator to provide link to the logo, so that on clicking the logo the users will get back to your site.

Controls – easy to turn on and off

- Audio Control, Video size control, Share, Repeat, Full screen, Mute button, Progress bar – all these controls can be turned on and off easily.
- Admin can control display of these controls on the player, according to their desire.

Auto-play on / off

- It has auto-play control using which admin can make the video play automatically once loaded or make the video play only after clicking the video or play button.

Added external URL support (get back the traffic)

- It supports external URL i.e. clicking on the player can link the user to an external URL. Admin can make their site open again by giving their site link as external URL, thereby getting more traffic.

Files that you will get on purchase of the player are:

- Core player files (only swf)
- Source files for skin only (swf and fla)
- xml files
- Documentation on working of the player

How to use the conaito VideoPlayer?

You would be provided with a package zip file, which you need to extract in on your server location, which is bundled with sample page using that you could easily understand the usability of the product. The skin directory would contain the skin files with source which could be edited and reused. There will be three kind of xml in the packages.

- Config xml - This xml controls the whole player settings and can be found in the skin folder
- Playlist xml – This is optional for the playlist of videos at the end
- Themes xml – This optional xml provides you to change your player color settings without touching the sources

More Details about the xml:

Config Settings in Myspace.com embedding:

Since myspace embedding have some restriction in the player, we are providing two different flashvars variables for configuration path. Now, you are providing with two variables; one is "config" – this is old one. [Now myspace doesn't allow this flashvars in embed code. The second one is "initexemel" – This is another flashvars doing the same work of the variable "config".

Config xml:

How to use the config xml:

By default we have hard coded the config xml path in the conaito VideoPlayer main file. But you can also pass the config xml from different path using the flashvars. More details about the flashvars will come at the end of this document. There are four parent tags in the config xml namely SETTINGS, LABELS, TOOLTIPS and MSG.

Tag and Attributes in the SETTINGS:

- **<PLAYER_SETTINGS Name="SelectedSkin" Value="skin/skin.swf"/>** - This tag will give you the option to change the skin file path. You can also give the http path in the Value attribute.

- **<PLAYER_SETTINGS Name="SelectedLoader" Value="skin/loading.swf"/> -** This will give you the option to change the loader animation file path. We are loading the loader animation file separately from another path, so that you can change loading styles as you like.

- **<PLAYER_SETTINGS Name="Protocol" Type="http" Value="pathwillcome" /> -** This will allow you to change the protocol type for the player. The values for the "Type" should be either "http" or "rtmp" (run time messaging protocol). If you are specifying the rtmp path, then you should give the rtmp url in the "Value" attribute.
  - You can also the lighttpd streaming in our player. To Use the lighttpd streaming you should change the "Type" as "lighttpd". Then you can give the flv path directly to the next tag.

- **<PLAYER_SETTINGS Name="FLVPath" Value="flvs/tail.flv" ViewCountFile="viewCount.php?videoid=02" /> -** This will give you the option to change the flv video file for the player. You can also give here the http path. The **"ViewCountFile"** is path for the back-end file which in turn count the video viewing count. It may be php file or asp file or any server side script file.

- **<PLAYER_SETTINGS Name="FLVList" HasVideoList="yes" FlvListPath="videolists.xml" Looping="yes" RefreshList="yes" />** - Our player also supports the list of flv files to play in a single player. To get this feature you should set the value **"HasVideoList"** as **"yes"**. You will be allowed with two more option with this feature. One is you can repeat the same list ever or you can show the playlist at the end. The second option is you can refresh the list at end of the each list using the server side script like php which should in turn return different xml to flash. So that, we can show continuously. To use the first option you should set the **"Looping"** value as **"yes"** and to get the second option you should set the value of **"RefreshList"** as **"yes"** and you should also provide the server side script file path in **"FlvListPath"**.

- **<PLAYER_SETTINGS Name="PlayList" Value="playlist.xml" MaximumLists="3"/> -** This will allow you to add the playlists to you player and the list will be shown and the end of the video and each play list will jump to an url by click on the list. If you don't want the playlist at the end of your player, you just left the value="" which in turn will not show the list at the end of the video and will show you the reply and share button at the middle of the player. The **"MaximumLists"** will provide the number of lists in single page.

- **<PLAYER_SETTINGS Name="Themes" Value="themes.xml"/> -** Using this tag you can specify your own themes xml in the Value attribute. If you are not provided and values in that attribute like (Value=""), then the default settings will be fired for the entire player.

- **<PLAYER_SETTINGS Name="LockAllControls" Value="false"/> -** This is a custom setting that enable or disable the controls in the player's control bar such as play button, pause buttons. If the Value is true, then you can't able to access any buttons in the control bar and you will forced to see the player video without any interactions.

- **<PLAYER_SETTINGS Name="ShowShareButton" Value="false"/> -** This is the option to show/disappear the share button at the end of each videos.

- **<PLAYER_SETTINGS Name="ShowReplyButton" Value="true"/> -** This is the option to show/disappear the reply button at the end of each videos. Make sure that anyone of the button should be in the visible state, you cant make them both to disappear.

- **<PLAYER_SETTINGS Name="InitVolume" Value="20"/> -** This will set the initial volume of the player.
  - o **NOTE: The player will keep track of your current volume the in volume bar and will be stored in the cookies as soon as the player get off from the browser itself. Once, the player opened in another page it will check the cookies and it will automatically set the previous volume to the current player.**

- **<PLAYER_SETTINGS Name="AutoPlay" Value="false"/> -** This will set the initial status of the player. If the value is true then the player will start playing the video. If the value is false, then you have to set the following tag information with necessary details. There are two options to start the player. One is you can set the flv file frame as the video image in front of the player with the play button. Another one, you can show a different image file as the video image with the play button.

- **<PLAYER_SETTINGS Name="FirstFrameAs" Value="image" FrameAt="2" Url="images/vImage.jpg" Align="stretch"/> -** This is the setting for the video Image. The value should be either "video" or "image". If the value is video, then you have to set at which frame the video image should show by giving the frame number in the FrameAt attribute. The deeper frames of the video will take more time to buffer and show the image. Show, recently we have the code for the minimum first three seconds of the video. If the Value is "Image", then you have to fill the attribute url with the selected image url. Here you have one more option with the image Alignment. If the **Align** value is "stretch", then the image will be stretched with respect to the video size. The Align value should be either "stretch" or "". If you leave this value as empty, then the image will be scaled proportionally.

- **<PLAYER_SETTINGS Name="FirstVidSize" Value="max" KeepAspectRatio="false"/> -** Using this you can change the video size of the initial player. If the **value** is "max" then the video window will be normal as it is. If the value in "min", then the window will resized with 60% less than the original size and will be centered in the middle of the player. This is similarly the action of the button resize window;
  - o **KeepAspectRatio"** – is let you to select whether the video should play in it's original size and with filled window size. If the value is "true" then , It will take the original video size. If the value is "false", it will take the filled window to fit with the current size of the player.

- **<PLAYER_SETTINGS Name="FullScreenControls" Value="true"/>** - This will allow you to show/hide the full screen control buttons (video size button and full screen button).

- **<PLAYER_SETTINGS Name="ShowMiniShareButton" Value="false"/>** - This is the option for the minishare button at the exact position of the fullscreen buttons.

- **<PLAYER_SETTINGS Name="ShowMiniLogo" Value="false" Url="images/minilogo.swf"/> -** By this we are providing one more option in the logo. You can also show your logo at the right bottom corner instead of other buttons like

fullscreen controls and minishare buttons. If the **value** is true, then it will check the previous control values also (such as **FullScreenControls** value and **ShowMiniShareButton** minisharebutton value) which should be "false" to enable the minilogo.

- **<PLAYER_SETTINGS Name="TooltipEnabled" Value="false"/> -** This will allow you to enable/disable the tool tips for all the buttons.

- **<PLAYER_SETTINGS Name="ShareVidzLink" Value="http://conaito.com/share.php" args="vt=vtitle,muid=vuid,id=12,etc"/> -** This will have the details for the share buttons. This common for the share button at the middle of the player as well as the mini share button at the right bottom corner of the player.   The **"Value"** is the url of the php file to share the video, and you can pass the parameter in the **args** attribute with comma separated string, which in turn will call the url like this: http://conaito.com/share.php?vt=vtitle&muid-vuid&id=12&etc.

- **<PLAYER_SETTINGS Name="FullScreenLink" Function="" args="this"/> -** This is the details of the full screen section. You can use your own javascript function to show the player in the fullscreen. Or you can also use the default Flash player 9 fullscreen function in the flash with ultimate style of complete fullscreen without any browser window. To use the default Flash player 9 fullscreen function, just left the **Function** attribute values as empty, like **Function** = "". To use your java script full screen function, you should give the function name in the **Function** attribute (eg: Function="showFullScreen"). If you want to pass any parameters to that javascript function then you can use the attribute **"args"** to send the parameters. You can also send more than one parameters with the comma separated.

- **<PLAYER_SETTINGS Name="BufferTime" Value="5"/> -** This is the settings for the buffering time for the video.

- **<PLAYER_SETTINGS Name="Logo" Value="true" Url="images/logo.swf" Transparency="15" RollOverTransparency="55" LogoPosition="LB" hspace="10" vspace="10" TargetUrl="http://www.conaito.com" Target="_blank" InnerScripts="yes"/> -** Here you can customize your logo as you like. The logo will be allowed only if the Value is true. **Url** contains the path for the logo. The logo file may be swf or image file (gif, jpg and png). **Transparency** contains value of the logo transparent at the normal state and **RollOverTransparency** contains the value of the transparent at the roll over. The **LogoPosition** will set the logo in the player with for different corners. The available corner values are "LB" – left bottom , "RB" – Right bottom , "LT" – Left Top and "RT" – Right Top. The **hspace** and **vspace** will let you to adjust the horizontal and vertical position of the logo according the given value.

- **<PLAYER_SETTINGS Name="External" Value="no" Url="http://conaito.com" Target="_blank" /> -** This will let you to set your entire player is clickable and jump to the given url. Using this, you can make your player be linking with your main site always, even the player is embedded in any other web sites. The Value should "yes", if the player is embedded in the other.

- **<PLAYER_SETTINGS Name="TopUrl" Url="images/top.jpg" TargetUrl="http://www.conaito.com" TargetWindow="_blank" Duration="2" Value="true" Type="img"/> -** This is the pre roll advertisement settings. The add should be an image, swf or flv. If the **Value** is true, then player will show the pre roll add. **Url** – will contains the path of the advertisement file. The **TargetUrl –** contains the value of the url to jump when the add is clicked. **TargetWindow –** contains the

window mode the click url. **Duration** contains the value for the advertisement available time in seconds. The types are only "img" and "flv". For image and swf file, you should mention the **Type** as "img" and for the flv video, you should mention as "flv". To show the adds from the external links like add bright roll you should set the type as **"ext".**

- **<PLAYER_SETTINGS Name="TailUrl" Url="images/tail.jpg" TargetUrl="http://www.conaito.com" TargetWindow="_blank" Duration="2" Value="true" Type="img"/> -** This is for the post roll advertisement and the settings are same as the pre roll.

Tag and Attributes in the LABELS:

- **<TEXT Name="Header" Value="Click here to join with these cool guys... and get more fun here........." Enable="true" ShowAlways="true" Url="http://www.conaito.com" TargetWindow="" HeaderScroll="true" ScrollSpeed="1"/> -** Here the **Value** attributes contains the header text and Enable contains the flag to set or reset the Header. If **ShowAlways** value is true, the header will be visible always. The **Url** contain the Header click url and the **TargetWindow** contains the window type for the given url. If the **HeaderScroll** is true, the header text will scrolling from the right to left and the to control scroll speed you can specify the speed value in the **ScrollSpeed.**
- **<TEXT Name="Share" Value="Share"/>**
- **<TEXT Name="Reply" Value="Replay"/>**
- **<TEXT Name="Buffer" Value="Buffering..."/>**
- **<TEXT Name="Loading" Value="Loading....."/>** - These are all the labels for the buttons.
- **<TEXT Name="NextText" Value=">>Next" Enable="false"/> -** This is for the next button label and you can also enable/disable this button by using the Enable attributer.
- **<TEXT Name="ListAlign" Value="RTL" Enable="false"/> -** This is for the language settings. The player supports the other languages like Hebrew and Arabic. The **RTL** stands for RIGHT TO LEFT, which is the style of wring in the language. According to this value, the entire player will have the language setting. For English you can set the Value **Enable** as "false".

Tag and Attributes in the TOOLTIPS:

You can also edit the tool tips text for all the controls in the player.

- <TOOL Name="PlayButton" Value="Play"/>
- <TOOL Name="PauseButton" Value="Pause"/>
- <TOOL Name="VolumeButton" Value="Volume"/>
- <TOOL Name="ShareVidz" Value="Share"/>
- <TOOL Name="ReplyVideo" Value="Replay"/>
- <TOOL Name="RewindButton" Value="Rewind"/>
- <TOOL Name="MuteButton" Value="Mute"/>
- <TOOL Name="FullScreen" Value="Full Screen"/>
- <TOOL Name="UnMuteButton" Value="Unmute"/>
- <TOOL Name="VideoSize" Value="Video Size"/>

Playlist Xml:

The player supports the playlist. You can show your next playlist video information at the end of the video. All the list items are clickable and jump to a particular url for the selected video. The playlist xml has a different settings like the config xml. It contains two main tags. One is DESCRIPTION and another one is VIDEO.

<u>Tag and Attributes in the DESCRIPTIONS:</u>

This tag will give you more option to customize the list as you like. The list contains video information such as video Name, video Length, video Rating, Comments and Views etc. This descriptions set the values for all those information.

<VIDEO Name="Where is the love (2:30)"   Rating="0" Comments="" Views="6" Thumbnails="thumbs/1[1].jpg,thumbs/1[2].jpg,thumbs/1[3].jpg" url="someurl" target="_self"/>

This is the tag information of a particular video file in the list. Here the N**ame** is the video name and if you want this should be shown in the list like **"Name: Where is the love (2:30)",** then you should give a DESCRIPTIONS tag for this attribute.

How to describe the playlist:

<VIDEO Name="Where is the love (2:30)"   Rating="0" Comments="" Views="6" Thumbnails="thumbs/1[1].jpg,thumbs/1[2].jpg,thumbs/1[3].jpg" url="someurl" target="_self"/>

Consider this is one of the list in the playlist xml. Suppose you want to display this list like in the following structure.
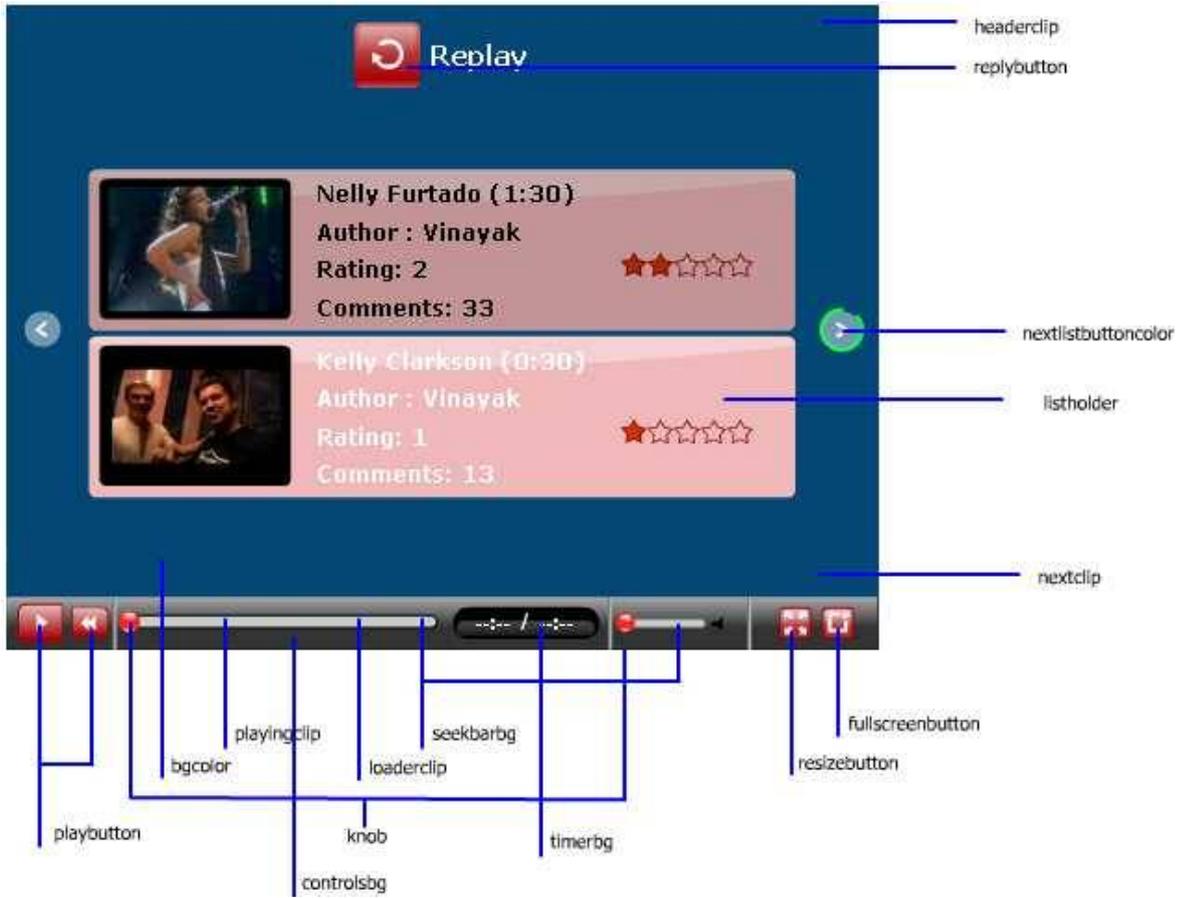
Name: Where is the love (2:30)

Then you should write a description for the particular attribute like this…

<DESCRITPTION Name="Name" Value="Name:" />

NOTE: The value of the **Name** attribute should be the same as in the list.

Themes Xml:

The following picture will show you how to use the themes xml for your player with the attribute names and colors.

headerclip

replybutton

Replay

Nelly Furtado (1:30)
Author : Vinayak
Rating: 2
Comments: 33

nextlistbuttoncolor

Kelly Clarkson (0:30)
Author : Vinayak
Rating: 1
Comments: 13

listholder

nextclip

fullscreenbutton

seekbarbg

resizebutton

playingclip

loaderclip

bgcolor

playbutton

knob

timerbg

controlsbg

Restrictions:

- The player will work with all the sizes. But the minimum size is 350x300.
- The minilogo at the right bottom corner also support only with the maximum dimension of Width -62 Height – 23. Larger than this size will be stretched to this exact size, and will not have a good clarity.
- To get the full fun of the flash fullscreen window you have to pass the following parameters top your embedded html. They are, [allowFullScreen="true"]. To make your player events to jump your own site from the embedded player website, you should pass the variable [allowScriptAccess = "always"].
- The video with full and necessary metadatas will work without any problem with our player.
- The video files taken from other third party websites like youtube, doesn't have the full metadatas, so they will not play with our player at all.

Flashvars and Html Embedding:

You would provide with a java script file called "swfobject.js". This is the file used to activate the activex control for the embedded object in all browsers. You can embed the flvplayer in the html using this file as follows.

<script type="text/javascript">

    var so1 = new SWFObject("flvplayer.swf?1172444940", "flvplayer", "480", "406", "7", null, true);

    so1.addParam("allowFullScreen", "true");

    so1.addParam("allowSciptAccess", "always");

    so1.write("flashcontent2");

</script>

NOTE: Make sure that you are passing these two necessary parameters with the html. "allowFullScreen" – will allow you to have the flash fullscreen function and also the "allowScriptAccess" – will let you to make your player is accessible from any sites.

The are some other important flashvars are there such as to mention the config xml file path, and playlist xml path, flv file path, themes xml path. You can pass them like,

    so1. addVariable ("config", "path/config.xml");
        so1. addVariable ("playList", "path/playlist.xml");

```
so1. addVariable ("themes", "path/themes.xml");
so1. addVariable ("flv", "path/video.flv");
```

To view our sample player, please click the following link.