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For more up-to-date information please visit our web site:
xtras.tabuleiro.com

StreamingMediaXtra is an AssetXtra. Unlike XObjects or Lingo Xtras, AssetXtras can be manipulated using the score and cast windows, and their properties can be adjusted through Lingo, just like Director's built-in media types.

To create a StreamingMediaXtra cast member, go to your INSERT menu, select TABULEIRO XTRAS->StreamingMediaXtra. The standard StreamingMediaXtra Properties Dialog Box will appear. Select browse, or click the ENTER URL button. Another Dialog Box will appear, prompting you to choose the linked media file associated with this cast member. You can select ASF, WMV or WMA files. Click OK. The Xtra will attempt to locate the file and will read its properties. After this is done you will return to the Properties Dialog Box. The file information should be displayed correctly, indicating the type of file (Audio or Video), height and width of the media file. Finish by clicking OK.

A new cast member will appear in your Cast Window in Director. It has the StreamingMediaXtra icon. Click on it and drag the cast member to the score. A new sprite will be created on your score window, and you can adjust the position and the size of the video directly in the score.

You can use a:

```
on exitframe  
go the frame  
end
```

script on the script channel to make Director loop on the frame while the video plays. That's it!



StreamingMediaXtra properties can be accessed using either the sprite or the castmember, and most are available even when the sprite is not displayed in the stage.

URL - the complete path to the linked media file.

Example: set the url of member "streaming" to
"mms://mywindowsmediaserver.mydomain.com/file.wmv"

filename - same as the URL property.

Example: put the filename of sprite 1
-- mms://mywindowsmediaserver.mydomain.com/file.wmv

mediatype - (read-only) the type of media currently linked.

This value is only available after the Xtra contacts the Windows Media or HTTP server. Possible values are:

"Unknown" - media file not found, or invalid

"Audio" - audio-only media file

"Video" - video and audio media file

Example: put the mediatype of member "streaming"

-- "Audio"

mediastatus - (read-only) the current status of media. This value indicates if the media is loaded, playing or buffering, and can also indicate errors. Possible values are:

"Not loaded" - the xtra has not contacted the server yet.

"Contacting server" - the xtra is looking for the media server.

"Opened" - media file has been located and opened.

"Buffering" - media is being buffered.

"Playing" - media is playing.

"Seeking" - the xtra is seeking to a different location in the media stream.

"Paused" - media is paused.

"Stopped" - media has been forced to stop. A reload should be requested.

"Closed" - media is closed, connection to the server terminated.

"Error opening media" - an unspecified error has happened, or the media is not available.

"Codec not installed" - the media specified can not be played because the client does not have a required codec. Version 1.0 of StreamingMediaXtra does not support automatic download of codecs. You may prompt the user to open the media file in the Windows Media Player (or use gotonetpage) to force the codec to be downloaded.

"Media is protected" - the media is protected by DRM (Digital Rights Manager). Version 1.0 of StreamingMediaXtra does not support DRM.

Example: put the mediastatus of member "streaming"

-- "Playing"

width - (read-only) the width of the encoded video file, in pixels. This value returns 0 for Windows Media files that contain only one audio track.

Example: put the width of member "streaming"

-- 176

height - (read-only) the height of the encoded video file, in pixels. This value returns 0 for Windows Media files that contain only one audio track.

Example: put the height of member "streaming"

-- 144

bufferingpercentage - (read-only) how much of the current



buffering operation has completed. This property is only valid when the mediastatus property has a value of "Buffering".

Example: put the bufferingpercentage of member "streaming"
-- 37

duration - (read-only) the duration of the media file, in milliseconds.

Example: put the duration of member "streaming"
-- 140400

volume - the volume level of the audio track, in db. Valid values are in the range of -100 (silence) to 0 (no attenuation). The volume is automatically reset to 0 everytime a new media file is streamed.

Example: set the volume of sprite 2 to -10

movietime - the current position of playback, in milliseconds.

Example: put the movietime of sprite 2 to -10
-- 14980

movierate - the movierate can be set to 0 (FALSE) or 1 (TRUE) to pause and resume playback.

Example: set the movierate of sprite 2 to 1

Functions

StreamingMediaXtra functions can be accessed using either the sprite or the castmember.

`pause()` - pauses the media file. You can also use the `movierate` property, setting it to 0.

Example: `sprite(1).pause()`

`play()` - resumes playback of a paused media file. You can also use the `movierate` property, setting it to 1.

Example: `sprite(1).play()`

`seek(time)` - seeks to a different location in the media file, in milliseconds. You can also use the `movietime` property.

Example: `sprite(1).seek(25000)`



Streaming
MediaXtra

HELP

StreamingMediaXtra is optimized to work in Shockwave. For local media it is usually better to play Windows Media files using DirectMediaXtra, specially for video files that are bigger than 320X240 pixels. However it is possible to use StreamingMediaXtra in projectors. The Xtra operates only under Windows 95, 98, ME and Windows 2000. Please check our web site at <http://xtras.tabuleiro.com> for updated information about system requirements for different operational systems. You should create your Projectors with the "Animate in Background" option checked.

The Xtra is automatically included in the Projector if your first movie contains a StreamingMediaXtra cast member. If you are creating a "dummy" projector that will call your .dxr movie, you can include the Xtra in the Projector using the MODIFY->MOVIE->XTRAS menu, and adding the StreamingMedia.x32 file.

TIP: You can also deliver the StreamingMedia.x32 file in a folder named XTRAS, located in the same directory of your Projector, if you do not want to embed the file into your projector. This is recommended for faster startup of your Projector

We also recommend including a LINGO.INI file with your Projector. This file should contain the following code to prevent problems playing sounds when Intel RSX and DirectSound are installed:

```
on startup
```

```
    set the soundkeepdevice to 0
```

```
end startup
```

The final structure of files should look like:

```
Projector - C:\myproj\proj.exe
```

```
Lingo.ini - C:\myproj\lingo.ini
```

Optional (if Xtra was not embedded into the Projector):

```
Xtra file - C:\myproj\Xtras\StreamingMedia.x32
```

The Xtra will not locate linked media files, since its primary function is to link to network-based media located in HTTP or Windows Media servers. If you are using the Xtra with local Windows Media files you need to set the URL property of the file via Lingo to reflect the file location in the target machine.



StreamingMediaXtra can be used in Shockwave: the distribution package provides packaged Xtras that are downloaded automatically to the user's machine, and installed on demand. Xtra downloading is only available in Director 7 or later. Please consult Macromedia's web site for a complete overview of the Xtras automated download mechanism: it can be found at www.macromedia.com/support/director, technote ID 13653. The basic steps required to make StreamingMediaXtra available for download to your viewers are outlined below.

Shockwave-ready packages containing StreamingMediaXtra for Windows and Macintosh computers are provided with the StreamingMediaXtra distribution. These files are named StreamingMediaXtra.ppc and StreamingMediaXtra.w32, and they can be located inside the shockwave directory with the StreamingMediaXtra distribution files that were installed to your machine. It is important to understand that the Xtra does NOT operate on the Macintosh platform: the .ppc package is only available because Shockwave requires an empty package while it is verifying the Xtras needed to load a movie. These files need to be available in a single directory on the web server that will be used to host the download files.

Example:

<http://www.myserver.com/packs/streamingmediaxtra.ppc>

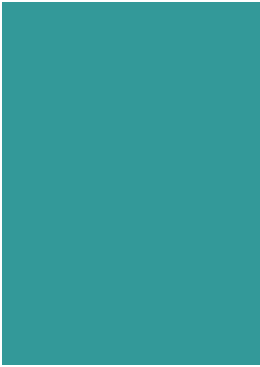
<http://www.myserver.com/packs/streamingmediaxtra.w32>

The files should be uploaded to the server before you can record automatic download information to your Shockwave movie. For each different movie/location you need to modify the xtrainfo.txt file in the Director folder to reference the location from which the files are expected to be downloaded. For the example above, add the following line to the xtrainfo.txt file:
[#nameW32:"StreamingMedia.x32",#package:
"http://www.myserver.com/packs/streamingmediaxtra"]

If you are running Director you should quit the application and reload it so that the new xtrainfo.txt information is accessible. Now you need to add a reference to this Xtra package to your Director movie. Open a movie that uses StreamingMediaXtra. Open the Modify\Movie\Xtras dialog in Director, and select StreamingMediaXtra in the list of xtras. The "Download if needed" checkbox should now be enabled. (If it's not enabled, make sure the filename in xtrainfo.txt matches the actual filename for the xtra.) Click on the checkbox and Director will load information from the package file for each platform and add it to the current movie. The machine needs to be connected to the Internet in order for this process to work. You can now save the movie, and save as Shockwave to create your .dcr file, which is ready to be uploaded to the server.

Now you should test if the package information was recorded properly. Open the Shockwave file created in a browser. If StreamingMediaXtra is not currently installed in Shockwave, the xtra package will get downloaded from the location specified and a "Download Security Dialog" will be presented. Tabuleiro has signed the Xtra with Verisign, and we guarantee that it is safe to be used in Shockwave. The downloaded Xtra will be installed in a subfolder of the Shockwave Xtras folder called "download". The location of the Shockwave Xtras folder is different depending on the platform, please consult Macromedia's web site for more information





about it. If a given Xtra is already present, the Xtra package will not be downloaded again.

It is important to understand that you need to modify the `xtrainfo.txt` to point to another location if you are authoring a different movie and require the Xtra to be downloaded from a different server. We recommend keeping the xtra packages in the same server that hosts your Shockwave content: this way you can avoid problems if the server that hosts the packages is offline or not available when someone wants to see your content.

Known Issues

StreamingMediaXtra is optimized for operation in the Shockwave environment, and it is only effective when used with media that is optimized for browser-based delivery. The maximum size for a video frame should be restricted to 320 X 240 pixels at 15 frames per second for acceptable results. Smaller frames (176 X 144 pixels) will produce better results in slower machines.

- The Xtra works only with single track (audio) or dual track Windows Media files (audio and video). Other formats are not currently supported.



How to Order and Register

The unregistered version of StreamingMediaXtra is fully-functional and may be used for evaluation, nonprofit and educational purposes only: commercial distribution is strictly prohibited. A registered version of DirectMediaXtra can be used in commercial products, and may be purchased online at xtras.tabuleiro.com, using a secure server. At our web site you can also consult our purchase policy, purchase instructions, payment, delivery and security methods.

If you decide to buy the Xtra you don't need to download a new copy of the software. After your order is processed you will receive an e-mail with a serial number to register the software you've already installed on your machine.

To register just select the REGISTER button at the StreamingMediaXtra castmember properties dialog box. Please keep your serial number archived. You will need it to register again if you re-install Director or the StreamingMediaXtra.



Licensing and Availability

StreamingMediaXtra is a commercial product. Current price and updated information can be found at xtras.tabuleiro.com. The Xtra can be distributed with your Projectors, and you can place a Shockwave-packaged version of the Xtra in a web server to be downloaded automatically by your users. You have to include the following copyright information in the product documentation:

StreamingMediaXtra(tm) (c) Tabuleiro Prod. Ltda EPP 2001 All Rights Reserved. Xtra is a trademark of Macromedia, Inc. Portions based upon Windows Media Technologies. Copyright © 1999 Microsoft Corporation. All Rights Reserved. Microsoft, Windows Media and the Windows Logo are trademarks or registered trademarks of Microsoft Corporation in the United States and/or other countries.

No royalty-fees are required for distribution of the playback version of StreamingMediaXtra with your product. Contact us if you need more info.



Technical Support

Please use the Support Account available at our web site (xtras.tabuleiro.com) to submit your questions. The site also contains Technotes and other resources that can help you identify and solve the most common problems quickly.

