

How to use the basic video player

- Open the file '`basic_video_player.fl`' in Flash CS3
- Change the dimensions of both the stage (*document > properties > size*) and the flash video object (*myVideo > properties > W & H*) to match that of your FLV file (*default is 320x240*)
- Edit the code found in the '`actions`' layer so that the line `var videoFile:String = "test_video.flv";` is modified to reflect the name of your flash video file.
For example `var videoFile:String = "happy_panda.flv";`
- Now publish the flash file (*doesn't matter what name you use for the SWF*)
- Open or create a new director file
- Import the file into the cast (*I recommend you link to the external file*)
- Drag the flash member to the stage and your done!
- If you need basic controls or feedback add the following code to your flash sprite...
see '`basic_video_player_d10.dir`' or '`basic_video_player_d11.dir`' for an example

```
-- AstrO Controls :: Video Player
-- version 1.0b1-18Jul08
-- Created by Toby De Ieso

property pSprite
property pActive
property pObject

on beginSprite me
    pSprite = sprite(me.spriteNum)
    pActive = FALSE
end

on exitFrame me
    if not(pActive) then
        pObject = pSprite.getVariable("_root", 0)
        pActive = TRUE
    end if
end

on videoEvent(me,tEvent)
    trace(tEvent) -- this line is not needed but it does show you all the values of tEvent
    case tEvent of
        "NetStream.Play.Start":
            -- add code here to run when the video starts here
            nothing
        "NetStream.Play.Stop":
            -- add code here to run when the video finishes here
            nothing
    end case
end

-- The following commands give you basic controls over the flash video BUT before you
-- use any of them make sure that pActive = TRUE

-- pSprite.playFlashVideo() : this will rewind and play the flash video
-- pSprite.pauseFlashVideo() : this will pause/unpause the flash video
```