

hotFlashVideo

User Guide revision 1.0

www.flashloaded.com

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What is hotFlashVideo?

An authoring tool that gives Flash authors the ability to quickly and easily add clickable and trackable hotspots to the Flash Video format.

What can you do with hotFlashVideo?

hotFlashVideo gives you the ability to create a truly interactive Flash Video experience. The extension allows you to add an interactive overlay to an FLV file. This interactive overlay can contain hotspots that are authored to move in sync with objects that reside in the video and trigger events commonly associated with buttons.

Installation

You will need Adobe Extension Manager in order to install this component. The Extension Manager should have been installed by default when you installed Flash. You may download the latest version of Extension Manager for free from the [Adobe website](#).

1. Ensure that Flash is closed before installing the hotFlashVideo component.
2. Unzip/extract the hotFlashVideo.zip or hotFlashVideo_AS3.zip file that you downloaded. If you purchased the AS2 version, you will find the following files which you should install depending on the version of Flash that you are using:

For Flash MX 2004:

hotFlashVideoMX2004.mxp

For Flash 8:

hotFlashVideo8.mxp

For Flash CS3 or CS4:

hotFlashVideo-AS2-CS3_CS4.mxp

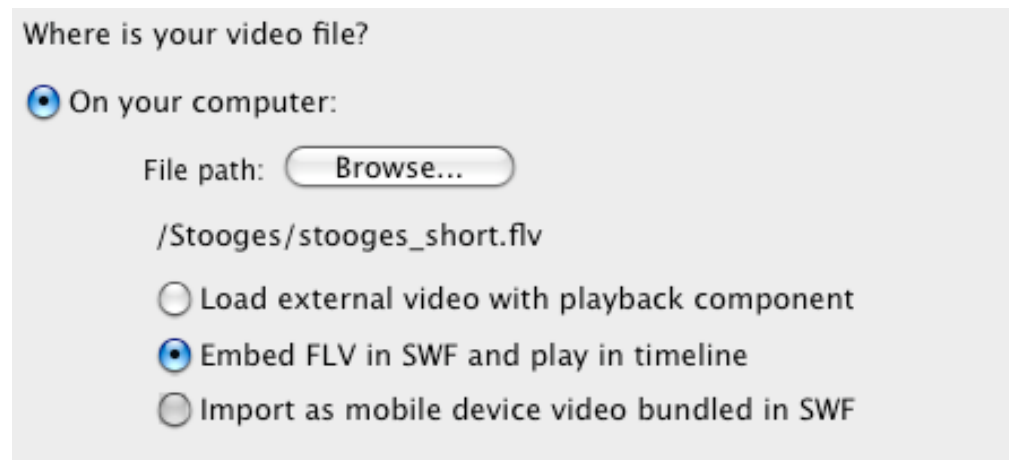
The AS3 version has one installation file: hotFlashVideo-AS3.mxp

Double click on this file in order to install the component using Extension Manager. The hotFlashVideo should now be installed in your Flash Components Panel.

Creating a project file

1. Open hotFlashVideo Extension by selecting Windows > Other Panels > hotFlashVideo
2. Select the Start tab and browse for an FLV file
3. Click the Create button

The import video dialog box will automatically appear. The location of your video file should already be entered in the text field, Select Next. On the Deployment screen select the “Embed FLV in SWF and play in timeline” option. On the Embed screen leave the default values checked and Select Next.



Where is your video file?

On your computer:

File path:

/Stooges/stooges_short.flv

Load external video with playback component

Embed FLV in SWF and play in timeline

Import as mobile device video bundled in SWF

Note: Importing of FLV is used as a guide for hotspotting purposes only. The final SWF will not contain an embedded video file.

Creating the interactive overlay

Once the project file has been created, you should already be in the Hotspot Editor. If you are not in the Hotspot Editor, click on the Show Editor button under the Edit tab.

The Hotspot Editor contains three layers by default. Only one hotspot can reside per layer. If you have a scene that contains three objects that you would like to hotspot, each hotspot would have to be drawn on its own layer. However, a single hotspot can represent several objects throughout a video on a single layer.

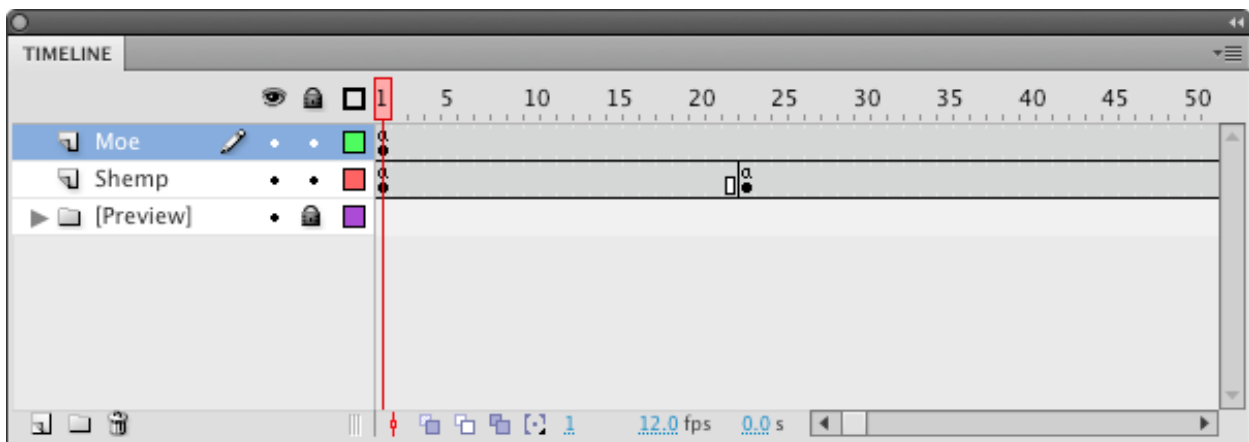
An example of this would be a video scene where a particular hotspot represents a car, but if the car is no longer available later in the video another hotspot could be drawn on that same layer that represents another object. So, to put this rather simply... You can NEVER have two or more hotspots on the same layer at the same time.

Hotspots are created using the drawing tools provided in Flash. This tool can either be the Square, Oval, or Pen tool.

After a drawing tool has been selected, you can begin adding hotspots. It is recommended that you lower the opacity of the fill color via the Color Mixer panel. This will allow you to see the object underneath your hotspot.

Adding Actionscript to hotspots

The Actionscript--that will trigger an event when a hotspot is clicked--must be assigned to a keyframe within the Hotspot Editor. Keyframes are typically created when a hotspotted object's position has changed. Actionscript assigned to a keyframe will apply to all subsequent keyframes. It is not necessary to assign Actionscript to each keyframe, unless you wish to trigger different events for subsequent hotspots on a specific layer.



Here is an example of Actionscript 2.0 assigned to a hotspot that will launch a URL

```
onPress = function (){  
    getURL("http://www.hotflashvideo.com", blank);  
};
```

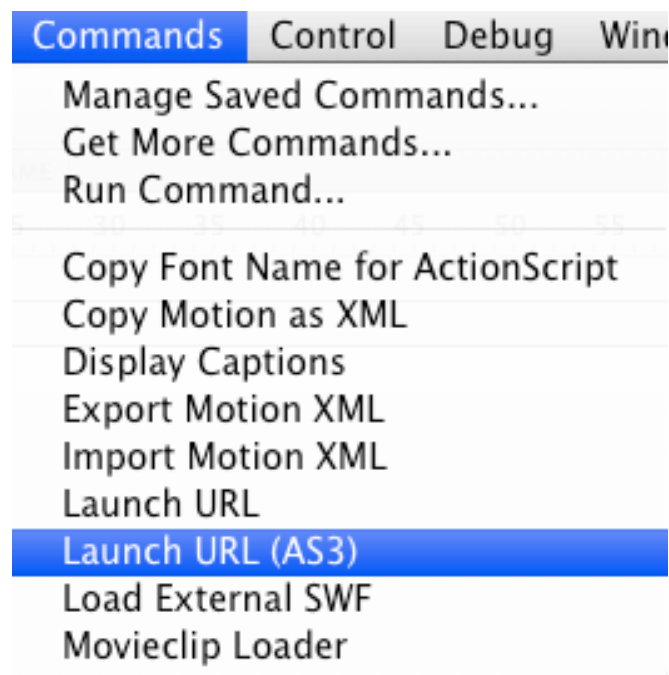
Note: It is not necessary to use an instance name when adding the mouse event

Creating custom commands

Custom commands can be created using JSFL (JavaScript Flash). hotFlashVideo for Actionscript 2.0 includes four JSFL commands, while hotFlashVideo for Actionscript 3.0 contains one JSFL command. These commands automatically assign the Actionscript to do the following:

1. Launch URL (Actionscript 2.0/3.0)
2. Display Captions (Actionscript 2.0)
3. Load External SWF/ Movieclip Loader (Actionscript 2.0)

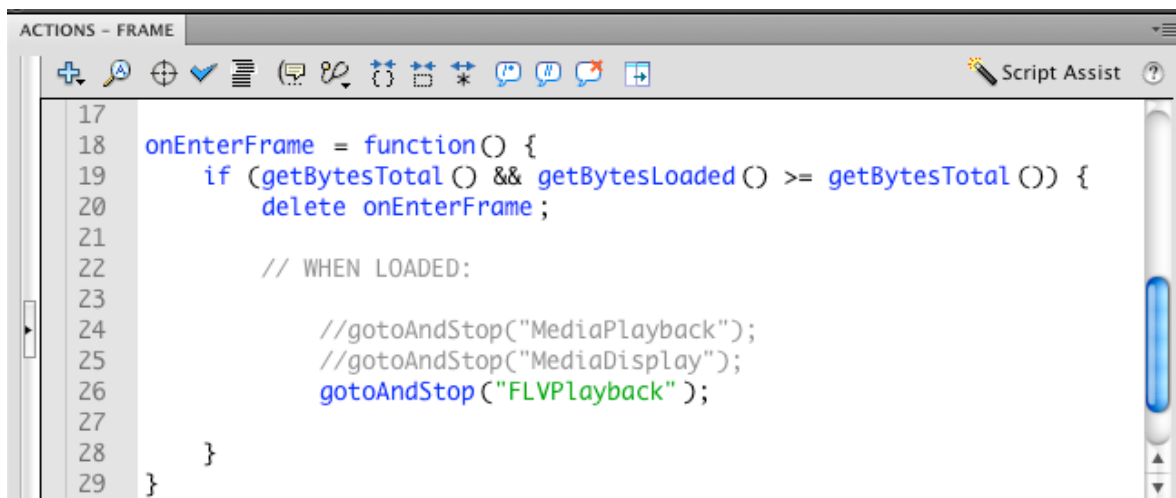
These commands are accessed via the *Command* menu.



Media Components

Selecting media components

Flash 8, Flash CS3 and Flash CS4 contain the **FLVPlayback**, **MediaDisplay** and **MediaPlayback** components for Actionscript 2.0 projects. Actionscript 3.0 projects only have access to the **FLVPlayback** component. These components are automatically added to the stage when a project file is created. Selecting which component to use is done via the Actions Panel.



```
17
18 onEnterFrame = function() {
19     if (getBytesTotal() && getBytesLoaded() >= getBytesTotal()) {
20         delete onEnterFrame;
21
22         // WHEN LOADED:
23
24         //gotoAndStop("MediaPlayback");
25         //gotoAndStop("MediaDisplay");
26         gotoAndStop("FLVPlayback");
27     }
28 }
29
```

Customizing media components

Each media component is housed in a movieclip. In order to gain access to the Component Inspector, you must first be in "editing mode" for the movieclip housing the desired component.

FAQ's

Which Flash player is required for playback?

Flash Player 8 or higher is required. A higher version may be required based on features implemented in project. The Flash MX 2004 version must be published for Flash Player 7.

Do I have to re-encode my video?

No, you do not have to re-encode your video

Are the hotspots permanent?

No, hotspots are contained in the interactive overlay. The overlay is easily edited via the Hotspot Editor.

Does this extension automatically track my objects for me?

Tracking of objects is based solely on frames hotspotted by user. The extension does not do this for you. However, frames are automatically hotspotted between user-defined keyframes.

Do I have to hotspot every frame of the video?

It is not necessary nor recommended to hotspot every frame, unless you are trying to track an object that contains horizontal and/or vertical movements. Hotspotting every frame of a vertical or horizontal movement guarantees accuracy.

Is the exported SWF file large in size?

A media component bundled with 60 seconds of interactivity typically produces a SWF that is around 100k in total size.

Can I add hotFlashVideo to my Flash movie or website?

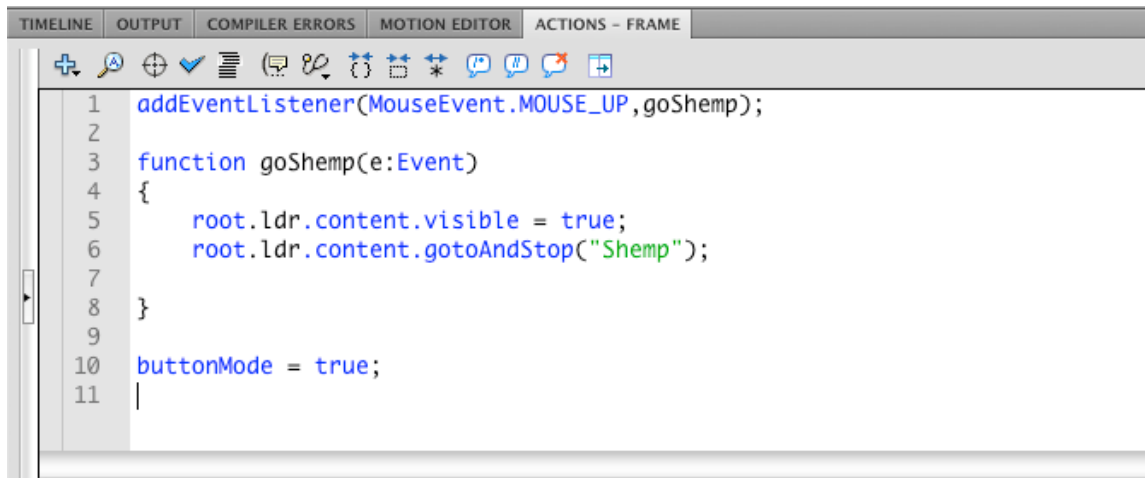
Yes, the easiest way is accomplish this is to load your movie as an external SWF. However, SWF(s) created with Actionscript 3.0 cannot control SWF(s) created using Actionscript 2.0 natively.

How does Actionscript 3.0 affect hotFlashVideo?

Actionscript 3.0 supports true Object Oriented Programming (OOP). The extension still automates 95% of the Actionscript required for interactivity, therefore certain OOP practices, such as referencing hotspots by their instance name, is not natively supported by the extension.

Hotspots can NEVER be referenced by their instance name when assigning events. When using `addEventListener` it is imperative to omit the instance name, otherwise the result will be a runtime error.

The diagram below shows the Actionscript 3.0 associated with a hotspot. The function that gets called on the `MOUSE_UP` event is included in the same frame. It is also necessary to include the line `buttonMode = true` if you want the arrow cursor to change to the hand cursor when interacting with hotspots.



```
1  addEventListener(MouseEvent.CLICK, goShemp);
2
3  function goShemp(e:Event)
4  {
5      root.ldr.content.visible = true;
6      root.ldr.content.gotoAndPlay("Shemp");
7  }
8
9
10 buttonMode = true;
11 |
```

In both Adobe Flash CS3 and CS4, the `MediaDisplay` and `MediaPlayback` components are no longer accessible to Actionscript 3.0 project files. Users only have access to the `FLVPlayback` component. While the ability exists to programmatically create your own custom player, the `hotFlashVideo` extension only supports interactivity via the `FLVPlayback` component.

Help

This component is fully supported by the Flashloaded support team through our support forum. You will also find tips and additional information in the forum as well as announcements for version updates: [hotFlashVideo Support Forum](#)

Note: In order to post a question in the forum, you will need to [register](#) by creating a username and password. This registration differs from your account login.