

PLAYER

This class supports a few functions such as buffering, handling error and rendering, all those functions are needed to play multimedia contents.

Add the following line for Player class into a html file your own :

```
<object id="plugin" classid="clsid:SAMSUNG-INFOLINK-SEF" style="width:0px; height:0px;"></object>
```

You can declare Player class like this :

```
ex) plugin = document.getElementById("plugin");  
  
    plugin.Open('Player', '1.112', 'Player');  
  
    plugin.Execute('method', 'parm1', 'parm2');
```

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Listeners

OnConnectionFailed

Description

OnConnectionFailed event is different from OnNetworkDisconnected. This event is sent only when media player fails to connect to server at the beginning or at the jump in HTTP and HTTPS streaming.

Emulator Support

SDK Constraint

Example

```
Player.OnConnectionFailed = OnConnectionFailed;
function OnConnectionFailed() {
    Player.Stop();
    ...
}
```

OnAuthenticationFailed

Description

The OnAuthenticationFailed event is sent by media player when it fails to play because authentication process has been failed.

Emulator Support

SDK Constraint

Example

```
Player.OnAuthenticationFailed = OnAuthenticationFailed;
function OnAuthenticationFailed() {
    Player.Stop();
    ...
}
```

OnStreamNotFound

Description

OnStreamNotFound event is sent by media player when it fails to play because streaming server replays that the stream specified by url parameter of Play() API is not exist.

Emulator Support

SDK Constraint

Example

```
Player.OnStreamNotFound = OnStreamNotFound;
function OnStreamNotFound() {
    Player.Stop();
    ...
}
```

OnNetworkDisconnected

Description

Receiving OnNetworkDisconnected event means media player already succeed to connect to streaming server. Usually this event means network is disconnected during the streaming.

Emulator Support

SDK Constraint		
Example		
<pre>Player.OnNetworkDisconnected = OnNetworkDisconnected; function OnNetworkDisconnected() { Player.Stop(); ... }</pre>		
OnRenderError		
Description		
<p>OnRenderError event is sent by media player when it found that there are some problem in rendering because of the reason specified by parameter. Parameter value of OnRenderError means as follow: 1. Unsupported container 2. Unsupported video codec 3. Unsupported audio codec 4. Unsupported video resolution</p>		
Parameters		
RenderErrorType	Number	
Emulator Support		
SDK Constraint		

OnRenderingComplete	
Description	
The OnRenderingComplete event is sent by media player when it reaches to the end of stream.	
Emulator Support	
SDK Constraint	
Example	
<pre>Player.OnRenderingComplete = OnRenderingComplete; function OnRenderingComplete() { Player.Stop(); }</pre>	

<h1>OnStreamInfoReady</h1>	
Description	
<p>The OnStreamInfoReady event is sent by the media player is when it is ready to send content information such as duration and video resolution after parsing the stream. There are a few APIs which gives valid information only when they are called after OnStreamInfoReady() event is sent. APIs such as GetDuration(), GetVideoWidth(), and GetVideoHeight() are have to be used after widget get OnStreamInfoReady event.</p>	
Emulator Support	
SDK Constraint	
Example	
<pre>Player.OnStreamInfoReady = OnStreamInfoReady; function OnStreamInfoReady() { var totaltime = Player.GetDuration(); var width = Player.GetVideoWidth(); var height = Player.GetVideoHeight(); }</pre>	

OnBufferingStart		
Description		
<p>OnBufferingStart event is sent by media player when it goes on buffering status.</p>		

Emulator Support	
SDK Constraint	
Example	
<pre> Player.OnBufferingStart = OnBufferingStart; function OnBufferingStart() { //Drawing buffering image } </pre>	

OnBufferingComplete

Description	
The OnBufferingComplete event is sent by media player when it gets out of buffering status.	
Emulator Support	
SDK Constraint	
Example	
<pre> Player.OnBufferingComplete = OnBufferingComplete; function OnBufferingComplete() { //unload buffering image } </pre>	

OnBufferingProgress

Description		
OnBufferingProgress event is sent by media play to notify how much data it has to receive more to get out from buffering status .		
Parameters		
percent	Number	
Emulator Support		
SDK Constraint		
Example		
<pre>Player.OnBufferingProgress = OnBufferingProgress; function OnBufferingProgress() { //Draing buffering progress bar }</pre>		

OnCurrentPlayTime

Description		
OnCurrentPlayTime is sent by media player to notify current playback time.		
Parameters		
milli-sec	Number	
Emulator Support		
SDK Constraint		
Example		
<pre>Player.OnCurrentPlayTime = OnCurrentPlayTime; function OnCurrentPlayTime() { }</pre>		

Methods

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InitPlayer

Description

The InitPlayer function initializes the media player with the specified URL.

Parameters	■url - String - Specifies the URL of the content to play
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Return	■Boolean - always returns true
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Emulator Support	Y
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SDK Constraint	None
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Example

```
Execute("InitPlayer", URL);  
Execute("SetDisplayArea", x, y, width, height);  
Execute("SetInitialBufferSize" 400*1024);  
Execute("StartPlayback");
```

StartPlayback

Description

The StartPlayback function starts playback of contents.

Parameters	none
------------	------

Return	■Boolean - true : success - false : fail
--------	--

Emulator Support	Y
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SDK Constraint	None
----------------	------

Example

```
Execute("InitPlayer", url);  
Execute("SetDisplayArea", x, y, width, height);  
Execute("SetInitialBufferSize", 400*1024); //400KB  
Execute("StartPlayback");
```

Play

Description

The Playfunction starts playing the content specified by url.

Parameters	■url - String - Specifies the URL of content
------------	--

Return	■Boolean - true : success - false : fail
--------	--

Emulator Support	Y
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SDK Constraint	None
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Example

```
var retVal = Execute("Play", url);
```

Stop

Description

The Stop function stops playback of the current content. Stop must be called before it exits.	
Parameters	none
Return	■ Boolean - true : success - false : fail
Emulator Support	Y
SDK Constraint	None
Example	
var retVal=Execute("Stop");	
Pause	
Description	
The Pause function pauses the currently playing content.	
Parameters	none
Return	■ Boolean - true : success - false : fail
Emulator Support	Y
SDK Constraint	None
Example	
var retVal=Execute("Pause");	
Resume	
Description	
The Resume function resumes the currently paused content.	
Parameters	none
Return	■ Boolean - true : success - false : fail
Emulator Support	Y
SDK Constraint	None
Example	
var retVal = Execute("Resume");	
JumpForward	
Description	
The JumpForward function jumps forward from the current playback point by the amount specified by the seconds parameter.	
Parameters	■ offset - Number - Relative time offset from current time in seconds
Return	■ Boolean - true : success - false : fail
Emulator Support	Y

SDK Constraint	None
Example	
<pre>var retVal = Execute("JumpForward", 30);</pre>	
<h2>JumpBackward</h2>	
Description	
The JumpBackward function jumps backward from the current playback point by the amount specified in the seconds parameter.	
Parameters	<ul style="list-style-type: none"> ■offset <ul style="list-style-type: none"> - Number - Relative time offset from current time in seconds
Return	<ul style="list-style-type: none"> ■Boolean <ul style="list-style-type: none"> - true : success - false : fail
Emulator Support	Y
SDK Constraint	None
Example	
<pre>var retVal = Execute("JumpBackward", 30);</pre>	
<h2>SetPlaybackSpeed</h2>	
Description	
The SetPlaybackSpeed function sets the playback speed of the currently playing content.	
Parameters	<ul style="list-style-type: none"> ■speed <ul style="list-style-type: none"> - Number - Specifies the playback speed in multiples of 2. This can be negative integer for backward playback.
Return	<ul style="list-style-type: none"> ■Boolean <ul style="list-style-type: none"> - true : success - false : fail
Emulator Support	Y
SDK Constraint	None
Example	
<pre>var retVal = Execute("SetPlaybackSpeed", "2");</pre>	
<h2>GetDuration</h2>	
Description	
The GetDuration function gets the duration of currently playing content in seconds.	
Parameters	none
Return	<ul style="list-style-type: none"> ■Success <ul style="list-style-type: none"> - duration of contents in seconds ■Fail <ul style="list-style-type: none"> - returns -1
Emulator Support	Y
SDK Constraint	None
Example	
<pre>var totalTime = Execute("GetDuration");</pre>	

GetVideoResolution

Description

The GetVideoResolution function gets the resolution, that is, the width and height, of the playing content. This function must be called after the widget receives the OnStreamInfoReady event to get the valid value.

Parameters	none
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Return	<div>■Success</div> <div>- video resolution in 'width height' form</div> <div>■Fail</div> <div>- returns -1</div>
--------	---

Emulator Support	Y
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SDK Constraint	None
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Example

```
var resolution = Execute("GetVideoResolution");
```

GetAvailableBitrates

Description

The GetAvailableBitrates function gets the available bitrate information, if the content being played supports adaptive streaming. This function is available only when the playback uses a streaming solution that supports adaptive streaming, for example, HAS and Widevine.

Parameters	none
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Return	<div>■Success</div> <div>- Available bitrates information for currently playing content as a string</div> <div>■Fail</div> <div>- returns -1</div>
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Emulator Support	Y
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SDK Constraint	None
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Example

```
var bitratesInfo = Execute("GetAvailableBitrates");
```

GetCurrentBitrates

Description

The GetCurrentBitrates function gets the current bitrate of the playing content.

Parameters	none
------------	------

Return	<div>■Success</div> <div>- bitrates of the currently playing content in byte number format</div> <div>■Fail</div> <div>- returns -1</div>
--------	---

Emulator Support	Y
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SDK Constraint	None
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Example

```
var bps = Execute("GetCurrentBitrates");
```

GetPlayerVersion

Description	
The GetPlayerVersion function gets the version of the media player.	
Parameters	none
Return	■String - The version of media player in the form of 'UNIPLAYER-000000'.
Emulator Support	Y
SDK Constraint	None
Example	
<pre>var version = Execute("GetPlayerVersion")</pre>	