



Clipstream

Playerless video and audio streaming

Clipstream™ Video 2.2 Technical Guide – Section 9 Java Methods

Disclaimer: All content presented herein is subject to change without notice and is deemed as accurate as possible at time of publication. Please consult with Clipstream™ Video Support at <http://clipstream.com/help> for clarification if you encounter any erroneous or inconsistent material in this document.

© 2000, 2001, 2002 Destiny Media Technologies, Inc. All Rights Reserved. Clipstream, AudioClipstream, Clipstream Email, Bannerstream, Clipstream AudioMail and VideoClipstream are trademarks of Destiny Software Productions, Inc. All other trademarks are the property of their respective owners.

Section 9 - Java Methods

Available Java Methods	9-2
Java Method Syntax and Usage	9-2
get_audio	9-3
get_currentstreamurl.....	9-3
get_length	9-3
get_pos	9-4
pause_video.....	9-4
play_video	9-4
seek_video	9-5
seek_video_percentage.....	9-5
set_callbackOnPlay	9-6
set_callbackOnStop.....	9-6
set_callbackOnTimer	9-6
stop_video.....	9-7
toggle_audio	9-7
toggle_audio (Boolean).....	9-7
toggle_pause_video.....	9-8
toggle_video.....	9-8

Clipstream Video Java Methods

Clipstream Video 2.0 has a full set of Java methods that can be called with JavaScript to allow Clipstream Video to be controlled by JavaScript and to interact with other web applications and applets. This section will identify those methods available to the HTML author.

Available Java Methods

Method	Description
get_audio	Set the video stream to value specified (in percent)
get_currentstreamurl	Returns the name of the current video stream
get_length	Returns the total length of the stream (in milliseconds)
get_pos	Returns the current position in the video stream (in milliseconds)
pause_video	Pause the video stream
play_video	Start the video stream
seek_video	Set the video stream to value specified (in milliseconds)
seek_video_percentage	Set the video stream to value specified (in percent)
set_callbackOnPlay	Set the JavaScript method to call on play
set_callbackOnStop	Set the JavaScript method to call on stop
set_callbackOnTimer	Set the JavaScript method to call on timer
stop_video	Stop the video stream
toggle_audio	Set the video stream to value specified (in percent)
toggle_audio (boolean)	Set the video stream to value specified (in percent)
toggle_pause_video	Play/pause - if paused will play, if playing will pause
toggle_video	Play/stop - if stopped will play, if playing will stop

Java Method Syntax and Usage

All examples assume that the *name* of the applet (object) is **videoclipstream**.

```
<applet
  mayscript
  codebase="http://www.videoclipstream.com/"
  archive="videoclipstream.zip"
  code="videoclipstream.class"
  alt="The Clipstream Video Movie Player Applet"
  name="videoclipstream"
  width="240" height="320">
  [... parameter list ...]
  <param name="CallbackOnPlay" value="callOnStart();">
</applet>
```

get_audio

Get the current status of the audio stream.

Prototype

```
bool get_audio();
```

Parameters

None

Returns

A boolean value, true or false.

Description

Will return the current status of the audio stream, true means the audio is playing, false if it's disabled.

Example

```
var audioStatus = document.videoclipstream.get_audio();
```

get_currentstreamurl

Returns the name of the current video stream

Prototype

```
String get_currentstreamurl(void);
```

Parameters

None

Returns

A string with the URL of the current video file

Description

Use this function to get the name of the file being played (returned as a URL)

Example

```
var currentFile = document.videoclipstream.get_currentstreamurl();
```

get_length

Returns the total length in the video stream (in miliseconds)

Prototype

```
int get_length(void);
```

Parameters

None

Returns

Integer value specifying the total length of the video stream in milliseconds.

Description

Call this function to determine total stream length.

Example

```
var totalLength = document.videoclipstream.get_length();
```

get_pos

Returns the current position in the video stream (in milliseconds)

Prototype

```
int get_pos(void);
```

Parameters

None

Returns

Integer value specifying the current position of the video stream in milliseconds.

Description

Call this function to determine current position.

Example

```
var currentPosition = document.videoclipstream.get_pos();
```

pause_video

Pause the video stream

Prototype

```
void pause_video(void);
```

Parameters

None

Returns

Nothing

Description

Call this function to pause the video stream. Same as pressing the pause button on the applet.

Example

```
document.videoclipstream.pause_audio();
```

play_video

Start the video stream

Prototype

```
void play_video(int vidNum, String newPlayFunction);
```

Parameters

vidNum - integer value of which video to play from parameter list, -1 for auto detect.

newPlayFunction - a string with the name of the JavaScript function to call on play.

Returns

Nothing

Description

Call this function to start the video stream. Same as pressing the play button on the applet.

Example

```
document.videoclipstream.play_audio();
```

seek_video

Set the video stream to value specified (in miliseconds)

Prototype

```
void seek_video(int newPos);
```

Parameters

newPos - integer value specifying the new position of the video stream (in miliseconds).

Returns

Nothing

Description

Used to set the playback position of the current video stream in miliseconds.

Example

```
document.videoclipstream.seek_audio(8000);
```

seek_video_percentage

Set the video stream to value specified (in percent)

Prototype

```
void seek_video(double newPercent);
```

Parameters

newPercent - value specifying the new position of the video stream (in percent). Valid values range from 0 to 1.

Returns

Nothing

Description

Used to set the playback position of the current video stream as a percentage.

Example

```
document.videoclipstream.seek_video_percentage(0.5);
```

set_callbackOnPlay

Set the JavaScript method to call on play

Prototype

```
void set_callbackOnPlay(String newFunction);
```

Parameters

newFunction - a string with the name of the new JavaScript function to call on play.

Returns

Nothing

Description

Overrides the value specified in the applet parameter *CallbackOnPlay*. This function will be called by the applet when playback is started

Example

```
document.videoclipstream.set_callbackOnPlay("playFunc()");
```

set_callbackOnStop

Set the JavaScript method to call on stop

Prototype

```
void set_callbackOnStop(String stopFunction);
```

Parameters

stopFunction - a string with the name of the new JavaScript function to call.

Returns

Nothing

Description

This function will be called by the applet when playback is stopped.

Example

```
document.videoclipstream.set_callbackOnStop("stopFunc()");
```

set_callbackOnTimer

Set the JavaScript method to call on timer

Prototype

```
void set_callbackOnTimer(String timerFunction, double x);
```

Parameters

timerFunction - JavaScript function to call when timer is triggered
x - time in seconds when to trigger the callback function specified by *timerFunction*

Returns

Nothing

Description

You can start a timer and tell the applet to call a specific function when the timer is triggered.

Example

```
document.videoclipstream.set_callbackOnTimer("timerFunction()", 30);
```

stop_video

Stop the video stream

Prototype

```
void stop_video(void)
```

Parameters

None

Returns

Nothing

Description

Call this function to stop the video stream. Same as pressing the stop button on the applet.

Example

```
document.videoclipstream.stop_audio();
```

toggle_audio

Toggle the audio on and off

Prototype

```
void toggle_audio(void);
```

Parameters

None

Returns

Nothing

Description

Used to turn audio on or off during video playback. If audio is enabled, will disable. If disabled, will enable.

Example

```
document.videoclipstream.toggle_audio();
```

toggle_audio (Boolean)

Toggle the audio on and off

Prototype

```
void toggle_audio(bool boolValue);
```

Parameters

boolValue - true or false, true will enable audio, false will disable.

Returns

Nothing

Description

Used to turn audio on or off during video playback.

Example

```
document.videoclipstream.toggle_audio(true);
```

toggle_pause_video

Play/pause - if paused will play, if playing will pause

Prototype

```
void toggle_pause_video(void);
```

Parameters

None

Returns

Nothing

Description

This function will start the video if the applet is stopped or pause the video if it's playing. Useful if you want one button to start and pause the video.

Example

```
document.videoclipstream.toggle_video_pause();
```

toggle_video

Play/stop - if stopped will play, if playing will stop

Prototype

```
void toggle_video(void);
```

Parameters

None

Returns

Nothing

Description

This function will start the video if the applet is stopped or stop the video if it's playing. Useful if you want one button to start and stop the video.

Example

```
document.videoclipstream.toggle_video();
```
