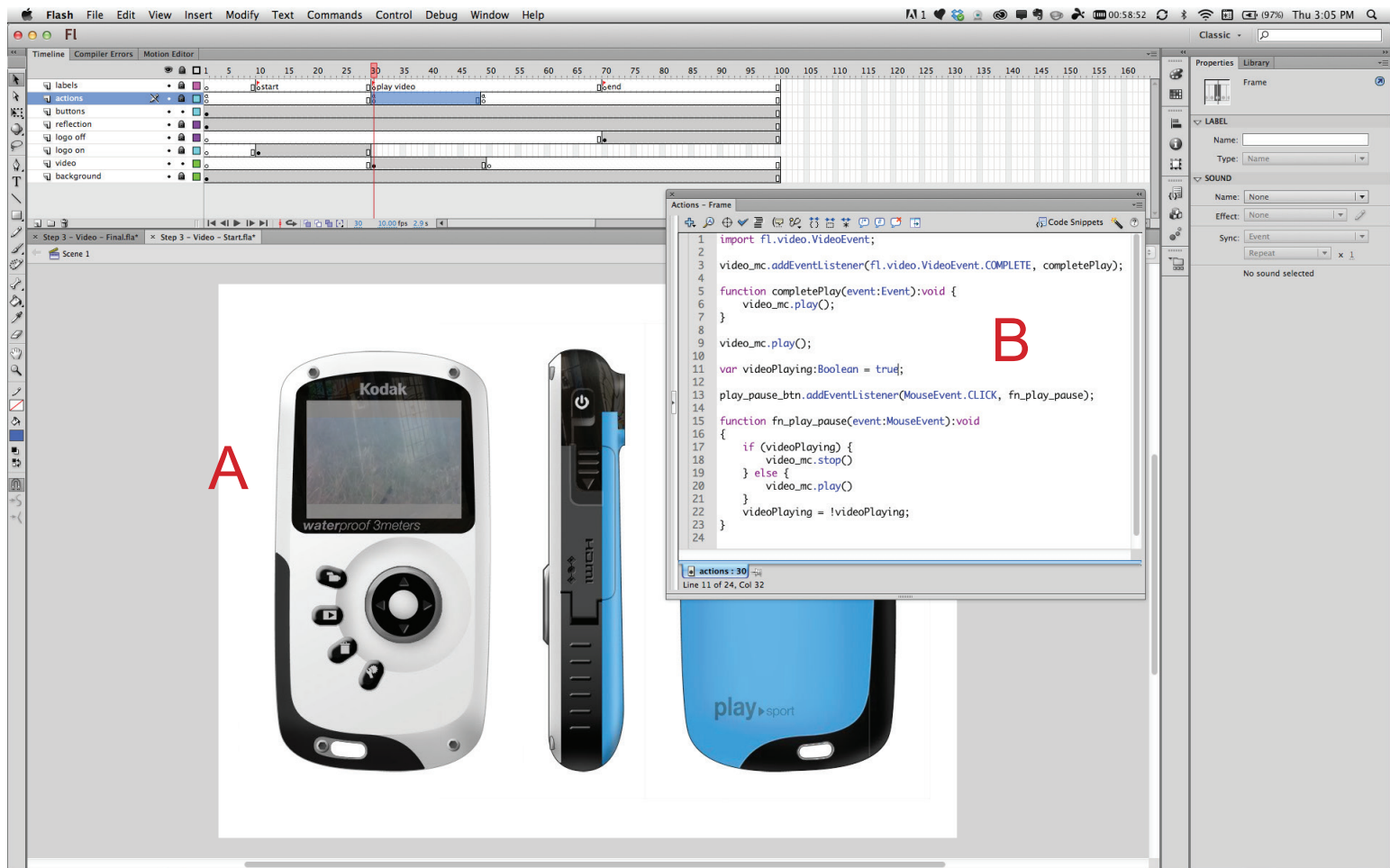


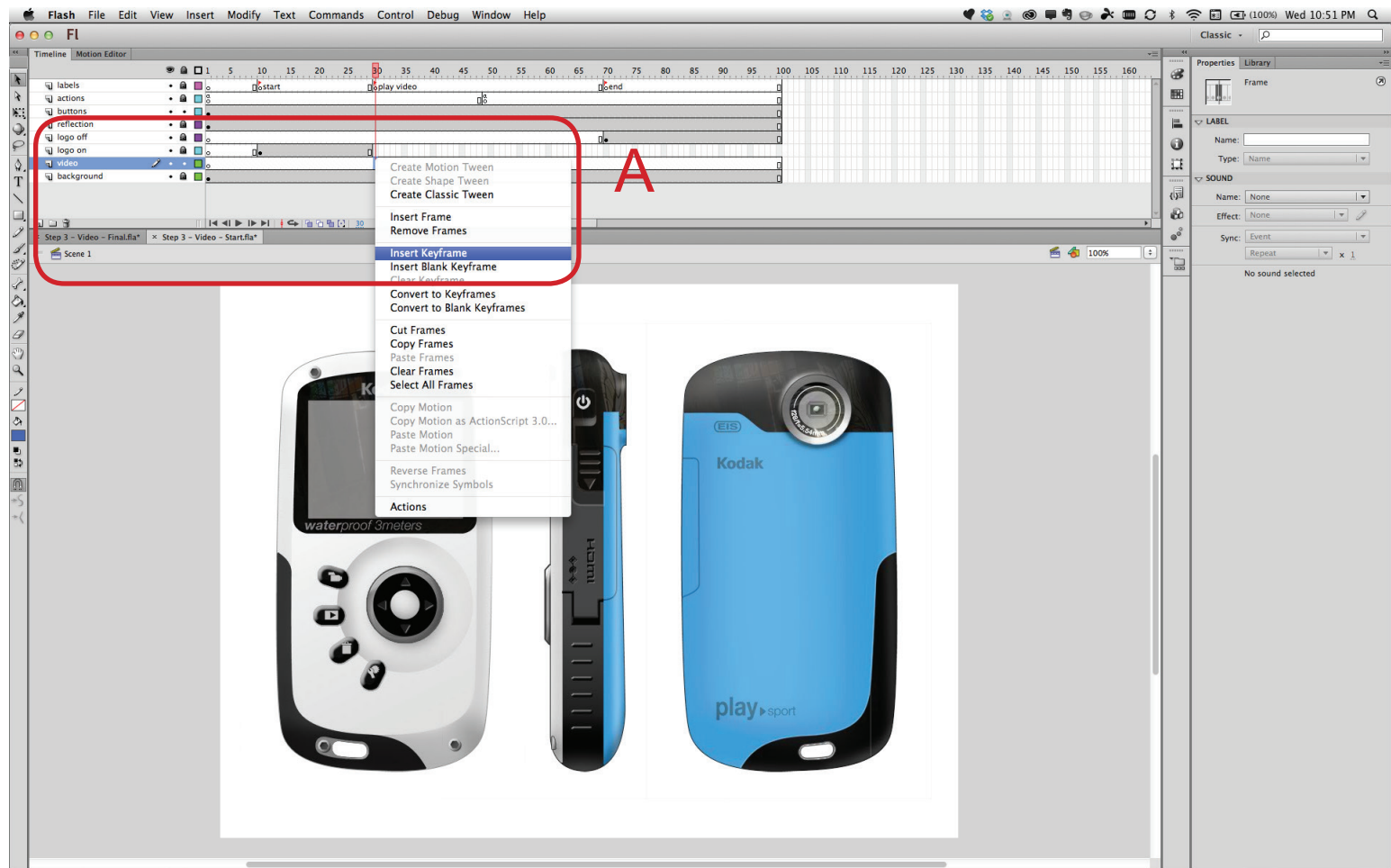
Flash - Adding Video

This tutorial will cover how to add video to a Flash file (A) and use ActionScript to control it on the stage (B).



Flash - Adding Video

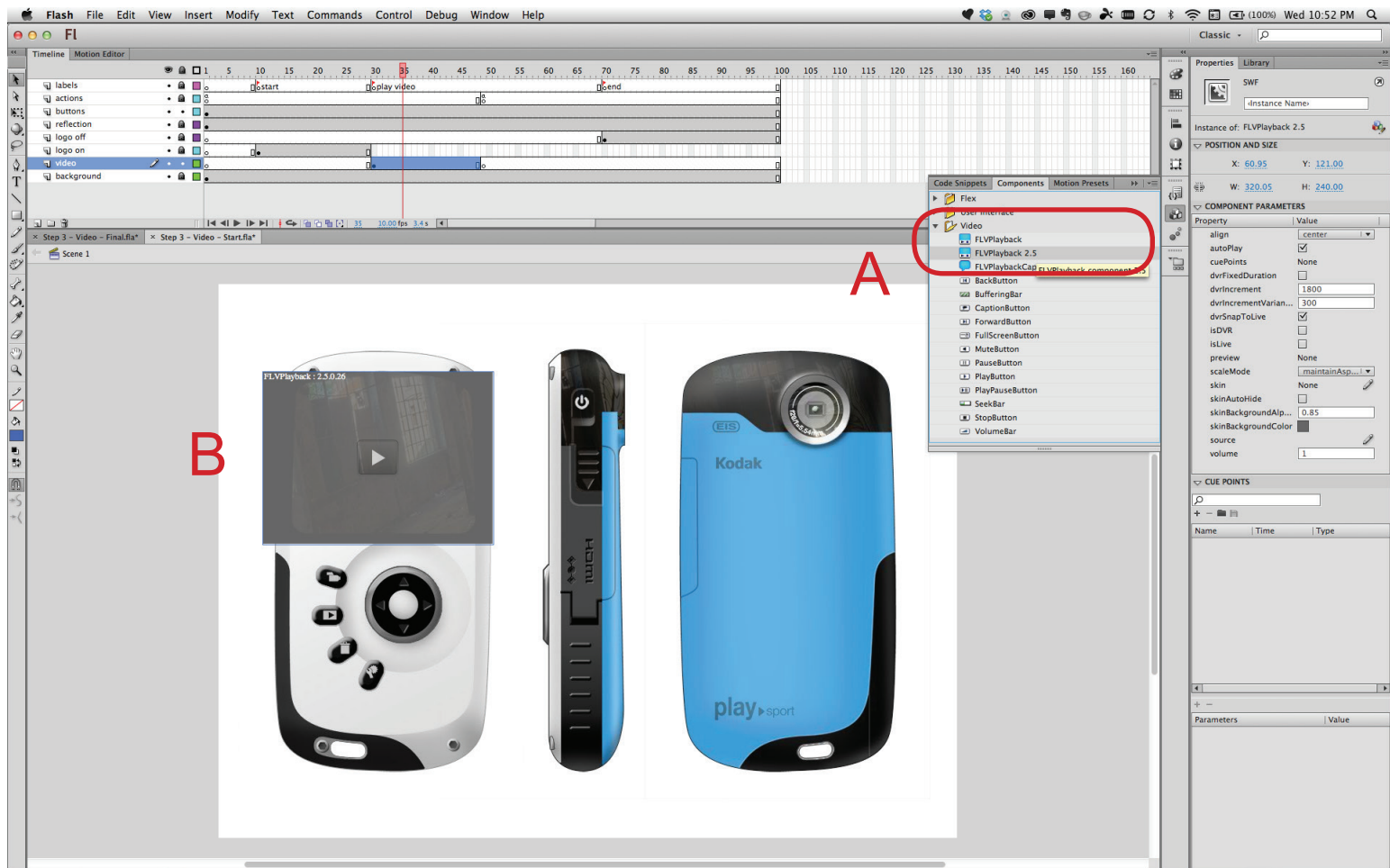
Step 1 To start, a separate layer is created and keyframe added to the timeline where the video will start playing (A).



Flash - Adding Video

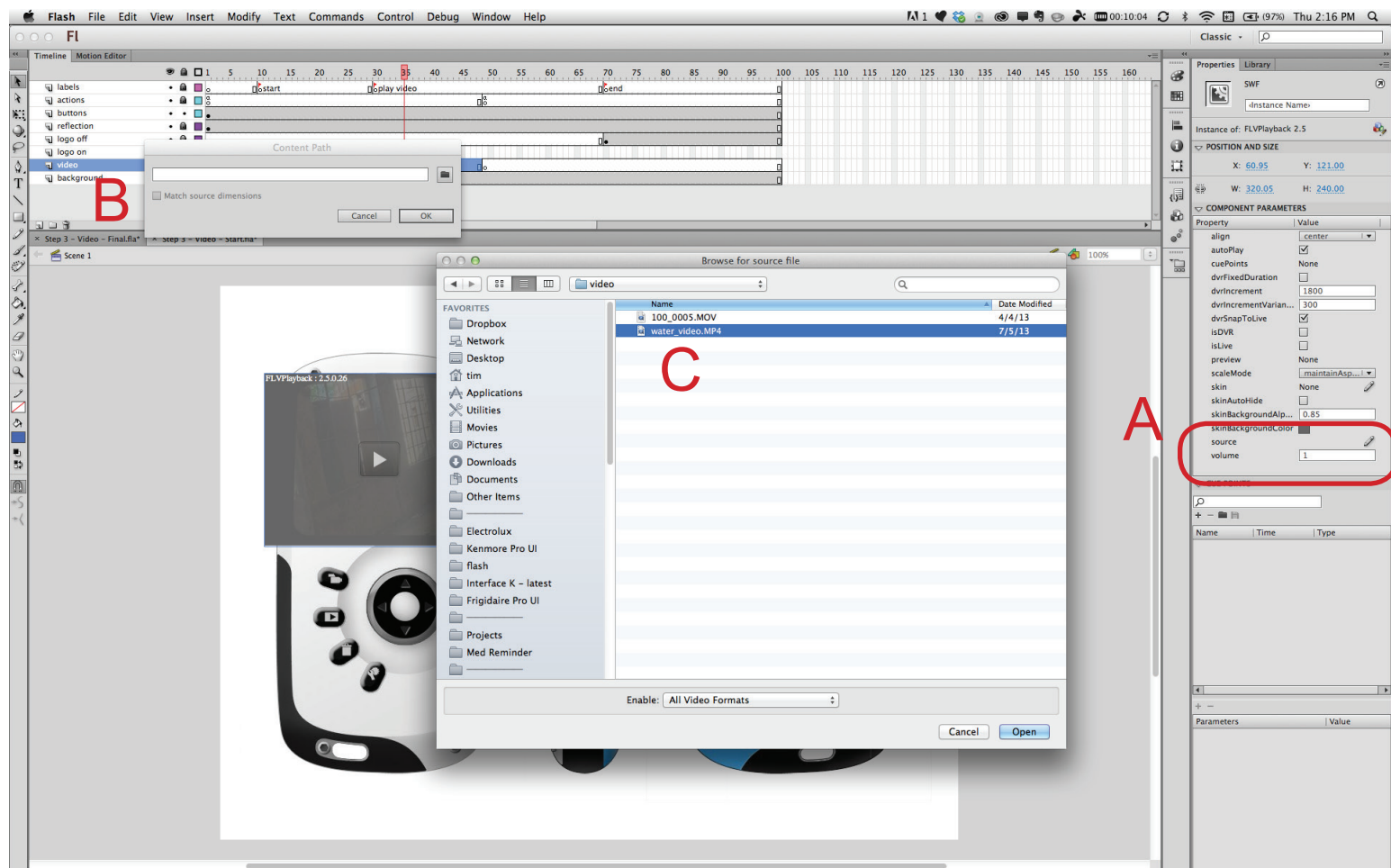
Step 2

Next, the FLVPlayback component will be added to the timeline at the keyframe that was created in the last step. Make sure the video layer is selected at the keyframe just created. Open the Component panel by going to Window > Component and then open the Video folder (A). Click on the FLVPlayback 2.5 component and drag it onto the stage (B). The size of the component is a default size. When the video is added, the size will adjust to the video source.



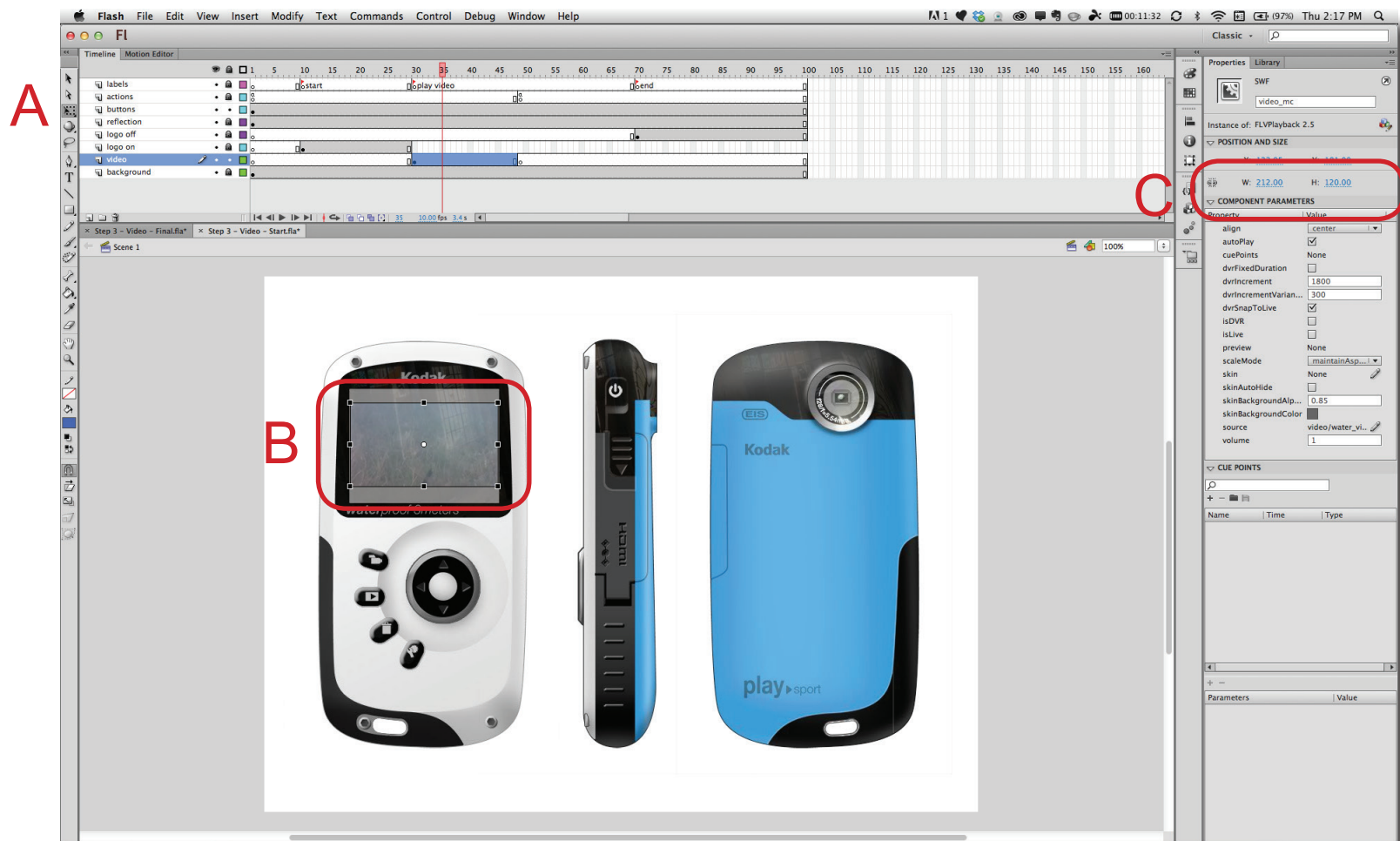
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Step 3 To add a video source, look for the “source” tab in the Properties panel (A). Click on the edit icon to the right and then the folder icon in the Content Path dialogue box (B). Navigate to the video source in the Browser window (C).



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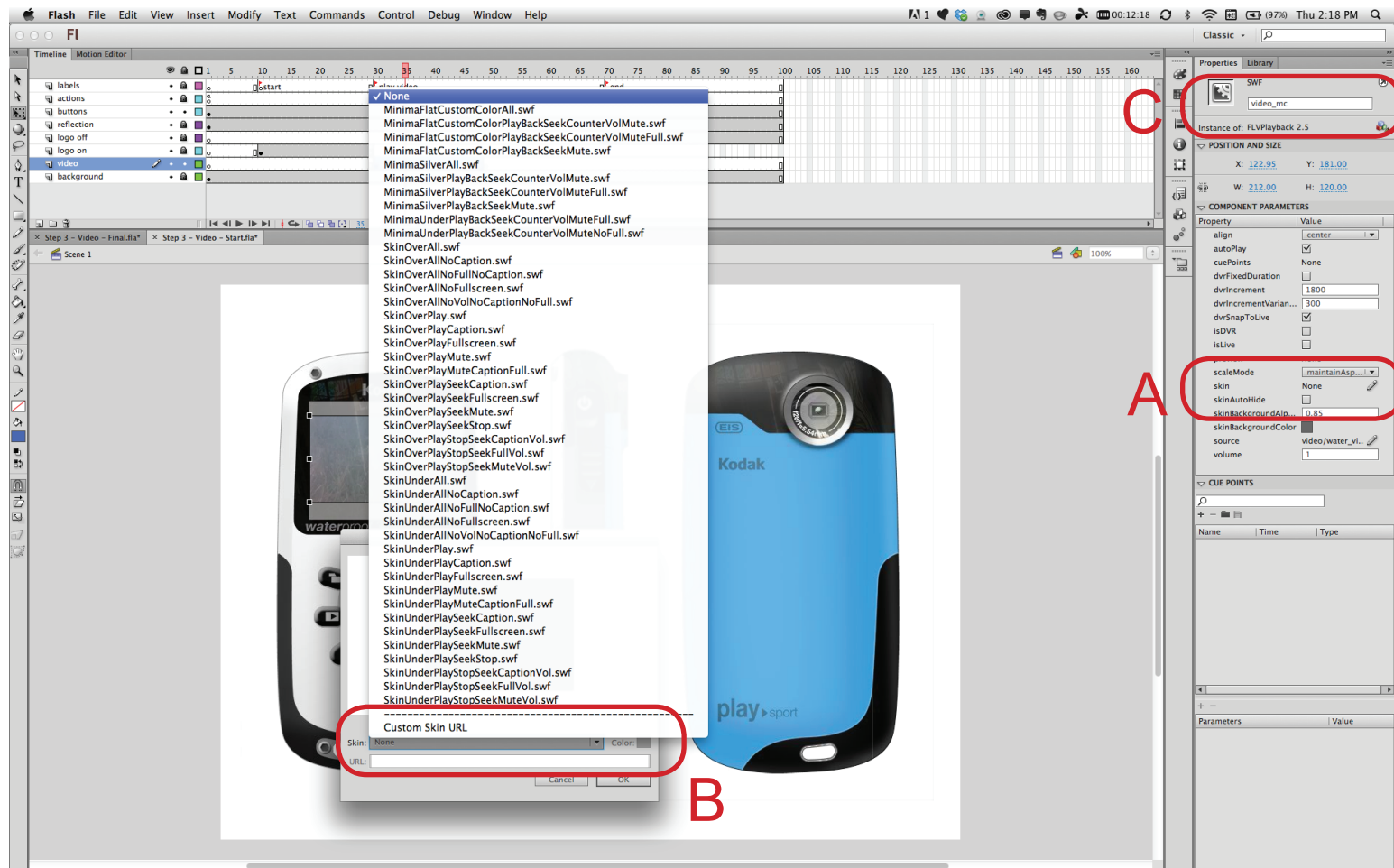
Step 4 The size of the FLVPlayback component will update to match the video source size. Unless you have edited the size prior to selecting it, the video will most likely be too large. You can adjust the size of the FLVPlayback component by using the Scale tool (**A**) and handles on the stage (**B**) or changing the size width or height in the Properties panel (**C**).



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Step 5 The FLVPlayback component defaults to a skin overlay for playback control. The skin overlay can be changed or removed by clicking on the edit icon next to the skin tab in the Properties Panel (A) and then clicking on the Skin pop-up menu in the Select Skin dialogue box (B).

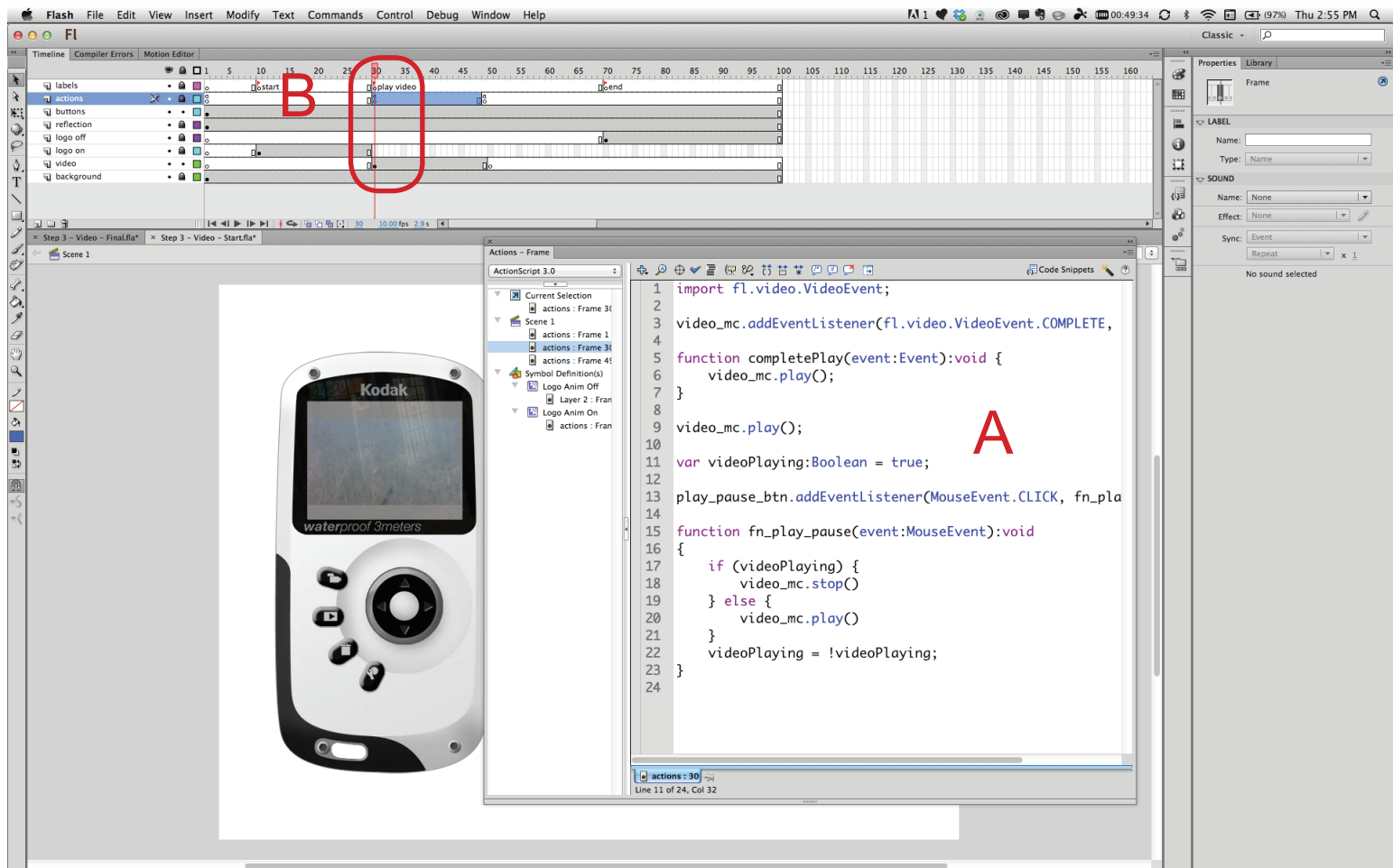
Also, make sure to name the FLVPlayback component in the Properties panel (C). In this example, "video_mc" is used



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Step 6

The FLVPlayback component can be controlled with ActionScript (A). To get the code to work properly, the code needs to be placed in the Actions layer at the same location as the FLVPlayback component (B). In this example, a Keyframe was added to the Actions layer to match the location of the component.



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Step 7 This code example shows two different function. The first set of code shows how to loop the video once it reaches the end (A). The second section of code shows how to create a play/pause button (B).

