



Clipstream

Playerless video and audio streaming

Clipstream™ Video 2.2 Technical Guide – Section 16 Testing

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 16 - Testing

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Testing

Before Finalizing Page Design

Make sure:

- You leave enough space for the largest scale video to play. Clipstream Video does not scale.
- That you leave enough space for the buttons to appear. Keep in mind that you can specify where the buttons appear (top, or bottom, left, right).
- That the background colour `<param name="BackgroundColor" value="#FFF0F0">` in the Java code corresponds to the background of your page (or to your tastes). The same goes for the Video Edge Colours: `<param name="VideoEdgeColor" value="255">` and `TextColor`.

Before Uploading

It is possible to test the playback and linking of Clipstream Video and its essential files *locally* before you upload them to your web page. Simply open up your Java enabled browser and open the html page you have constructed where the Clipstream Video is embedded. Everything should work as it should when it is uploaded to your remote site aside from bandwidth issues.

Make sure:

- Your browser has its Java enabled.
- That you have quit your browser completely and emptied its cache after you have made a change. If you haven't, there is a chance you are viewing an older version of your work.
- That your files have the proper names as referred to in your Java code and that they are in the locations indicated.
- That you have no heavy applications running in the background that may interfere with the decompression and the interpretation of the applet by your CPU.
- That you have the proper code key that authorizes you to use Clipstream Video on your site. Any code will work locally for testing purposes, however.

After Uploading

Once you have uploaded all essential files to your remote site clear your browser cache, restart it and see your page to see if it is playing. The most common reasons why Clipstream Video does not play (buttons don't show up) are the following:

- Code key is incorrect for the site you have uploaded the files to. Please note that you require a separate code key for each IP or domain. Your video will play 20 seconds and then pop-up a message.
- Missing the .vcs (video files) files are missing or the applet code refers to them incorrectly (wrong location, wrong names). It will just say 'connecting'.
- Missing the Clipstream Video player applet (videoclipstream.zip) or it is referred to incorrectly in the applet code. (gray box where the video should be)
- Java not enabled in your browser. (non-Java, alternate message appears)
- Missing elements, or elements/parameters not correctly referred to. If you see buttons but they are positioned incorrectly or over the VideoClipstream™ as it plays you are missing the TitleImage, a picture that you need to provide that shows as a default image where the VideoClipstream™ will play or you have referred to it incorrectly in the Java code. `<param name="TitleImageUrl" value="foo.jpg">`

If all of your video clips play, the only other adjustments you can make are for *performance*. For that, you must make changes in the encoding of your movie, or in the way the code plays your clip. Check the amount of buffering `<param name="VideoBufferSize" value="5">` you have allotted for your video to play. The default is generally optimal.