About Video2SWF

Thank you for choosing Video2SWF. Video2SWF is an extremely easy program to convert your video files to Macromedia Flash Movie (SWF) files.

Video2SWF creates SWF files to be played with the Macromedia Flash Player. The latest Flash Player can be downloaded for free from Macromedia's web site at http://www.macromedia.com.

System Requirements

Macintosh Requirements

- Power PC based Macintosh or greater
- Macintosh OS X or higher
- 128 MB of RAM
- At least 50 MB of available hard disk space
- QuickTime 5.0 or higher*

Windows Requirements

- Pentium processor-based PC or compatible computer
- Windows 98/ME/2000/XP
- 128 MB of RAM
- At least 50 MB of available hard disk space
- QuickTime 5.0 or higher (Choose recommend Installation)*
- Macromedia Flash Player 6.0 or higher**

* The latest QuickTime can be downloaded for free from Apple's QuickTime website at http://www.quicktime.com

** The latest Macromedia Flash Player can be downloaded for free from Macromedia's website at http://www.macromedia.com

Getting Started

Below is a brief description and steps to start you to create your own slide shows with Video2SWF.

Add video files to convert
To start using Video2SWF you need to add video files that you wish to convert. You can add video files by browsing for them by click the **"Add"** button in the Video2SWF window, selecting **"Add..."** from the **"Video"** menu or dragging and dropping video files onto the Video2SWF window. Click here for more information on Adding/Removing video files.

Customize the conversion settings
Use the **"Settings"** window to customize various properties for the conversion process. You may bring up the **"Settings"** window at any time by choosing **"Settings..."** from the **"Video"** menu or the toolbar.

Export/Publish the video
When you're ready to convert your video files, you will need to do an export. , export or publish the slide show by choosing **"Export..."** or **"Publish** from the **"File** menu. Click here for more information on publishing the slide show.

Add/Remove Video files to the Job List for converting

Adding Video Files to the Job List

Video files may be added to the jobs list by:

- Selecting **"Add..."** from the **"Video"** menu.
- Clicking on the **"Add"** button on the main window.
- Drag and drop a video file(s) onto the main window.

Supported video file types include QuickTime (.mov), AVI, DV, MPEG (video only), WMV (requires Flip4Mac plugin).

Removing Video Files from the Job List

Select the entry from the list you want to remove. Then click the **"Remove"** button or choose **"Remove"** from the **"Video"** menu. You can also choose **"Remove All"** to remove all jobs from the list.

Publish/Export Video

When you're ready to deliver your video to an audience, you must publish or export the video to another format for playback.

Export

Exporting the video will encode your video to the specified output format. You can choose to export as a SWF, FLV or Multiple Formats at once. To export your video, select **"Export"** or **"Export All"** from the **"File"** menu or the toolbar.

Multiple Formats

The **"Multiple Formats "** option lets you specify multiple formats to export your video.

- *Flash Movie* - a Flash Movie (SWF) file.
- *Flash Video* - a Flash Video (FLV) file.
- *HTML* - a HTML document to display the Flash Movie file.
- *Macintosh Projector* - a self executable Flash movie to run on Macintosh compatible computers without the need for the Flash Player to be installed on the users computer.
- *Windows Projector* - a self executable Flash movie to run on Microsoft Windows compatible computers without the need for the Flash Player to be installed on the users computer.

To output your video as multiple formats, select **"Multiple Formats "** from the **"Format"** drop down list in the **General** tab. Click the **Settings...** button to specify the formats you want to output.
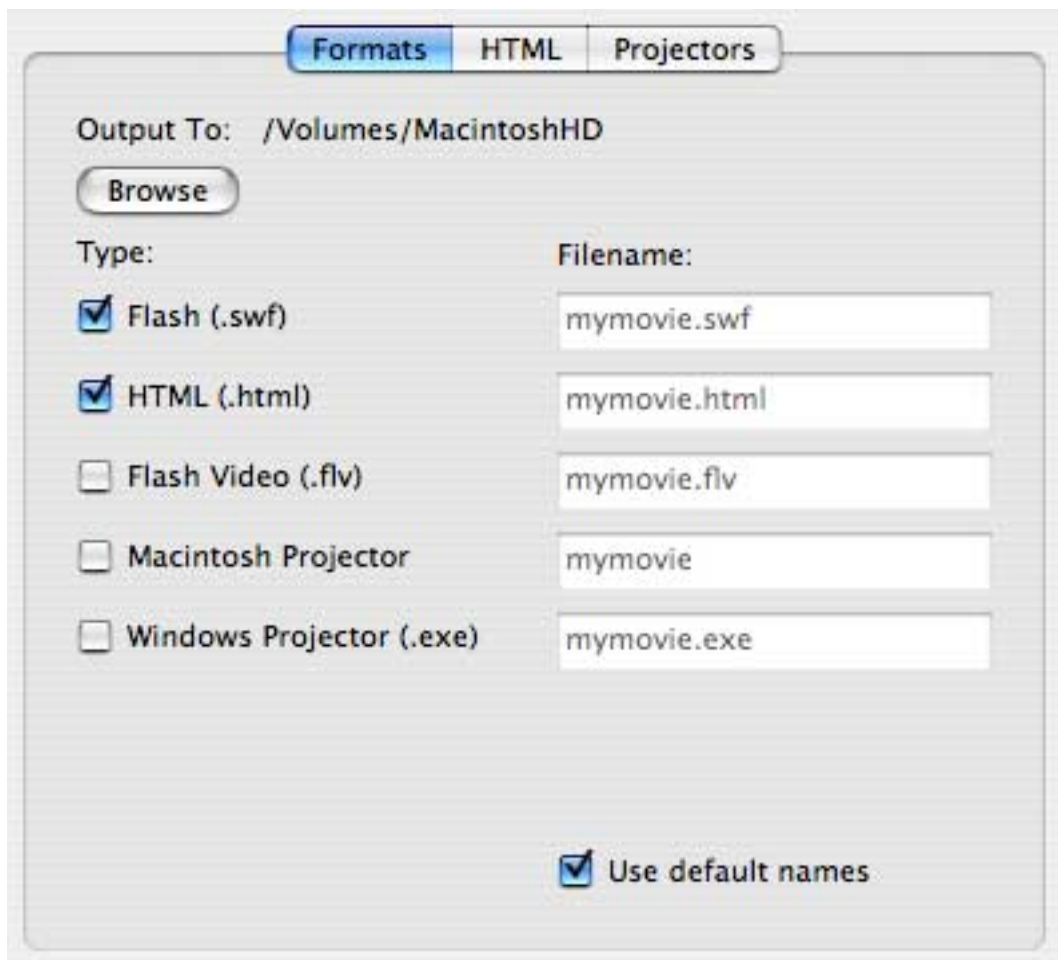
Multiple Formats Publish Settings

This is where you specify which formats to output and their settings.
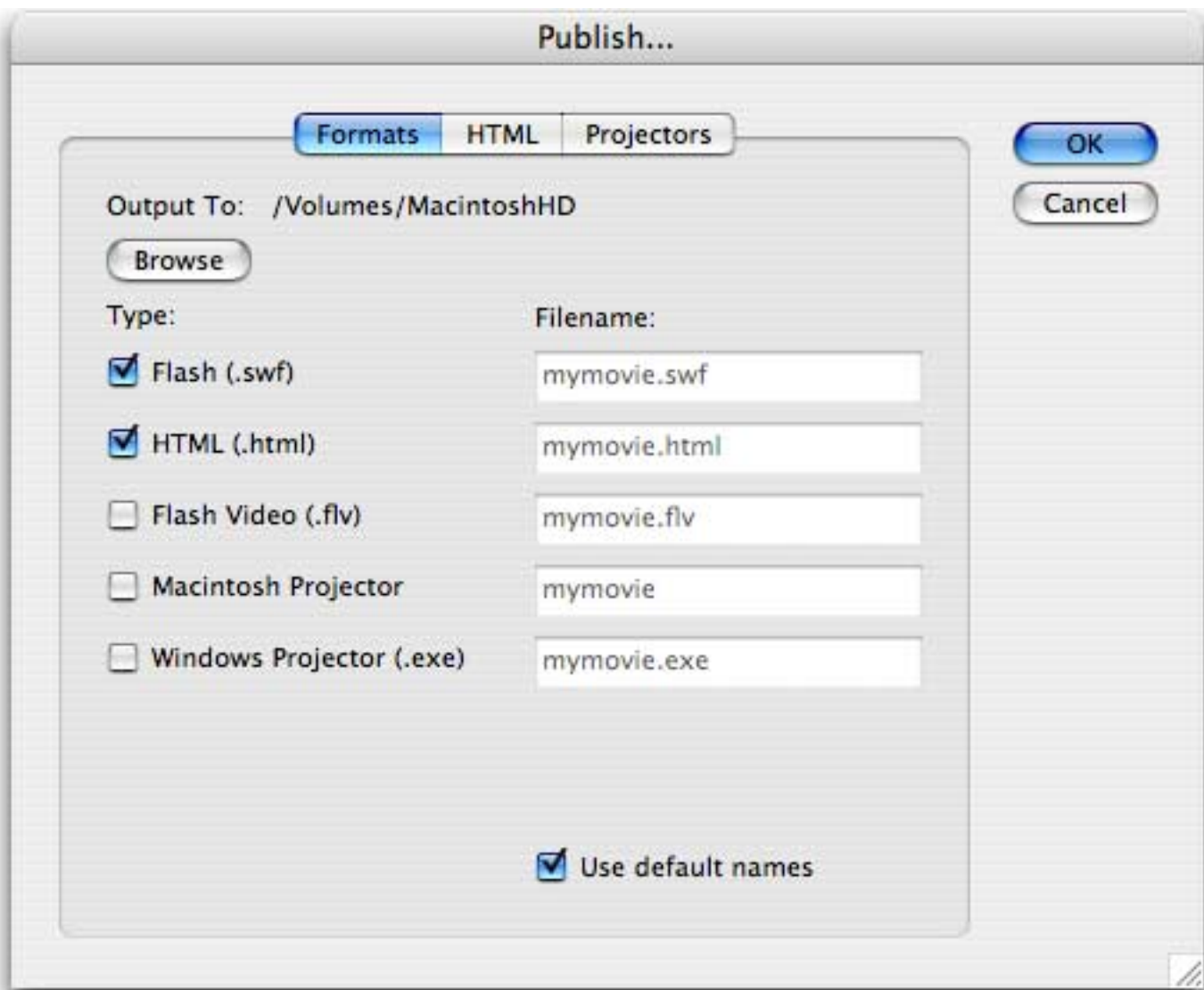
Click **"OK"** to save the current publish settings and close the Publish Settings dialog box.
Click **"Cancel"** to close the Publish Settings dialog box without saving the current settings.

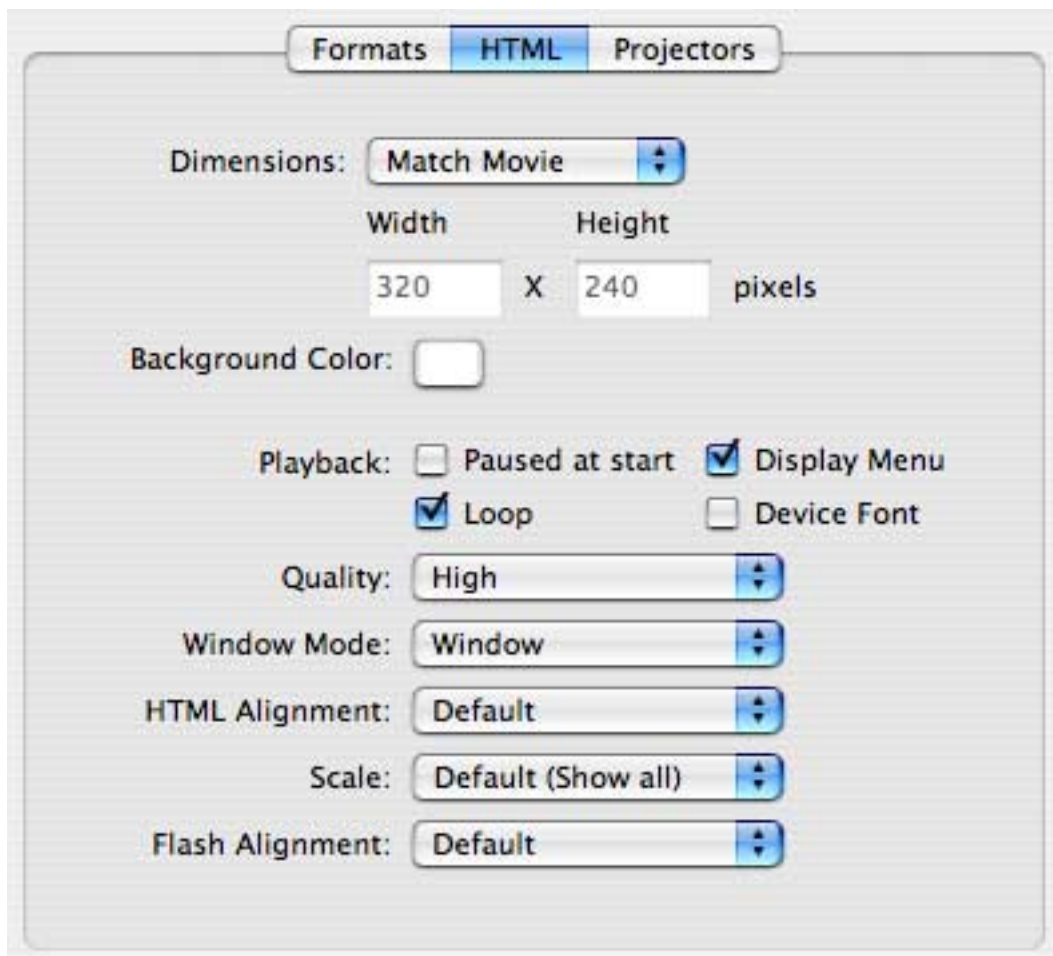## Formats

Output To: Displays the path where all published files will be saved to on disk.

Browse: Click to specify a different location to save the published files to.

**Type:** Check the filetypes you want to publish

Filename: The filename to save the published files in the Output to location.

HTML

- **"Dimensions"**
- **"Playback"** allows you to set options to control the movie's playback and features
  - *"Paused at start"* pauses the movie until a user click a button in the movie or chooses Play from the shortcut menu.
  - *"Loop"* repeats the movie when it reaches the last frame.
  - *"Display Menu"* displays a shortcut menu when the user right-clicks (Control + click) the movie.
  - *"Device Font"* will substitute anti-aliased system fonts for fonts not installed on the user's system. Using device fonts increases the legibility of type at small sizes and can decrease the movie's file size.
- **"Quality"** will set the playback quality to determine the trade-off between processing time and applying anti-aliasing to smooth each frame before it is rendered on the viewer's screen.
  - *"Low"* favors playback speed over appearance and does not use anti-aliasing.
  - *"Auto Low"* emphasizes speed at first but improves appearance whenever possible. Playback begins with anti-aliasing turned off. If the Flash Player detects that the processor can handle it, anti-aliasing is turned on.
  - *"Auto High"* emphasizes playback speed and appearance equally at first but sacrifices appearance for playback speed if necessary. Playback begins with anti-aliasing turned on. If the actual frame rate drops below the specified frame rate, anti-aliasing is turned off to improve playback speed.

- ❍ *"Medium"* applies some anti-aliasing, but does not smooth bitmaps. It produces a better quality than the Low settings, but lower quality that the High settings.
- ❍ *"High"* favors appearance over playback speed and always uses anti-aliasing. If the movie does not contain animation, bitmaps are smoothed. If the movie has animation, bitmaps are not smoothed.
- ❍ *"Best"* provides the best display quality and does not consider playback speed. All output is anti-aliased and bitmaps are always smoothed.
- **"Window Mode"** allows you to set options for transparency, positioning, and layering of the Flash movie. This option is not compatible with all browsers.
  - ❍ *"Window"* plays a Flash Player movie in its own rectangular window on a web page, for the fastest animation.
  - ❍ *"Opaque Windowless"* moves elements behind Flash movies to prevent them from showing through
  - ❍ *"Transparent Windowless"* shows the background of the HTML page on which the movie is embedded through all transparent areas of the movie, but may slow animation.
- **"HTML Alignment"** allows you to position the Flash movie window within the browser window.
  - ❍ *"Default"* centers the movie in the browser window and crops edges if the browser window is smaller than the movie.
  - ❍ *"Left, Right, Top, Bottom"* aligns the movie along the corresponding edge of the browser window and crops the remaining three sides as needed.
- **"Scale"** allows you to place the movie within specified boundaries.
  - ❍ *"Default (Show All)"* displays the entire movie in the specified area without disortion while maintaining the original aspect ratio of the movie.
  - ❍ *"No Border"* scales the movie to fill the specified area and keeps the movie's original aspect ratio without distortion and crops if needed.
  - ❍ *"Exact Fit"* displays the entire movie in the specified area without preserving the original aspect ratio, which may cause distortion.
- **"Flash Alignment"** allows you to set how the movie is placed within the movie window and how it is cropped, if necessary.
  - ❍ *"Left, Center, Right"* are used for horizontal alignment.
  - ❍ *"Top, Center, Bottom"* are used for vertical alignment.
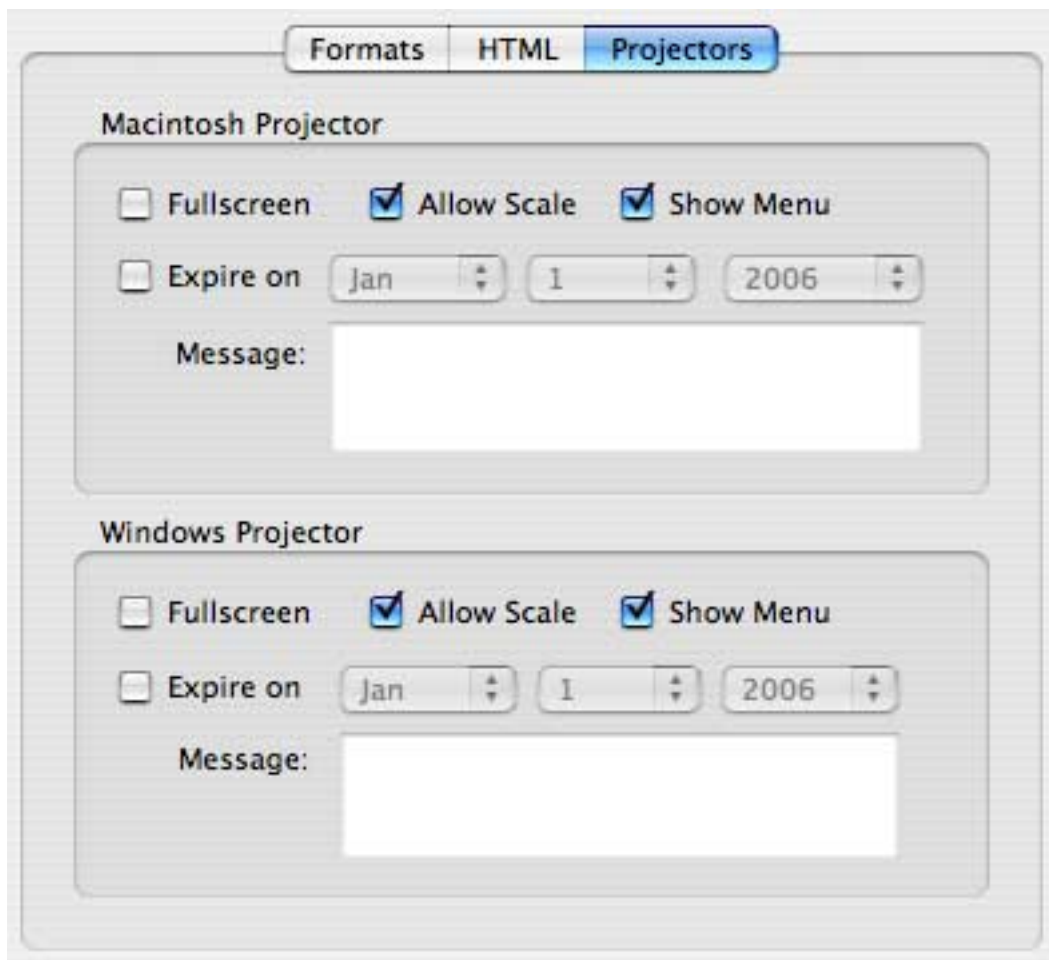
Projectors

Fullscreen: If checked, the Projector will run in full screen mode when launched. While in full screen mode during playback, the user can hit the Escape key to exit the full screen mode.
Allow Scale: If checked, the movie will scale to the size of the window
Show Menu: If checked, the contextual menu will be enabled.

Expire On: If checked, the projector will expire on the specified date and display your custom Message.
Message: The message to display when the projector expires.

Save/Load Projects

Saving Video2SWF Projects

You can save the settings for your current session to a Video2SWF Project file (.v2) by choosing **"Save Project"** or **"Save Project As..."** from the **"File"** menu or toolbar. To overwrite the current project file, choose **"Save Project"**. To save the file in a different location or with a different name, choose **"Save Project As..."**.

Please note that the project file does not save any video/images/sounds used in the project. If you move or delete any of the files used in the project, Video2SWF will not be able export the files properly.

Loading Video2SWF Projects

You can load and previously saved Video2SWF Project file (.v2s) by choosing **"Open Project"** from the **"File"** menu or toolbar.

Video2SWF

The **Video2SWF** window is the main window and is where you add and remove the source files you wish to encode.
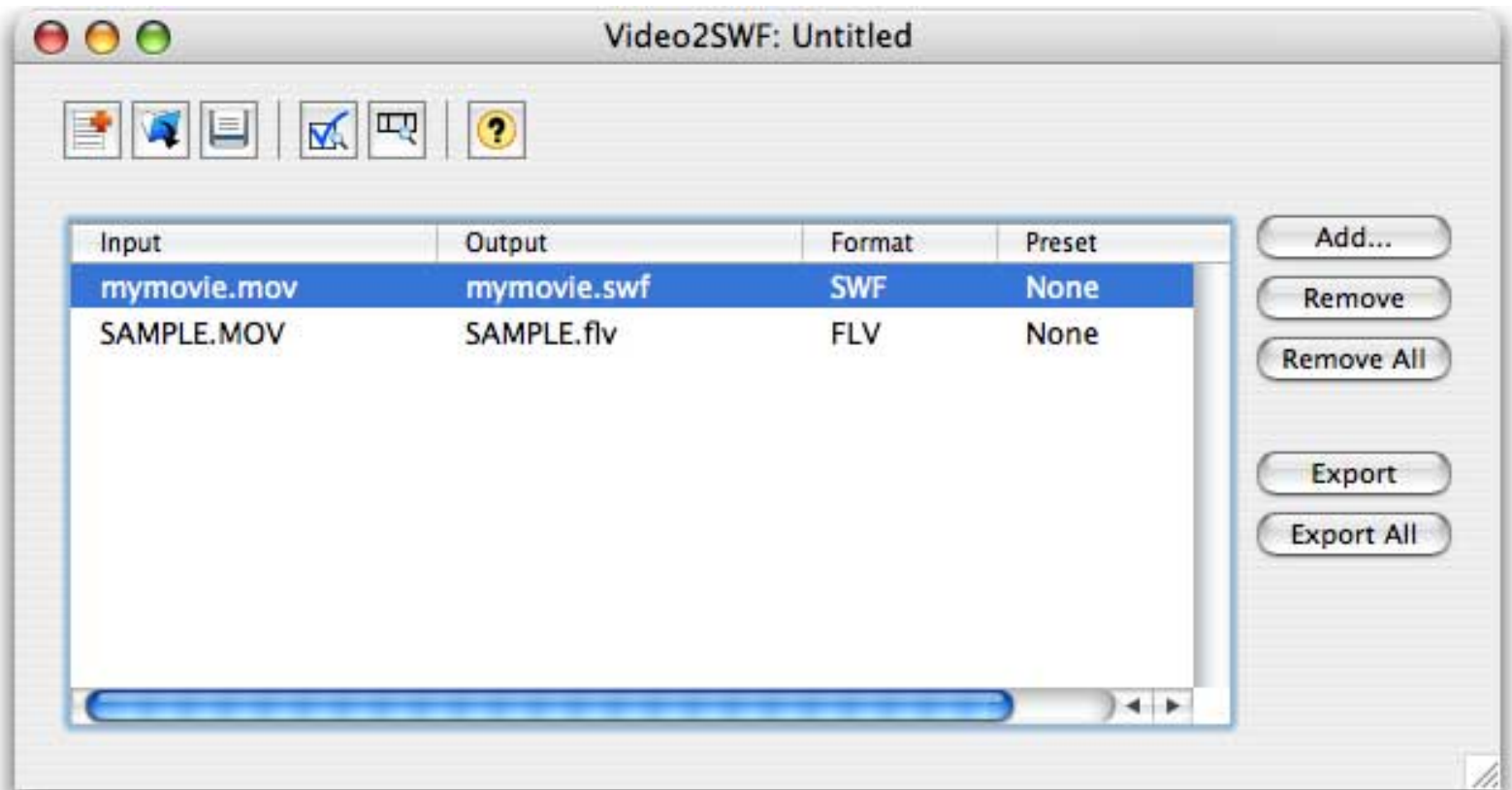
Add...: Choose a source video file to encode. After choosing a source file, it will be added to the list of jobs to encode. You can also add video files by choose **Add...** from the **Video** menu or by dragging and dropping video files onto the Video2SWF window.

Remove: Remove the current selected job from the list.

Remove All: Remove all jobs from the list.

Export: Encodes the current selected job from the list.

Export All: Encode all jobs from the list.

Source

The **Source** window will display your source video where you can view and edit the video for encoding.

Settings In/Out Points

If in the Edit tab the "Match source duration" is not checked, you have the ability to choose a section of the video to encode. Here you will see two triangular markers below the timeline which you can drag to set the Start and End times of the section of the video you wish to encode.
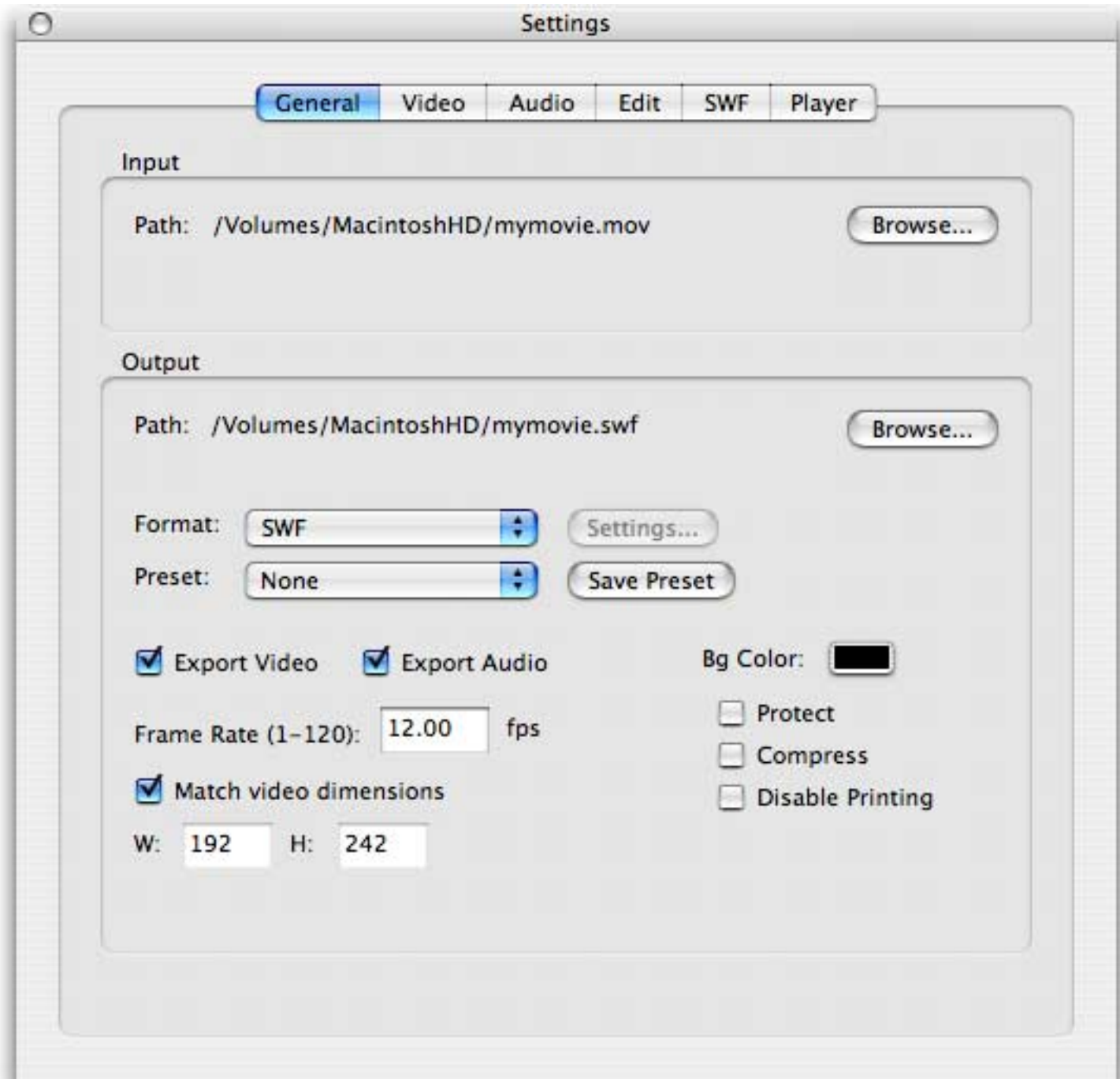
Cropping

If in the Edit tab the "Crop" option is checked, you have the ability to choose an area of the video to encode. A crop box will appear that you can drag and resize to choose the area to crop.
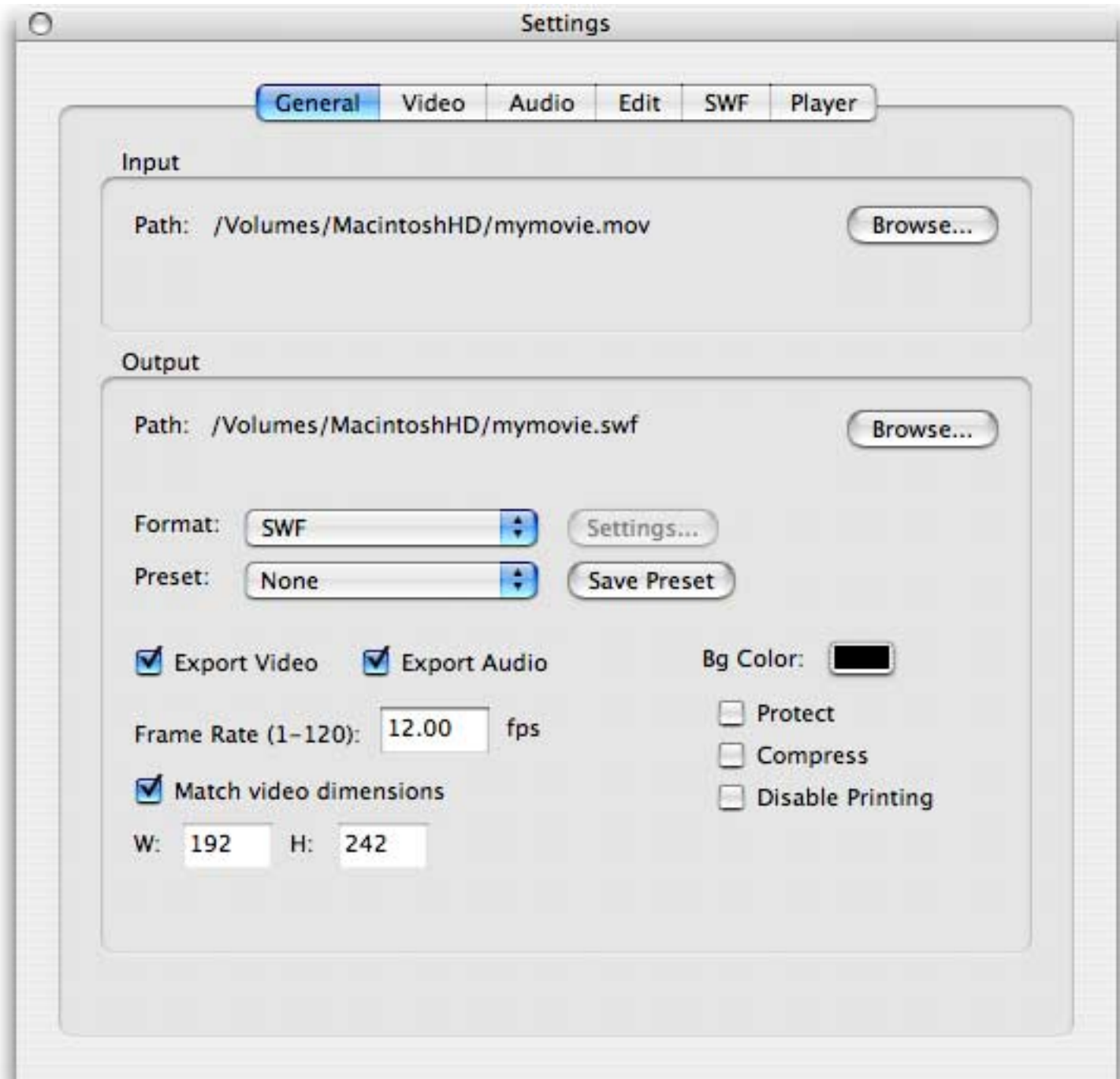
Settings

The **Settings** dialog allows you to customize the output settings for the current selected video.
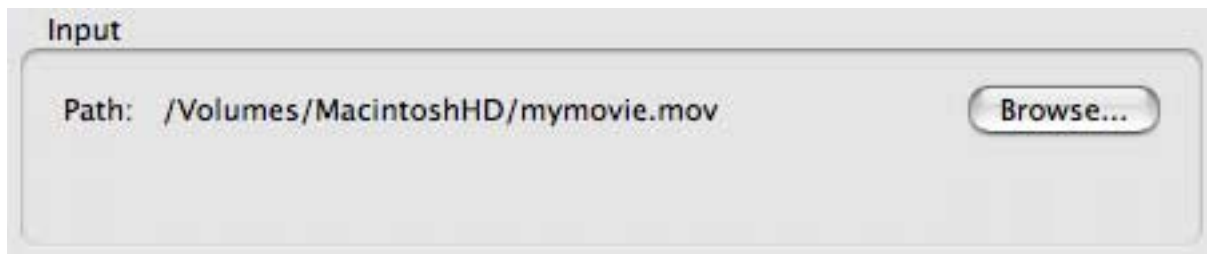
General

The **General** tab allows you to set the basic input and output settings.

Settings

General Video Audio Edit SWF Player

Input

Path: /Volumes/MacintoshHD/mymovie.mov   Browse...

Output

Path: /Volumes/MacintoshHD/mymovie.swf   Browse...

Format: SWF   Settings...

Preset: None   Save Preset

☑ Export Video   ☑ Export Audio   Bg Color: ▮

Frame Rate (1-120): 12.00 fps   ☐ Protect
                                        ☐ Compress
☑ Match video dimensions   ☐ Disable Printing

W: 192   H: 242

Input

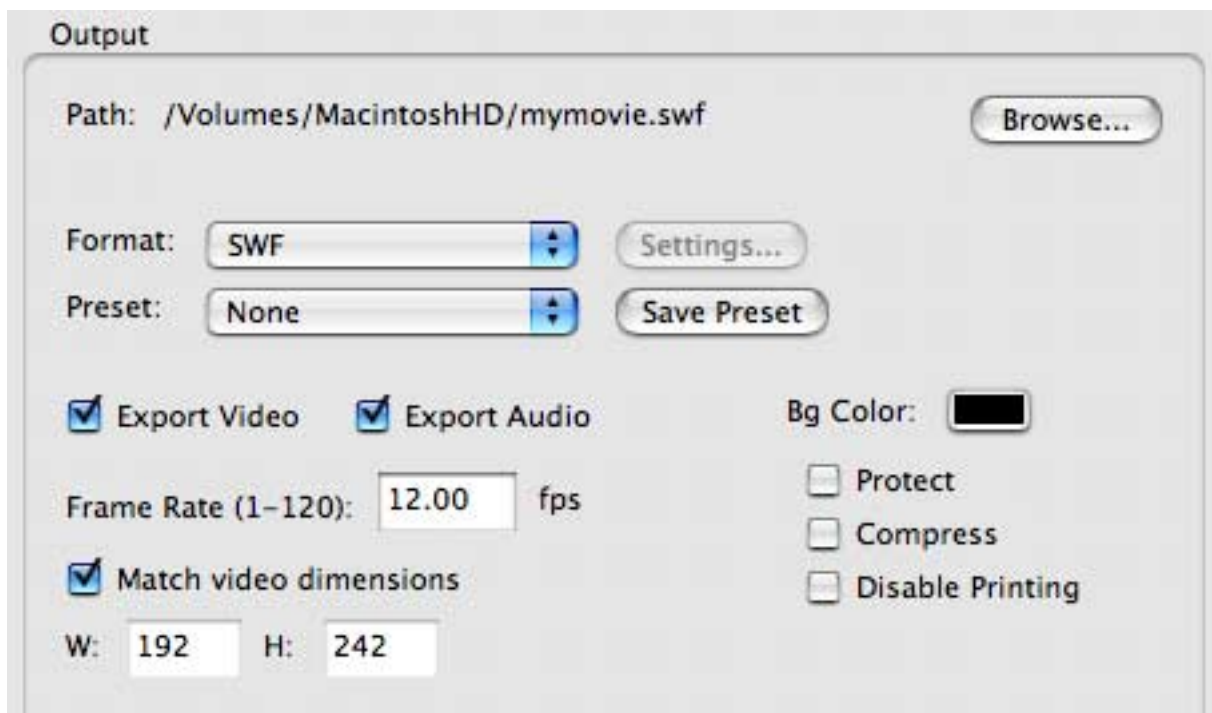The **"Input"** area allows you to specify the input source video you wish to convert.

Path: The full path of the source video file to convert will be displayed here.
Browse...: Click to choose a different source video file.

Output

The **"Output"** options allow you to specify the general settings for the output.

Path: The full path of where the converted file will be saved to will be displayed here.
Browse...: Click to choose a different location to save the converted file to.

Format: Choose which format you wish to convert the source video file to.

- *SWF*: The Macromedia Flash file format to be played back in the Macromedia Flash Player.
- *FLV*: The Macromedia FLV file format lets you import a static video stream into the Macromedia Flash authoring tool.
- *Multiple Formats...*: Output multiple file formats at the same time. Choose from SWF, FLV, HTML, and Projector files. Click the Settings... button to specify the formats you wish to output.

Preset: You can choose a pre-defined preset from the list, which will automatically set the settings for you. If you want to use your own settings, choose *None*.

Export Video: If checked, the video portion of the source file will be converted. Otherwise is will be ignored.
Export Audio: If checked, the audio portion of the source file will be converted. Otherwise it will be ignored.

Frame Rate: The frame rate (frames per second) of the converted SWF/FLV file.
Width: The width in pixels of the SWF file.
Height: The height in pixels of the SWF file.
Match video dimensions: If checked, the Width and Height will automatically be filled in to match the dimensions of the video dimensions from the Video tab.
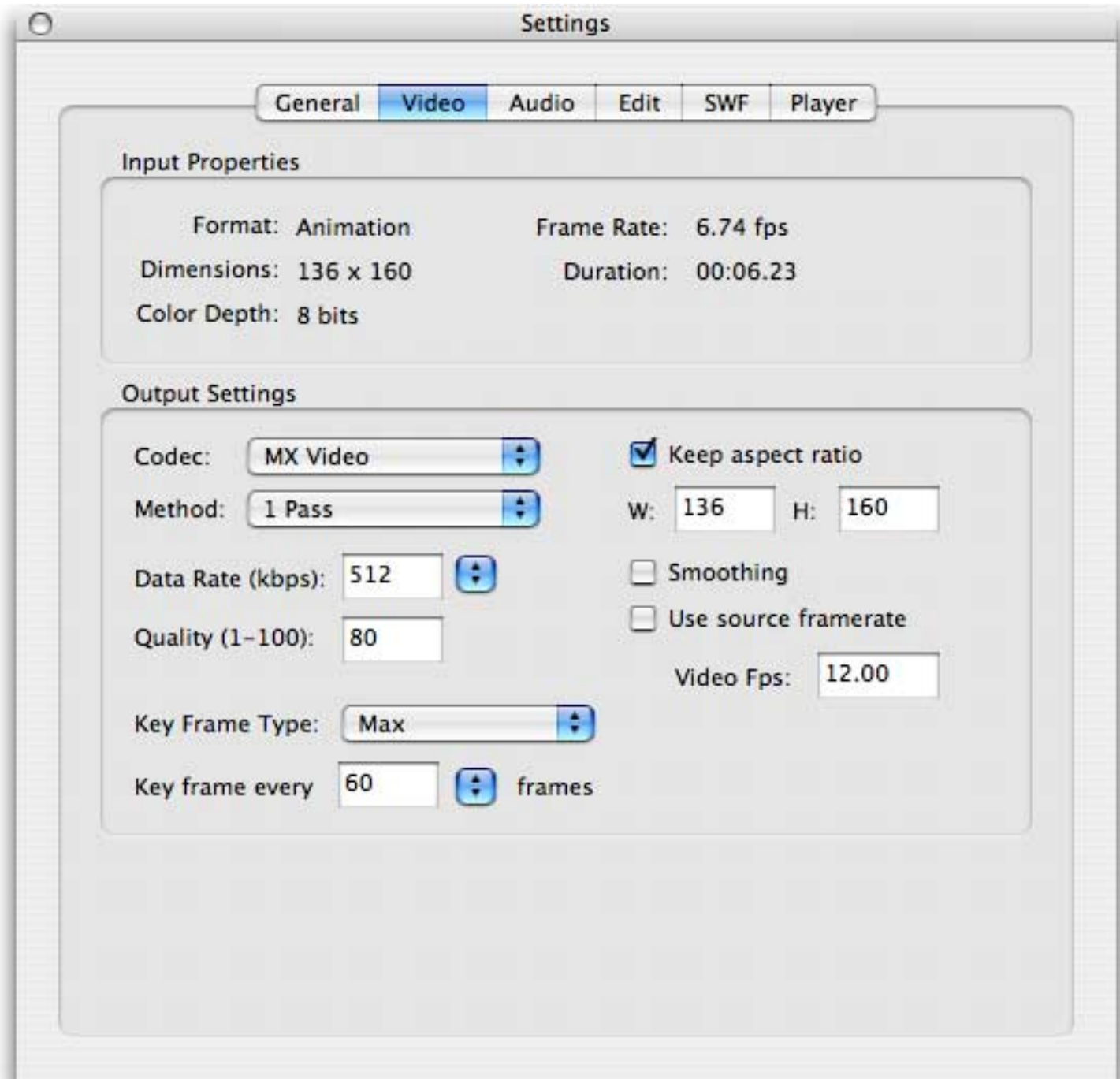**Bg Color**: The background color of the swf file.

Protect: If checked, Macromedia's Flash Authoring Tool will not be able to import the exported .swf file.
Compress: If checked, the exported .swf file will be compressed. To playback compressed .swf files, the viewer will need version 6 or higher of the Flash Player.
Disable Printing: If checked, the Print optio from the Flash Player will be disabled.
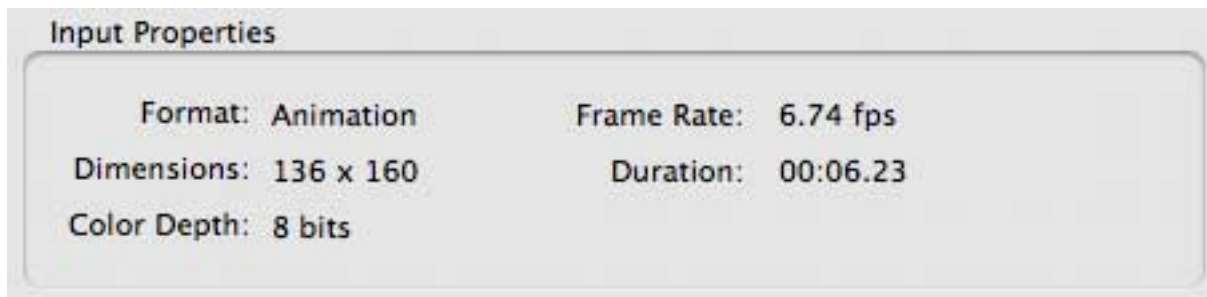
Video

The **Video** tab allows you to see the properties of the video source and set the output quality settings.

Input Propertes

The **"Input Properites "** displays various properties of the input video source.

Input Properties

Format:	Animation	Frame Rate:	6.74 fps
Dimensions:	136 x 160	Duration:	00:06.23
Color Depth:	8 bits		

Format: The format of the video source.
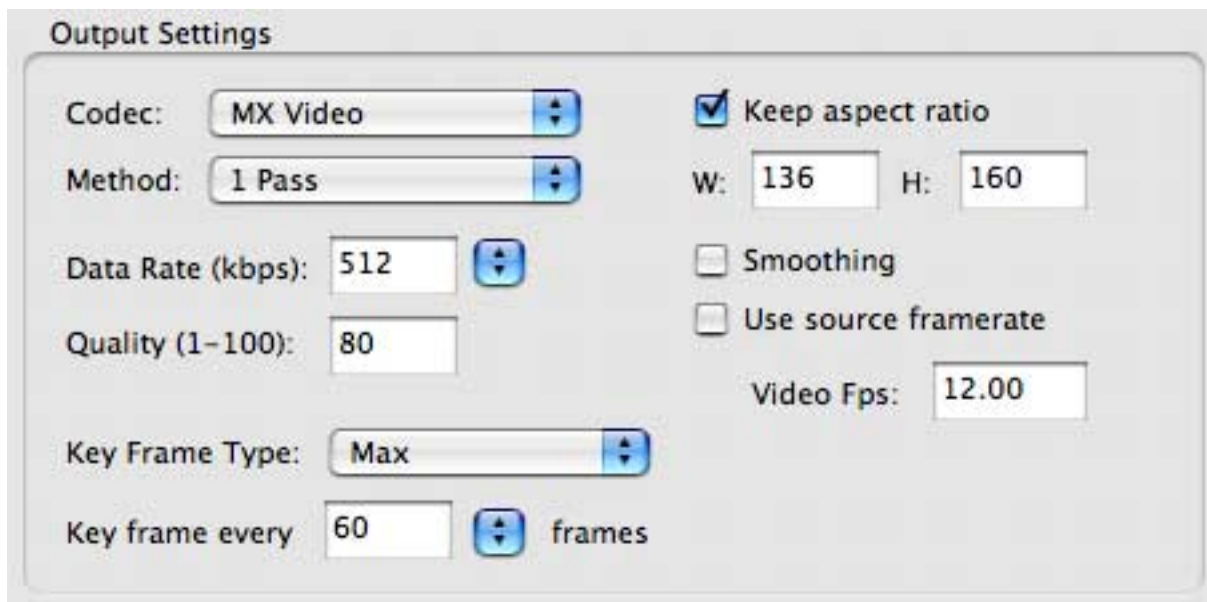**Dimensions**: The dimensions of the video source.
Color Depth: The color depth of the video source.
Frame Rate: The frame rate (frames per second) of the video source.
Duration: The duration of the video source.

Output Settings

The **"Output Settings "** allows you to choose various settings to control the quality of the encoded video.

Output Settings

Codec:	MX Video
Method:	1 Pass
Data Rate (kbps):	512
Quality (1–100):	80
Key Frame Type:	Max
Key frame every	60 frames

Keep aspect ratio ☑
W: 136   H: 160
Smoothing ☐
Use source framerate ☐
Video Fps: 12.00

Codec:

- *MX Video*: Create Flash video compatible with Flash 6 and higher.
- *Screen*: Lossless sequential bitmap format with blocked interframing, compatible with Flash 7 and higher. This codec is mainly for screen captures of computer screens in action.

Method:

- *1 Pass*: This will encode your video in a single pass in the quickest amount of time.
- *2 Pass*: In general this will produce higher quality video, but will require additional processing time. Video2SWF will analyze the entire video first, before it begins to compress the video to figure out the best way to compress the video. After it analyzes the video, Video2SWF will begin to compress the video by allocating more bandwidth to high motion or complex sections and less bandwidth to simpler sections of the video.

Data Rate: The maximum bitrate for the encoded video in kilobits per second. Video2SWF will automatically adjust the compression quality to maintain the desired data rate so the resulting video can be streamed smoothly.

Quality: The desired average quality of each video frame. Higher values will result in higher quality, but larger file sizes.

Smoothing: If checked, the Flash player will attempt to smooth out the video during playback which may result in higher visual quality, but may also playback slower on slower computers.

Video Fps: The number of different video frames displayed per second in the output. Higher frame rates will result in smoother video but larger file sizes. It is recommended you use a video framerate that is a factor of the source frame rate, otherwise you may have problems such as loss of audio sync.

Use source framerate : If checked, the Video Fps will automatically be set to the framerate of the video source.

Width: The output Width of the video.

Height: The output Height of the video.

Keep Aspect Ratio: If checked, the Width and Height will automatically keep the original aspect ratio of the source video.

Key Frame: The frequency of key frames to use when encoding the video. Short keyframe intervals will result in better image quality, but larger files sizes.

Key Frame Type:

- *Natural*: Keyframes will be inserted whenever there is a large change in the video frames, such as a cut scene or scene change.
- *Fixed*: Keyframes will be inserted at the specified key frame interval.
- *Max*: Keyframes will be inserted in the same way as the Natural keyframe option, but will ensure at least one keyframe will be inserted within the specified keyframe interval.

Audio

The **Audio** tab allows you to see the properties of the audio source and set the output quality settings.

Input Properties

The **"Input Properties "** displays various properties of the input audio source.

Use audio file: Check this option if you wish to use a separate audio file to use in place of the audio from the source file.
Browse...: Click to choose the audio file you wish to use for the encoded file.

Format: The format of the audio source.
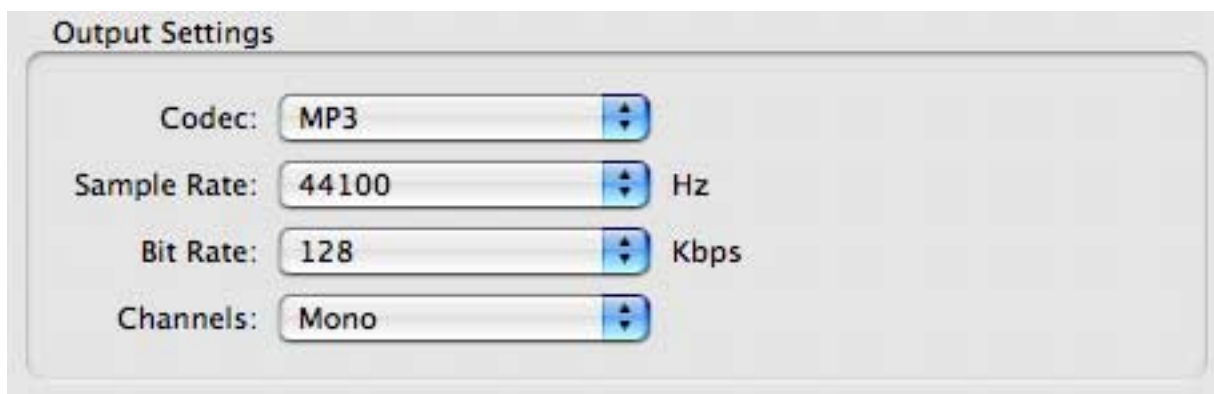**Sample Rate**: The sample rate of the audio source.
Sample Size: The sample size of the audio source.
Duration: The duration of the audio source.
Channels: The number of channels in the audio source.

Output Settings

The **"Output Settings "** allows you to choose various settings to control the quality of the encoded audio.

**Codec**: The codec to use when encoding the audio.

- MP3

Sample Rate: The sample rate to use when encoding the audio. Higher sample rates will result in higher audio quality, but larger file sizes.

Bit Rate: The bit rate to use when encoding the audio. Higher bit rates will result in higher audio quality, but larger file sizes.
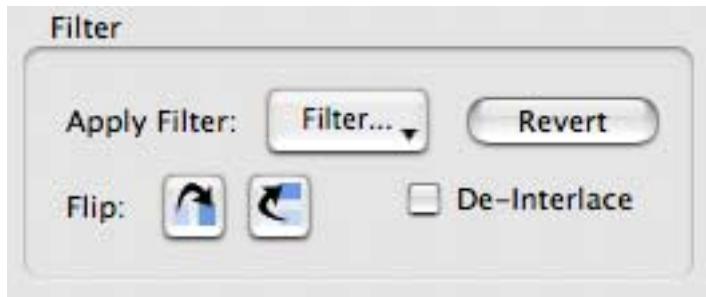**Channels**: The number of channels to use when encoding the audio.

Edit

The **"Edit"** tab allows you to edit the video for encoding.
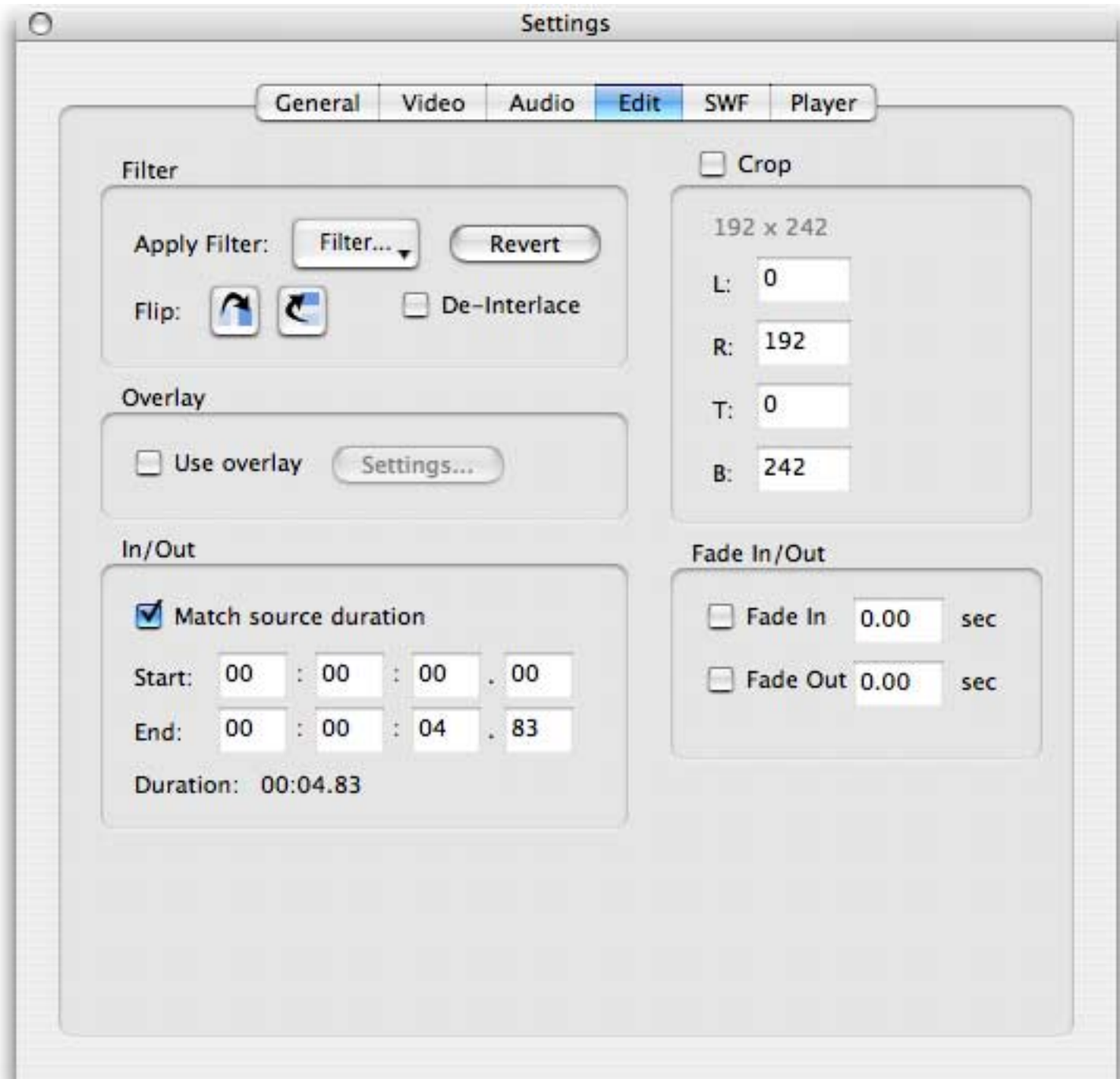
Filter

The **"Filter"** options allow you to apply effects to the video.

Filter...: You can choose a filter to apply to the video source. The filter will be applied to all frames when encoding the video. After choosing a filter from the list, you can see a preview in the Source window.

Revert: Click to revert the video back to it's original state. This will remove any filters or crop settings applied.
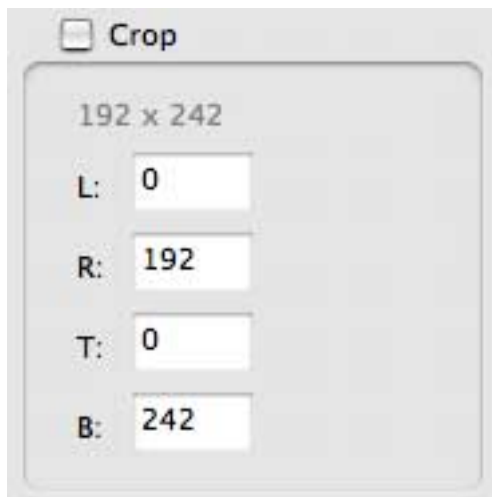
De-Interlace: If checked, the Video2SWF will de-interlace the video when encoding.

Flip Horizontal: Click to flip the video horizontally.

Flip Vertical: Click to flip the video vertically.

Crop

The **"Crop"** options allows you to choose a specified area of the video to encode.

Crop: Check if you wish to crop the video source. If checked, you can change the area to crop by changing the L,T,R,B values, or by dragging and resizing the crop box in the Source window.
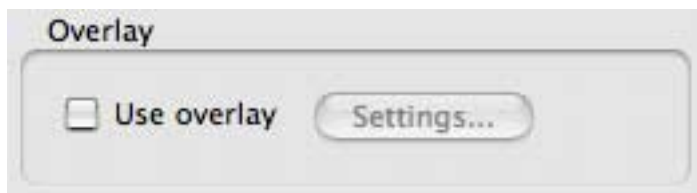
L: The Left boundary to crop.

R: The Right boundary to crop.

T: The Top boundary to crop.

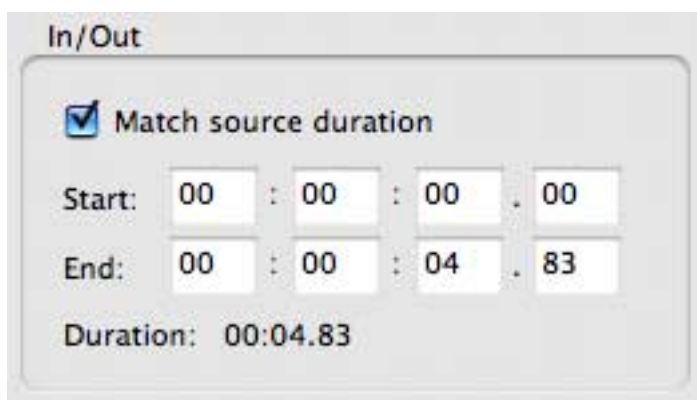**B**: The Bottom boundary to crop.

Overlay

The **"Overlay"** options allows you to add an image to display on top of the encoded video.

Use overlay: Check if you want to add an overlay/watermark to the encoded video. Click the Settings... button to customize the Overlay.

In/Out

The **"In/Out"** options allows you to specify a section of the video to encode.

Match source duration : If checked the Start and End times will automatically be set to encode the entire duration of the source video.
Start (Hour/Minute/Second/Millisecond): The starting time of the video source to encode.
End (Hour/Minute/Second/Millisecond): The ending time of the video source to encode.
Duration: The duration of the video source to encode.

Fade In/Out

The **"Fade In/Out"** options allows you to fade in/out the encoded video.

Fade In: Check if you want to fade in the video and enter in the number of seconds you want the Fade In to take to complete.

Fade Out: Check if you want to fade out the video and enter in the number of seconds you want the Fade Out to take to complete.

Watermark Settings

The **Watermark Settings** allows you to set the settings for your watermark/overlay.
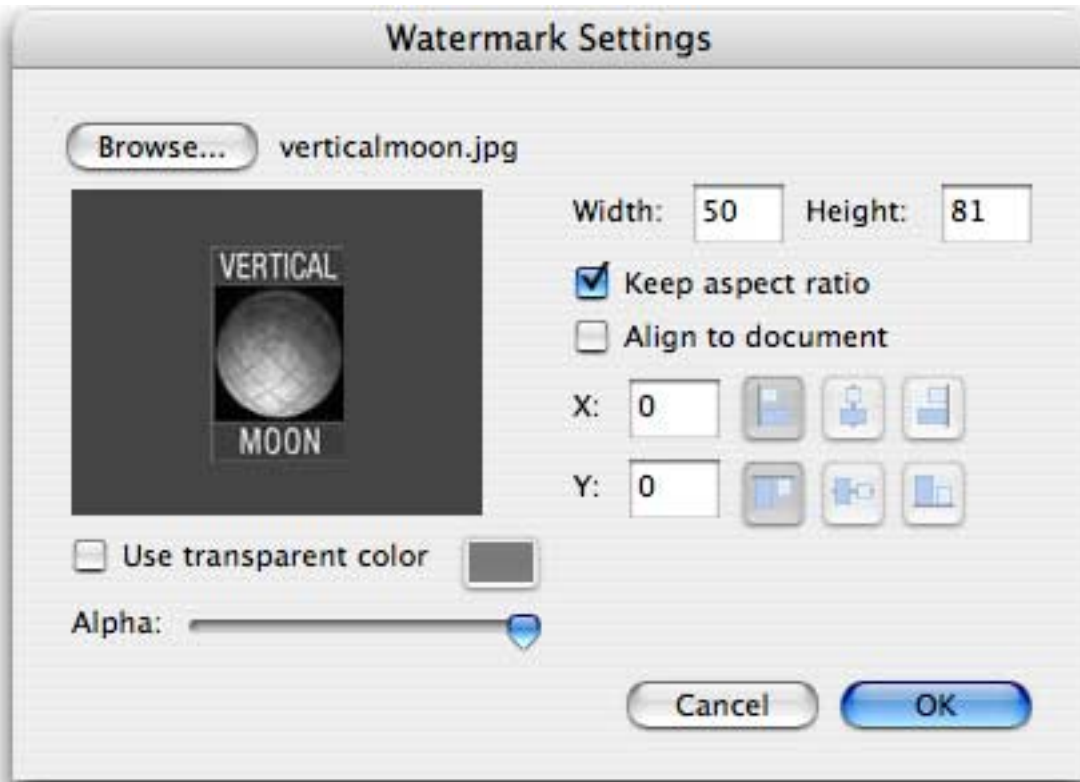
Browse...: Click to choose an image you wish to use for your watermark. The filename of the current watermark to be used will be displayed to the right of the button.

Width: The width in pixels at which you want the watermark to be displayed.
Height: The height in pixels at which you want the watermark to be displayed.
Keep aspect ratio : If checked, the dimensions will automatically maintain the original aspect ratio.

X: The horizontal position in pixels at which you want the watermark to be displayed.
**Y**: The vertical position in pixels at which you want the watermark to be displayed.
Align to document : If checked, you can choose to automatically align the watermark to the video in specified locations.

Use transparent color : Check this option if you wish to mask off (become transparent) a particular color in your watermark image. Choose a color you wish to mask off by clicking the color button to choose a color.
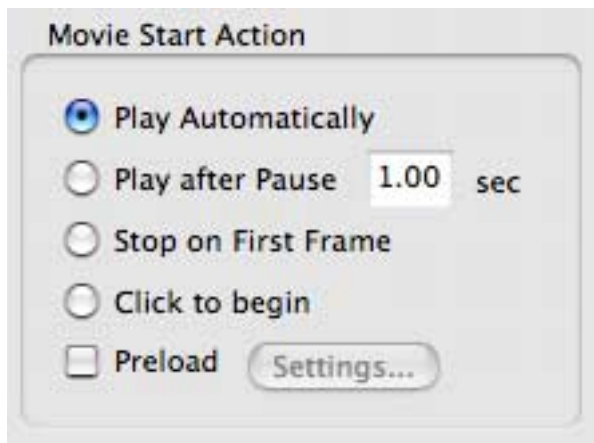**Alpha**: Choose a transparency level for the watermark.

SWF

The **SWF** tab allows you to customize the how the SWF file will playback.
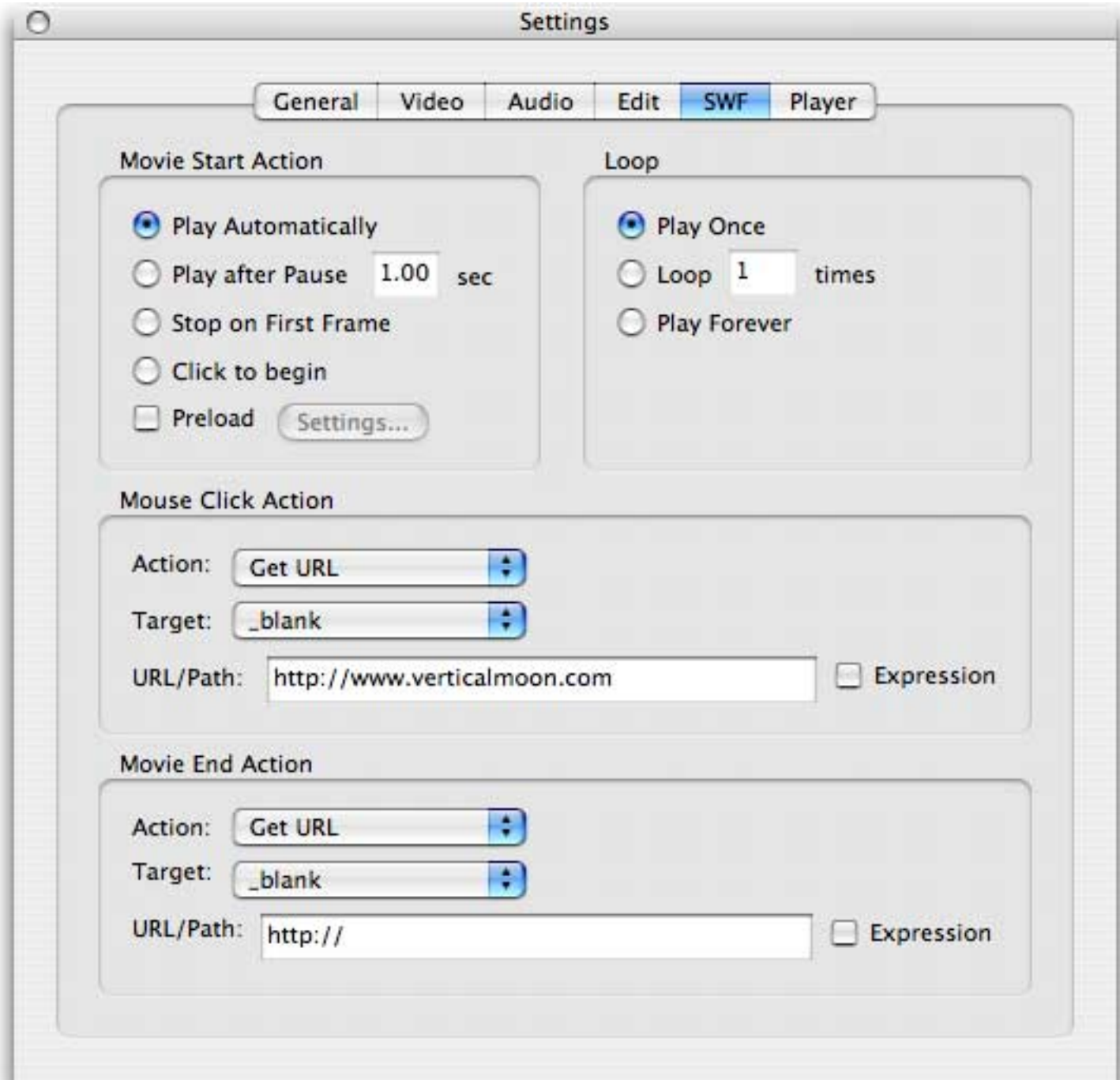
Movie Start Action

The **"Movie Start Action"** options allows you to specify how the video will begin to playback.

Play Automatically: Start playing the SWF as soon as it is loaded into the Macromedia Flash Player.
Play After Pause: Start playing the SWF after the desired number of seconds has elapsed.
Stop on First Frame: Load the SWF into the Macromedia Flash Player and then stop until there is user interaction to contiue playing the SWF.
Click to begin: Load the SWF into the Macromedia Flash Player and then stop until the user clicks on the SWF to continue playback.

Preload: Allows you to add a preloader to the video. If this option is chosen, a progress bar will be displayed showing the percentage of the video that has been downloaded/loaded into the Macromedia Flash Player. When the desired percentage of the SWF file has been loaded, playback of the video will begin. This option is helpful to allow smoother playback on slower internet connections. Click the **Settings...** button to customize the preloader.

Loop

The **"Loop"** options allows you to choose the number of consecutive times the video will play.
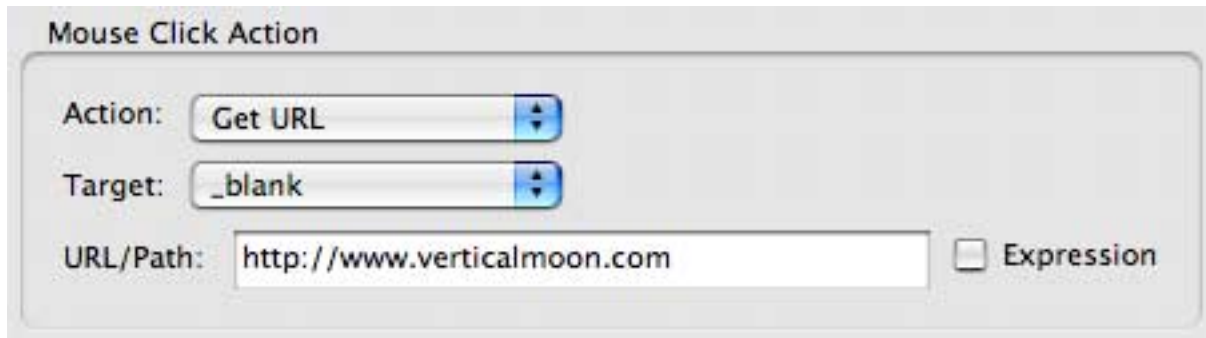

Play Once: Play the entire video and stop after the last frame is reached.
Loop: Repeat the video the desired number of times and then stop.
Play Forever: Continually play the entire video.

Mouse Click Action

The **"Mouse Click Action "** option allows you to specify an action to take when the user mouse clicks the Macromedia Flash Player while the video is playing.

Action: The action to take when the user mouse clicks on the video.

- **None**: No action to take.
- **Get URL**: Loads a standard URL (eg. http://www.verticalmoon.com)
- **Load SWF**: Loads an external SWF file (eg. another.swf)

Target: If the Action is Get URL or Load SWF, you can specify the target to load the URL/SWF to.

- **Custom**: Specify your own target
- **Pop-Up Window**: Loads the URL/Path to a pop-up window. When choosing this option a **Settings...** button will appear to customize the Pop-Up Window Settings. For the pop up window to work properly you will either need to export both the .swf and .html files from the "Publish Settings..." or add the following javascript code to your html file that displays the .swf file between the *<HEAD>* and *</HEAD>* tags.
  <SCRIPT language="JavaScript">
  function VM_Popup(theURL, winName, winFeatures) {newWin=window.open(theURL, winName, winFeatures); }
  </SCRIPT>
- **_blank**: Creates a new browser window and loads the URL/Path into it.
- **_parent**: Removes the current frameset and loads the URL/Path in its place. Use this option if you have multiple nested framesets, and you want your URL to replace only the frameset in which your movie resides.
- **_self**: Loads the URL/Path into the same frame or window as the current movie.
- **_top**: Loads the URL/Path into the current browser and removes all framesets in the process. Use this option if your movie is in a frame, but you want your linked URL to load normally into the browser, outside the confiness of any frames.

Movie End Action

The **"Movie End Action"** option allows you to specify an action to take when the video ends.

Action: The action to take when the video ends.

- **None**: No action to take.
- **Get URL**: Loads a standard URL (eg. http://www.verticalmoon.com)
- **Load SWF**: Loads an external SWF file (eg. another.swf)
- **Unload SWF** : Cause the Flash Player to unload the SWF from the player when it ends. This option causes the SWF file to be removed from RAM.

Target: If the Action is Get URL or Load SWF, you can specify the target to load the URL/SWF to.

- **Custom**: Specify your own target
- **Pop-Up Window**: Loads the URL/Path to a pop-up window. When choosing this option a **Settings...** button will appear to customize the Pop-Up Window Settings. For the pop up window to work properly you will either need to export both the .swf and .html files from the "Publish Settings..." or add the following javascript code to your html file that displays the .swf file between the *<HEAD>* and *</HEAD>* tags.
  <SCRIPT language="JavaScript">
  function VM_Popup(theURL, winName, winFeatures) {newWin=window.open(theURL, winName, winFeatures); }
  </SCRIPT>
- **_blank**: Creates a new browser window and loads the URL/Path into it.
- **_parent**: Removes the current frameset and loads the URL/Path in its place. Use this option if you have multiple nested framesets, and you want your URL to replace only the frameset in which your movie resides.
- **_self**: Loads the URL/Path into the same frame or window as the current movie.
- **_top**: Loads the URL/Path into the current browser and removes all framesets in the process. Use this option if your movie is in a frame, but you want your linked URL to load normally into the browser, outside the confiness of any frames.

Preloader Settings

The **Preloader Settings** dialog allows you change the settings for a preloader.
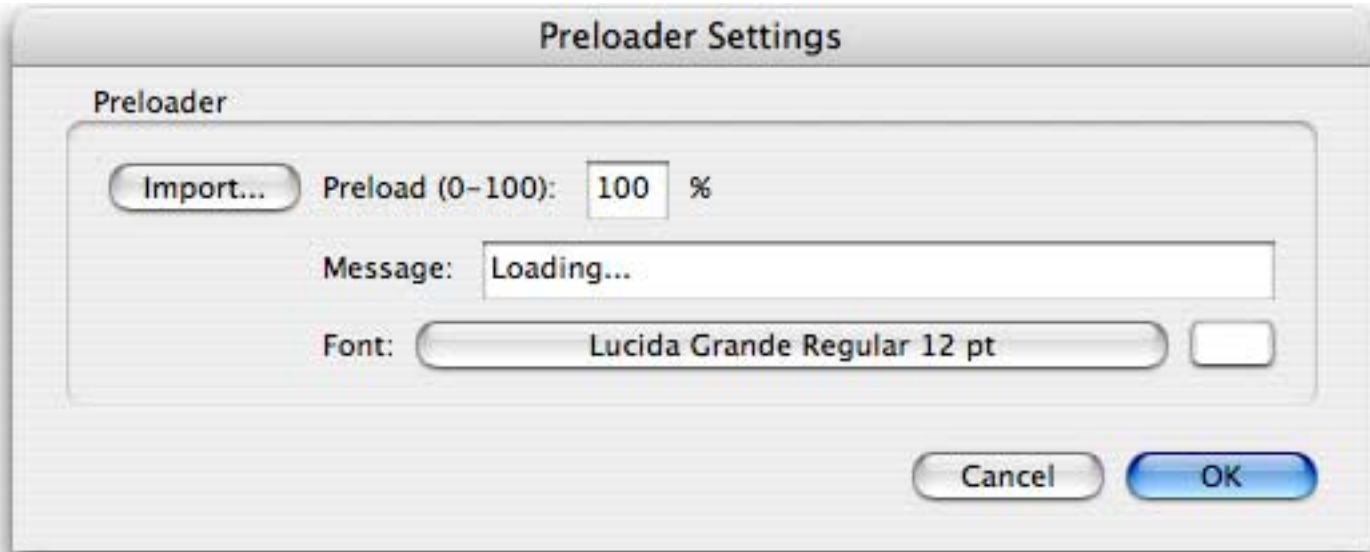
Preloader

Preload %: The percentage of the file you wish to preload before attempting to playback the swf file.
Message: Any message you wish to display while the file is being preloaded.
Font: The font to use for the Preload % and Message.
Font Color: The color to use for the Preload % and Message text.

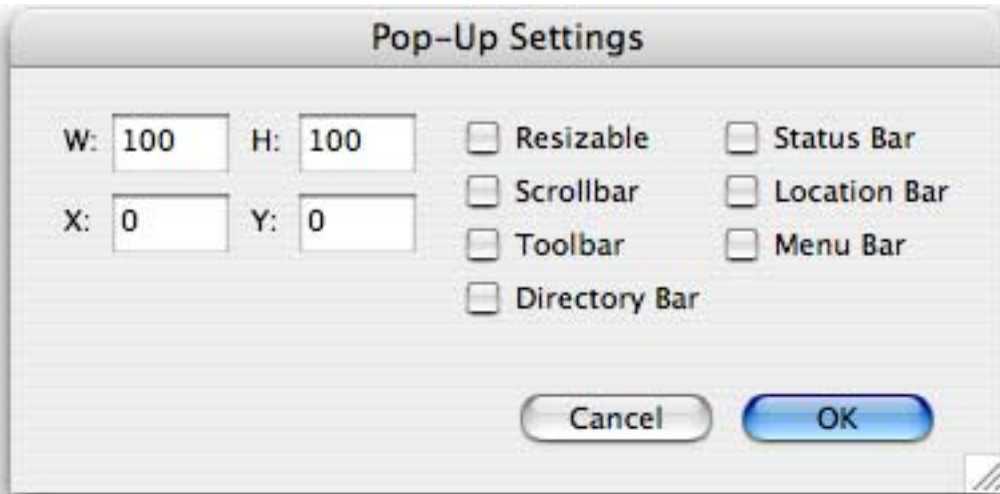## Import Preloader from SWF, Lock & Load

Import...: Allows you to choose a SWF, Lock & Load project file (.lkl) to import.
Edit...: Launches SWF, Lock & Load to allow you to further edit the SWF, Lock & Load project file.
Remove: Removes the current SWF, Lock & Load project file chosen for import.

Pop-Up Settings

The **Pop-Up Settings** dialog allows you to customize the pop-up window

W: The width of the pop up window.
H: The height of the pop up window.
X: The horizontal position to display the pop up window.
Y: The vertical position to display the pop up window.

Resizable: Specifies whether or not the user may resize the popup window.
Scrollbar: Specifies whether horizontal and vertical scrollbars should be added to the pop up winodw. Most browsers will display the scrollbars only when needed to view content beyond the window area.
Toolbar: Specifies whether the toolbar should be shown. The toolbar contains the browser's navigation buttons such as Back, Forward, Reload, and Home.
Directory Bar: Specifies whether the directory bar should be shown.
**Status Bar**: Specifies whether the status bar should be shown. The status bar area contains the security inidicator and status bar messages.
Location Bar: Specifies whether the location bar should be shown. The location bar is where the URL of the current page is shown.
Menu Bar: Specifies whether the menu bar should be shown. The menu bar contains the browser's menus such as File, Edit, and View.

Players

The **"Players"** tab allows you to add a Player to the encoded video to add playback and audio controls.
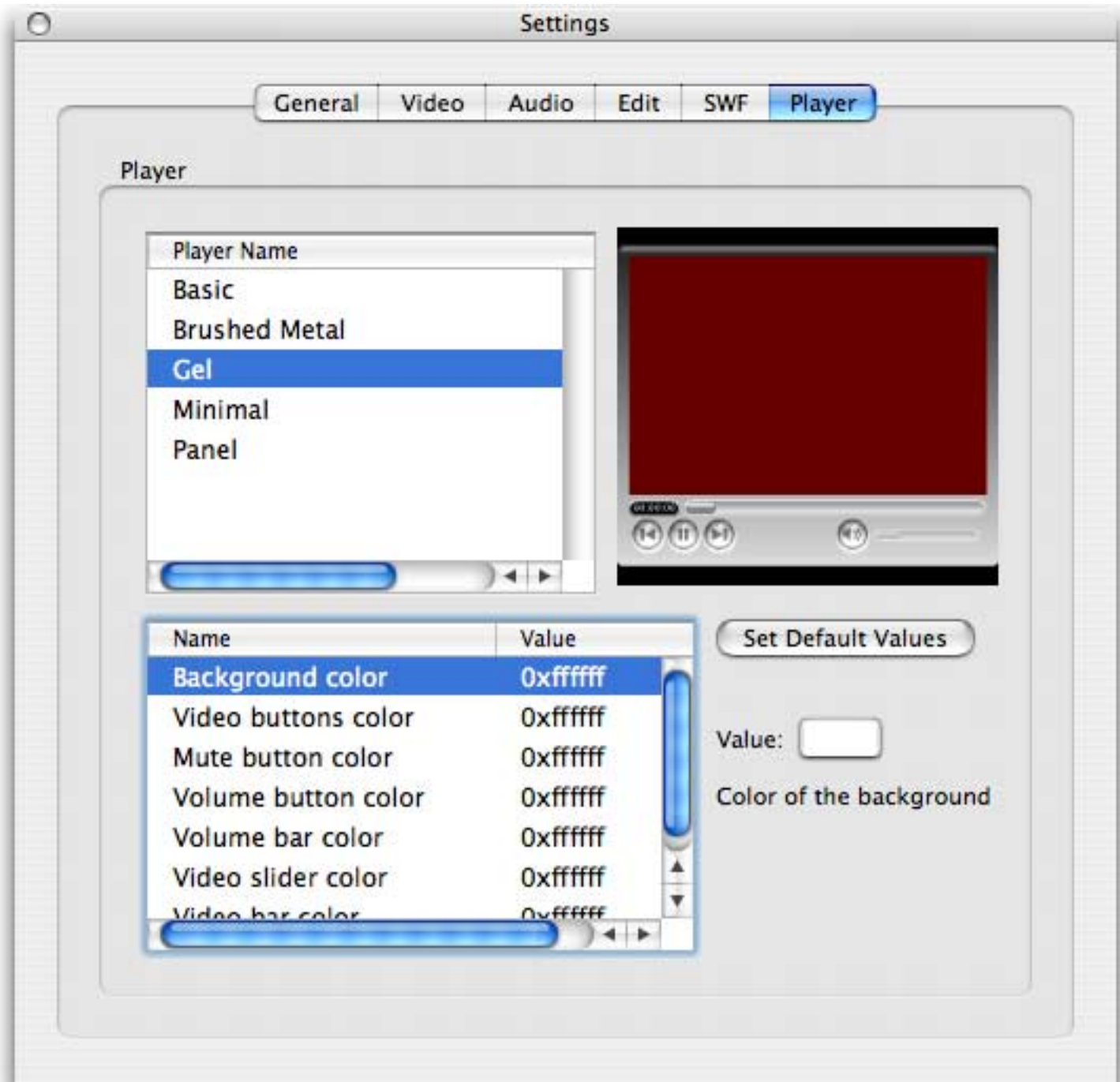
Players List

This is a list of the available Player templates to choose from. Once selected, you can see a Preview of

the player to the right of the list. You can also add your own players by following our [Players Specification](#).

Customize

For certain Player templates, you have the ability to customize some of the features of the Player.
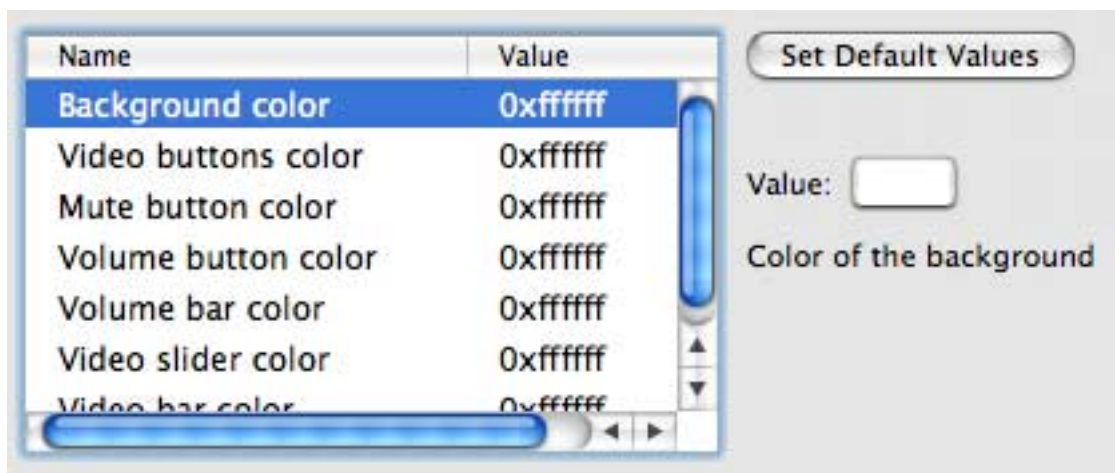
Parameter List : If available, you will see a list of all of the parameters you can customize for the current selected Player template. Once you select a parameter in the list, you will have the ability to change the value to the right.

Set Default Values : This will revert all of the values for the current Player back to their default values.

Players Specification

You can create your own custom player templates to be used in Video2SWF by following the specifications found on this page. You can create your players with the Macromedia Flash authoring tool. Once created, you can add the players to the Players folder where Video2SWF is installed, and the next time you launch Video2SWF, you should see the new players added to the list.

The following specification will describe the overall layout and what is required or optional when creating your players.

- Player Hierarchy
  - [Parameters/Variables](#) (required actionscript)
  - [videoPlayer](#) (required)
    - [video](#) (required)
    - [frame](#)
      - frame_n (where n is 1...number of elements in the frame)
    - [vidBtns](#)
      - rwBegBtn
      - rwBtn
      - playPauseBtn
      - playBtn
      - pauseBtn
      - stopBtn
      - ffBtn
      - ffEndBtn
    - [sndBtns](#)
      - muteBtn
      - volSlider
        - volBtn
        - volBar
    - [vidBar](#)
      - progressBtn
      - progressBar
      - loadBar
      - bgBar
    - [clock](#)
      - time_cur
      - time_rem

Parameters/Variables

The first frame of the maintimeline is where you can specify how the elements in the player should position and scale relative to the size of the video within the Player.

Required:
format = "video2swf";
version = "1.0";
name = "The name of your player to be displayed in Video2SWF ";

Optional:
min_player_width = (the minimum width in pixels the player can be);
min_player_height = (the minimum height in pixels the player can be);

ITEM_hanchor = "none/left/center/right"; (where ITEM is the name of the element to set the anchor for; eg. vidBtns_hanchor="left";)
ITEM_vanchor = "none/top/center/bottom"; (where ITEM is the name of the element to set the vanchor for; eg. vidBtns_vanchor="bottom";)

ITEM_hstretch = "true/false/fixed"; (where item is the name of the element to set the stretch for; eg. frame_1_hstretch="true";)
ITEM_vstretch = "true/false/fixed"; (where item is the name of the element to set the stretch for; eg. frame_1_vstretch="false";)

vidbar_width: If using a vidBar in the Player, you will need to set this to the original width of the bar.
vidbar_scroll: If using a vidBar with a slider button, you will need to set this to the original amount it can scroll within the vidBar.

volSlider_scroll: If using a volSlider, you will need to set this to the original amount it can scroll within the volSlider.

---

videoPlayer

The first frame of the maintimeline must have an instance of the movie clip that holds the entire player and it's elements. The instance must be named "videoPlayer". The videoPlayer should be placed at (0,0) and the Document dimensions should match the size of the videoPlayer.

Required:
[video](#)

Optional:

---

video

The video instance will define where the actual video will be placed in the player. The instance must be named "video" and should contain a rectangle shape defining the area for the video. The video and elements around the video will automatically be adjuted based on the actual dimensions of the Flash video.

---

frame

The frame can be used to create the background for the player. For each element in the frame, there will be an instance named "frame_n" where "n" is a number from 1...number of frame elements.

---

vidBtns

The vidBtns can contain the buttons to control the playback of the video, such as rewinding, fast forwarding, pausing and playing.

Optional: The following must be Movie clip instances with the following names which contain the actual Button. For toggle buttons, the first button state must be in the first frame of the containing movie clip, and the second state must be in the second frame.

rwBegBtn: Jump to the beginning of the video
rwBtn: Rewinds the video
playPauseBtn: Toggle button to play and pause the video
playBtn: Plays the video
pauseBtn: Pauses the video
stopBtn: Stops the video
ffBtn: Fast forwards the video
ffEndBtn: Jump to the end of the video

---

sndBtns

The sndBtns can contain the controls to control the audio such as muting and changing the volume.

Optional: The following must be Movie clip instances with the following names which contain the actual Button. For toggle buttons, the first button state must be in the first frame of the containing movie clip, and the second state must be in the second frame.

muteBtn: Toggle button to mute and unmute the audio
volSlider: Slider bar to set the volume. This must have an instance named **volBar** which is the background bar, and a **volBtn** which is the slider button. The first frame variables should have the following **volSlider_scroll** set to the number of pixels the volBtn can scroll.

---

vidBar

The vidBar can be used to add a scrubber and to show the current position in the video.

Optional: The following must be Movie clip instances with the following names which contain the actual Button. For toggle buttons, the first button state must be in the first frame of the containing movie clip, and the second state must be in the second frame.

The first frame variables should have a variable **vidbar_width** set to the original width of the vidBar. The first frame variables should have a variable **vidbar_scroll** set to the number of pixels the progressBtn can scroll.

progressBtn: Button to show the current position in the video. Can also be used to scrub through the video by dragging it along the video bar.
progressBar: A bar showing the current position in the video
loadBar: A bar showing the current amount of the video loaded/buffered
bgBar: The background bar

---

clock

The clock can display relevant times for the video, such as the current time and the remaining time.

Optional:
time_cur: Displays the current time of the video. This must be a dynamic text field with the variable name set to "time_cur"
time_rem: Displays the remaining time of the video. This must be a dynamic text field with the variable name set to "time_rem"

Custom Variables

You can allow certain elements to be customizable from within Video2SWF by adding variables. The following is an example for allowing the user to choose the color for the video buttons.

v2sVar1_name = "videoPlayer.vidBtnsColor";
v2sVar1_type = "color";
v2sVar1_value = "0xffffff";
v2sVar1_label = "Video buttons color";
v2sVar1_notes = "Color of the video buttons playback buttons";

Each custom variables entry must begin with v2sVarN_ (where N is the variable number).
_name: Then name of the actual variable used in Flash
_type: Type of variable. Can be the following:

- **alphanum**: alpha numeric string (eg. "my value 123")
- **alpha**: alpha (eg. "my value")
- **int**: integer values (eg. 1, 2, 3)
- **float**: decimal values (eg. 3.14, 5.29)
- **bool**: true or false
- **color**: RGB color in hex format 0xRRGGBB

_value: The default value for the variable
_label: The name to be displayed in the list of variables in Video2SWF
_notes: A description of the variable which will be displayed in Video2SWF

Frequently Asked Questions

What is a SWF file?
The Macromedia Flash file format (SWF) (pronounced "swiff") delivers vector graphics and animation over the Internet to the Macromedia Flash Player.

What is a FLV file?
The Macromedia FLV file format lets you import a static video stream with encoded audio.

What version of the Flash Player are the SWF files exported from Video2SWF compatible with?
This will depend on the video codec you use to encode the video. The MX Video codec requires at least Flash 6 for proper playback. The Screen Video codec requires at least Flash 7. If you are publishing Projector files, the Flash Player is not needed, and thus the minimum Flash version is irrelevant.

What version of Macromedia Flash are the FLV files exported from Video2SWF compatible with?
This will depend on the video codec you use to encode the video. The MX Video codec requires at least Flash 6 (MX). The Screen Video codec requires at least Flash 7 (MX2004).

Flash will not import my video SWF files. Why?
Flash will not import SWFs completely that contain audio, video, and actionscript. If you want to import your Flash video, you should encode the video as a FLV file instead of a SWF.

There isn't any audio when I encode my video. What should I do?
If running Windows, install or re-install the latest QuickTime with the "Recommended" Installation option checked.
If encoding MPEG files, Video2SWF will only encode the video portion of the file. To encode the audio, you will need to convert your mpeg to another file format and then encode in Video2SWF.

After converting, I cannot see any video but I can hear audio. Why is this?
Make sure you have the minimum required Flash player. For MX Video you will need at least Flash 6. For Screen Video you will need at least Flash 7.

What is the maximum video duration that I can encode?
The Flash player imposes a 16,000 maximum frame limit on SWF files. Anything beyond this will not be displayed. So the actual maximum duration will depend on the frame rate used for the SWF file (10fps = ~26 minutes).
Flash FLV files however do not have this 16,000 frame limit.

How can I get around the 16,000 frame limit?
If you are exporting as SWF, you will need to split up the video and chain the SWFs together by adding

a End Movie Action which will load in the next SWF file.
If you are exporting as a FLV file , there isn't any 16,000 frame limit.

Why can't I encode my video even though it's on the list of supported formats?
Most likely you do not have the required codec installed. You should also make sure you have the latest QuickTime (Windows and Macintosh) and Window Media Player (Wndows only) installed.

Why isn't my encoded video playing properly?
This can be caused by using conflicting frame rates. The SWF framerate should be equal to or a multiple of the video framerate to prevent problems such as jerky video or loss of audio sync/distortion.

Can I add my own Players to Video2SWF?
Yes, it is possible to create your own custom Players and add them for use in Video2SWF. You will need to use Macromedia's Flash authoring tool and follow our specification for creating Players for Video2SWF.

Contact Us

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