

AVPlay

This class defines functions and properties for playing video. This class allows a web application to play a video file which is not supported in HTML5.

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

```
<script type="text/javascript" src="$MANAGER_WIDGET/Common/webapi/1.0/webapis.js"></script>
```

You can declare AVplay class like this :

```
ex) var avplay = webapis.avplay;
```

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Constants

Name	Value	Description
PLAY_STATE_IDLE	0	Represents that avplay is in idle state.

PLAY_STATE_INITIALIZED	1	Represents that avplay is initialized.
PLAY_STATE_STOPPED	2	Represents that avplay is stopped.
PLAY_STATE_PREPARED	3	Represents that avplay is prepared to play.
PLAY_STATE_STARTED	4	Represents that avplay is playing.
PLAY_STATE_PAUSED	5	Represents that avplay is paused.

Methods

clear

Description

Erases the TV Screen with black.

Parameters	none
Return	■Void
Emulator Support	Y
SDK Constraint	None

Example

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getAvailableBitrates

Description

Retrieves an array consisting of all the available bitrates.

Parameters	none
Return	■Array - containing all the available bitrates.
Emulator Support	Y
SDK Constraint	None

Example

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getCurrentBitrates

Description

Gets the current playing bitrate.

Parameters	none
Return	■Unsigned long
Emulator Support	Y
SDK Constraint	None

Example

```
console.log("current bitrate : " + avplay.getCurrentBitrate());
```

getVideoResolution

Description

This method is invoked when the resolution changes. (onresolutionchanged method changes resolution)

Parameters	<div>■width</div> <div>- unsigned long</div> <div>- width of resolution</div> <div>■height</div> <div>- unsigned long</div> <div>- height of resolution</div>
Return	<div>■String</div> <div>- width height</div>
Emulator Support	Y
SDK Constraint	None
Example	
<pre>onresolutionchanged: function (width, height) { console.log("resolution changed : " + width + ", " + height); },</pre>	

hide

Description	
hides display area.	
Parameters	none
Return	<div>■Boolean</div> <div>- true : success</div> <div>- false : failure</div>
Emulator Support	Y
SDK Constraint	None
Example	
<pre>var gAVPlayObj; gAVPlayObj.hide();</pre>	

init

Description	
Initializes the player with the URL of the video file that to be played and the VodPlayOption.	
Parameters	<div>■URL</div> <div>- DOMString</div> <div>- URL of the video file</div> <div>■Option</div> <div>- AVPlayOption</div>
Return	■Void
Emulator Support	Y
SDK Constraint	None
Example	
.	

jumpBackward

Description	
Rewinds the currently played video by the specified number of seconds.	

Parameters	■ sec - Number - number of seconds to be forwarded.
Return	■ Boolean - true : success - false : failure
Emulator Support	Y
SDK Constraint	None
Example	
.	

pause

Description

Pauses the video file currently being played.

Parameters	none
Return	■ Void
Emulator Support	Y
SDK Constraint	None
Example	
.	

play

Description

Starts the playback of the video file stored in the URL passed as parameter to the init function. Upon successfully playing the video file successCallback is called and upon failure errorCallback is called. An option parameter can also be sent specifying the seconds from which the file has to start playing.

Parameters	■ successCallback - Callback Function - To be invoked if the play operation has completed successfully. ■ errorCallback - Callback Function - To be invoked when an error has occurred. ■ sec (Optional) - unsigned long - Seconds at which playback has to be started
Return	■ Void
Emulator Support	Y
SDK Constraint	None
Example	

```

function playSuccessCB() {
    console.log("playing the video is successfully.");
}
function successCB(avplayObj) {
    avplayObj.init();
    avplayObj.open("media.avi");
    avplayObj.play(playSuccessCB,
        function (error) {
            console.error(error.message);
        },
        5);
}
function errorCB(error) {
    console.log("Cannot get avplay object : " + error.name);
}
try {
    webapis.avplay.getAVPlay(successCB, errorCB);
} catch (error) {
    console.log(error.name);
}

```

resume

Description

Resumes playing the paused video.

Parameters	none
Return	■Void
Emulator Support	Y
SDK Constraint	None

Example

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setAudioStreamID

Description

Sets the Audio track to the Audio track id mentioned in the parameter.

Parameters	■Index - unsigned short - index of the audio track
Return	■Boolean - true : success - false : failure
Emulator Support	Y
SDK Constraint	None

Example

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setDisplayRect

Description

Sets the display area of video content in TV screen.

Parameters	■rect - Rect - the position of the display area
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Return	■ Boolean <ul style="list-style-type: none"> - true : success - false : failure
Emulator Support	Y
SDK Constraint	None
Example	
<pre>var gAVplayObj; gAVplayObj.setDisplayRect(rect);</pre>	

setSpeed

Description

Sets the current playback speed. This value can be positive or negative. If the value is set to negative, the video starts playing in the reverse direction.

Parameters	■ speed <ul style="list-style-type: none"> - Long - playback speed
Return	■ Boolean <ul style="list-style-type: none"> - true : success - false : failure
Emulator Support	Y
SDK Constraint	None
Example	
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setSubtitleStreamID

Description

Sets the current subtitle track to the subtitle track ID given in the parameter.

Parameters	■ Index <ul style="list-style-type: none"> - Unsigned short - index of the audio track
Return	■ Boolean <ul style="list-style-type: none"> - true : success - false : failure
Emulator Support	Y
SDK Constraint	None
Example	
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setSubtitleSync

Description

Synchronizes the subtitle track with the video track by the number of milliseconds defined in the parameter.

Parameters	■ millisec <ul style="list-style-type: none"> - Number - number of milliseconds by which the subtitle track has to be moved forward or back in order to synchronize with the video track.
Return	■ Void
Emulator Support	Y

SDK Constraint	None
Example	
.	

show

Description

Shows the display area.

Parameters	none
Return	■Boolean - true : success - false : failure
Emulator Support	Y
SDK Constraint	None

Example

```
var gAVplayObj;

function onShowScreen() {
    gAVplayObj.show();
}
```

startSubtitle

Description

Starts the subtitles by sending a subtitle option as a parameter.

Parameters	■option - SubtitleOption - option for the subtitle
Return	■Boolean - true : success - false : failure
Emulator Support	Y
SDK Constraint	None

Example

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stop

Description

Stops the player and hence any video currently being played. This function has to be called after the video completes playing.

Parameters	none
Return	■Void
Emulator Support	Y
SDK Constraint	None

Example

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stopSubtitle

Description

This function stops the current subtitle track if there is any.

Parameters	none
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Return	■Void
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Emulator Support	Y
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SDK Constraint	None
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Example

```
.
```

getCurrentBitrate

Description

Gets the current playing bitrate.

Parameters	none
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Return	■Unsigned long
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Emulator Support	Y
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SDK Constraint	None
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Example

```
console.log("current bitrate : " + avplay.getCurrentBitrate());
```