

A simple way to Video-enable your webapplication's - Release v1.0



Software Product: conaito VideoMail SDK - Version: 1.0

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conaito VideoMail SDK - Easy and powerful Video recording in your webapplication's.

This document explains how to handle the skin files of the conaito VideoPlayer. You can find the skin file in the skin folder from the package. You can change the player appearance either by editing the skin file or by editing the themes xml. If you want to change the default designs of the skin file, you can directly edit the skin file and you can change the designs as you like.

Requirements:

This Video player version supports the flash player of version from 7 and above. The skin files are worked out in the version of Adobe Flash® 8 and above. The skin folder contains two source file. One is the loading animation file and another one is the skin file. You must have minimum Adobe Flash® 8 version to edit these two file.

Skin File Structure:

The skin file contains the following layers:

- Actions - This layer contains the action scripts which is needed to be run in the skin
- Buffering Animations - This layer contains the movie clip of Buffering animation. Also it contains circle shaped next and previous buttons for the play list.
- listclip_mc - This layer contains the list_holder clip and the rating animation clip.
- Header Text Mc - This layer contains the header movie clip.
- LogoMc - This layer contains the logo_mc.
- List Clip - This layer contains the list_mc clip. This is an empty movie clip and it will be loaded with the play list holder at the time of play list displays.
- Top/Tail image Ma - This layer contains the advertisement movie clip and also contains the Reply and share buttons movie clip.
- Video Image - This layer contains the video Image movie clip.
- Video Control - This layer contains the video control movie clip.

- Next Mc - This layer contains Next list movie clip. This button will come in the right bottom corner of the player.
- ScreenPause - This layer contains the pause and play button movie clip over the video window.
- Video Cmp Mc - This layer contains the movie clip of flash video component.
- Bg_mc - This contains common background movie clip of the player.
- Stage_bg - This layer contains the Stage background movie clip according to this size, the player size is getting resized.

Special care should be taken for:

Movie clip Registration Points:

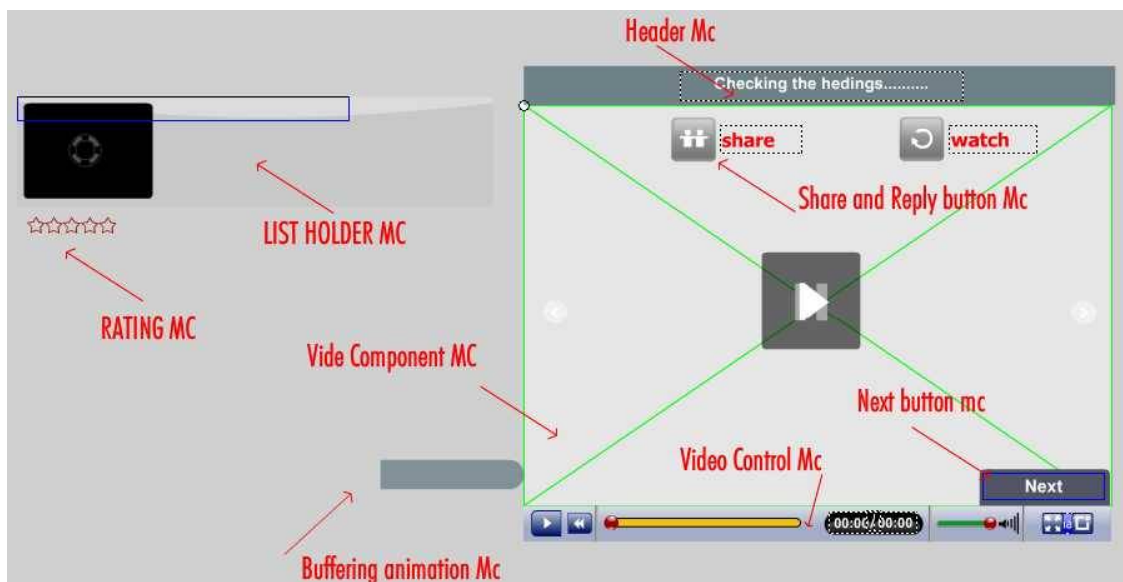
Before going to edit the any movie clip, you should have a note on that particular movie clips' registration point since all the player alignments are deeply related with the registrations points.

Movie Clip positions:

Whatever you made the changes with the position of any movie clip will not take effect while it is running with the main file, because we are aligning all the movie clips in the main file, whenever the entire stage size is getting changed.

Publishing Version:

Once you completed all the changes with skin, please check the publish setting (by pressing Ctrl+Shift+F12) which should have the player version of Flash Player and the Action script version of Action Script 2.



This screen shot will explain all the movie clips in the skin file.

Restrictions:

- You can't add more controls in the video control movie clip. If you add any new controls it will not take effect in the auto alignment.
- You can't change the Text styles of any dynamic text in the skin file; it will be changed to the default or to the theme setting at run time.
- The Buffering level, loading level is using the same movie clip called "StatusBar_mc" and you can change this clip to change the style of loading and buffering. It is actually a curved rectangle by default. If you want to change this you should edit the "StatusBar_mc". It contains three movie clips for the left, right and middle.