



**Clipstream**

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*Playerless video and audio streaming*

# **Clipstream™ Video 2.2 Technical Guide – Section 11 Player Interface**

**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.

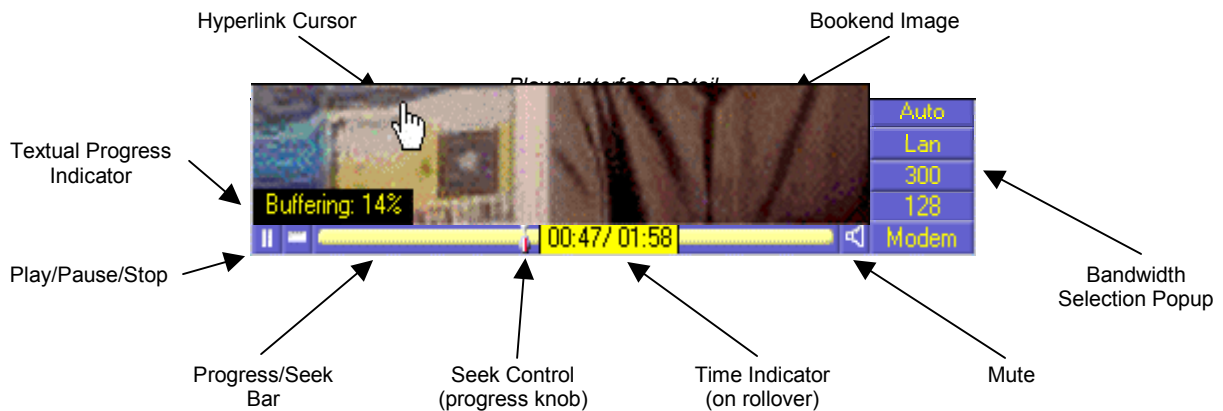
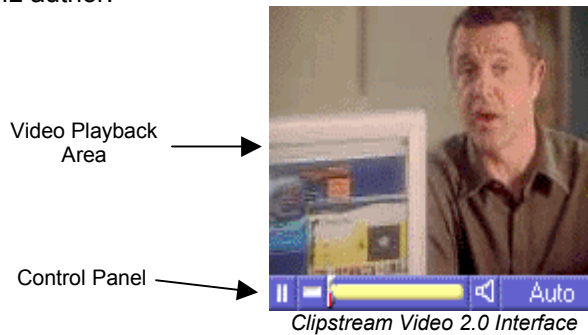
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## Section 11 - Player Interface

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## Clipstream Video Interface

Clipstream Video utilizes a full-featured user interface that is completely customizable by the HTML author.



### Interface Details:

#### Play/Stop/Pause

Proper Play/Stop/Pause buttons are provided in Clipstream Video 2.x, as opposed to version 1.0, where one button was used for play and stop for each of the bit rates. Play and pause can be toggled by clicking on the video frame as well. (unless hyperlinks are active)

#### Visual Progress Indicator (bar and textual)

Clipstream Video now provides for enhanced visual representation of the progress of the current stream, beyond the browser status bar indicators in version 1.0. In addition to textual visual clues provided in the viewer window indicating detection and buffering status, there is also a graphical progress bar and progress knob to indicate the relative current position of buffering and playback. This indicator is also integral to the seek/random access functionality. Textual indication can occur in the status bar, in the frame, or both.

#### Seek / Random Access

This feature allows the end user to almost instantly jump to any point within the current playing stream. While the user is sliding the progress knob to the desired position, the time is indicated.

### **Time Display Rollover**

Playback time indication is provided by a simple mouse rollover on the progress bar. It is also listed at the bottom of the browser.

### **Volume Mute**

Volume mute has been added to give the viewer the opportunity to view the video without the sound, not having to make adjustments to their computer settings or their sound system. This can also be controlled with JavaScript methods.

### **Auto Detect Bandwidth**

Clipstream Video auto selects the end user's bandwidth and delivers the most appropriate bit rate for their connection speed. This feature is totally configurable and allows for bandwidth detection and auto bit rate selection for any range of bandwidths and bit rates.

### **Bandwidth Selection Popup**

A popup selector can also be used to allow them the choice of bandwidth. The text of this popup is completely configurable, allowing the designer to use the most intuitive text for their clientele.

When just using a single bit rate with Clipstream Video it is possible to have the Bandwidth Selection Popup act as a table of contents, or chapter selector. In this case, when the popup appears, the user can select which video, track or chapter they would like to view and the player will play it.

### **Bookend Imaging**

To facilitate branding, look and feel, and marketing features, Clipstream Video now allows for the specification of bookend images at the beginning and the end of the stream. These can be any static image that the viewer will see prior to the stream starting and once the stream has ended. If the bookend images are not specified, Clipstream Video will use the last image of the video as it's end image and a default title image prior to playback.

### **Hyperlink Cursor Indicator**

If a hyperlink is present within the video, when the mouse is rolled over the frame, the cursor will change to the standard pointing hand cursor.

### **Control Free Playback**

The ability exists in Clipstream Video to enable "control free" playback. In this instance the playback of the video is instigated by simply clicking or even rolling over anywhere within the video screen to start and stop the video. This feature can be used in combination with or without the hyperlinking feature. Controls are easily specified through JavaScript methods as well. Of course, auto-play is also available.

### **Fully Customizable Controls**

The design of the Clipstream Video player controls is fully customizable and the layout is configurable. Both the graphical look, and the relative geography of the controls are easily configured. Only a single graphical element needs to be created to change the entire look and feel of the player controls.



Sample of interface graphic element.

### Creating the Control Panel

To allow end users to control the playback of Clipstream Video you will need to supply player interface graphics. The Clipstream Video control panel is actually one single image called the *Button Panel*, made up of all the separate button elements. This image is broken apart by the Clipstream Video applet and re-assembled in the manner specified by the applet parameters. For instance, the HTML author can specify the height and width of each of the button elements by editing the values in a single line of the applet code (see **Applet Code – PanelImageWidth**).
















Creating a new Clipstream Video control panel is accomplished by creating a graphic set like the one featured here and by changing the parameters in the applet code.



This 2k image (buttons.gif) is the actual image used by the Clipstream Video applet as its interface

**Please note that the layout of the player interface image MUST follow the same layout as displayed in the image above.**

Use a graphic editing program like Photoshop or Paintshop Pro that can save your image as a .gif. The elements you need to create are as follows:

Clipstream Video graphic elements			
Up States		Down States / Opposites	
Play up		Play Down	
Pause Up		Pause Down	
Stop Up		Stop Down	
Seek Bar Beginning		Seek Bar Beginning Filled	
Seek Control		Seek Control Filled	
Seek Bar End		Seek Bar End Filled	
Mute Disabled		Mute Enabled	
Bandwidth selection			

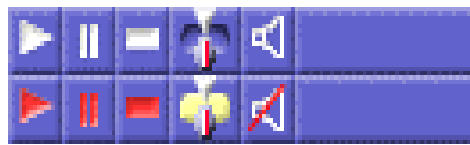
To save time and effort, it's best to create all of the buttons in one unified image document since you will need to combine them all into one *Button Panel* .gif anyway. You can create buttons of any size, colour or style. It should be noted that generally button images are created in a rectangular format to align tightly with the edges of the applet window (as specified in the applet tag). Buttons of different shapes can be created and used, but remember that the negative spaces of the buttons should match the background color of the web page which features the Clipstream Video button image. Remember that the display space

of the applet is confined to a rectangular area, and if you do not fill this area, or specify via the General Applet Parameters, then gray areas will be displayed.

The default interface featured here is a common UI familiar to anyone who has owned a VCR except for two additional features. The down states occur when the user has clicked the mouse cursor down on them. The 'filled' states of the Seek bar elements occur when the video is playing. The 'Bandwidth selection space' simply provides an area where text elements telling the user what the bandwidth choices are will reside.

### Control Panel Image Layout

The buttons and their down states *must* be arranged in the layout and order below with the down states or opposites directly below the up states:



Enlarged Button Image

This one image allows the Clipstream Video applet to create an entire interface system and also reduces the chance that any single image file is lost, preventing the applet from playing at all.

### Upload the Control Panel Image

Once you have completed creating the control panel image, save it in a .gif and upload it to your web site. Your panel .gif is now ready to be referenced by the Clipstream applet parameter code.

### Control Panel Parameters

The Clipstream Video applet calls regions from this single document when it needs to, to display the separate elements when needed. These regions are specified in the applet parameter code. In fact all of the elements of the interface except for the graphics themselves can be customized by parameters.

Below is a list of the parameters that affect the display and functionality of the control panel interface. These parameters are covered in greater detail in the section **Applet Code**.

- PanelEnable** – Toggles the display of the control panel
- PanelFlash** – Specifies how and which elements flash
- PanelImagesURL** – Specifies the location of the Panel Image
- PanelImageWidth** – Specifies the absolute width of panel elements
- PanelLayout** – Specifies the display order of the panel elements
- PanelPopup** – Specifies the initial popup of the connection tab
- PanelPosition** – Specifies the display position of the panel
- PanelResizable** – Specifies if the panel can dynamically resize