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| Player Recorder Documentation  Developer documentation |
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# Introduction

The Player Recorder allows the user to play and record sound tracks from a RTMP Server (like RED5). It also allows publishing and reading live feed.

This player was developed to be interfaced with JavaScript to avoid a maximum of flash actions.

This documentation will present:

1. How the player works
2. The list of the functions that can be called by JavaScript
3. The list of JavaScript functions that are called by flash as event/callback

# PlayerRecorder: How it works

In the HTML call add a parameter idHTML with the ID of the flash object. This is needed when multiple players are on the page.

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* First the JS function “playerrecorder\_ready()” is called
* After that, the parameters can be setted:
  + set\_sPrefixFiles()
  + init\_rtmpConnection()
* When the RTMP connection is ready, the JS function “RTMPServerReady()” is called
* After that, all others functions can be called to interact with the flash.

# Flash functions call by JavaScript

This is the list of functions that can be called by Javascript to Flash to send an action into the Flash component.

To call a function, get the Flash object in JavaScript and after that, just call the function like an object function (Ex: *myFlashObject.myCustomFunction()*).

* setPlayerMode(int:playerMode): This function will change the player interface between 3 different modes:
  + 0: The player is “deactivated” and no one button is available on the player
  + 1: The player is in “read mode”, so is available play/pause/stop buttons
  + 2: The player is in “recording mode”, so the recording button is available with the “read mode” buttons
* set\_sPrefixFiles(string:prefixFile): This function set the prefix for the files on the RTMP server. It is possible to put folders and a prefix like: “*myfolder/myprefix\_*”
* init\_rtmpConnection(string:rtmpServerURL): This function initiate the connection to the RTMP Server. This is required for all other actions. The parameter is the URL of the RTMP Server (ex: *rtmp://100.110.111.112/oflaDemo*)
* rtmpConnectionIsReady(): This function return true if the connection is ready
* addURIToNetStreams(string:fileURI, boolean:isMasterTrack=false, Boolean:isVideo=false, int:heightVideo=0): This function add a file to be played in the player.
  + The parameter is mastertrack specify that in recording mode, this track will be player during the record.
  + The isVideo specify if the file is a video or not. If yes, a block will be displayed on the top of the player
  + The heightVideo is the height of the video block.
* resetNetStreams(): This function reset all files loaded in the player
* dropURIToNetStreams(string:fileURI): This function remove one file that is in the player in function of the URI
* addURIToNetStreamsLive(string:liveURI): This function add and play a live feed in the player. The play/pause/stop buttons don’t interact with live
* resetNetStreamsLive(): This function remove all live feeds in the player
* dropURIToNetStreamsLive(string:liveURI): This function remove a specific live feed from the player
* refreshRecordFileName(): This function change the name of the file that will be recorded and return it.

# JavaScript functions call by Flash

This is the list of all JavaScript functions called by flash:

* playerrecorder\_ready(string:IDElemHTML): This function is called when the player is fully loaded in the page (like a documentReady). The IDElemHTML is used when multiple players are used
* RTMPServerReady(string:IDElemHTML): This function is called when the RTMP connection is ready for the player.
* getUserLiveURI(string:LiveURI): This function send to JS the Live URI of the user in the player
* getUserRecordURI (string:RecordURI): This function send to JS the record URI of the user in the player