

Embedding the player into a Flash application

The Flash component

The component (PlayerLoader) installed using the MXP file or the one found in the FLA file loads an external player, the actual PodSnack player. It has a property called source, which by default must have the value of "Player.swf". This way it will load the PodSnack player found in the downloaded package.

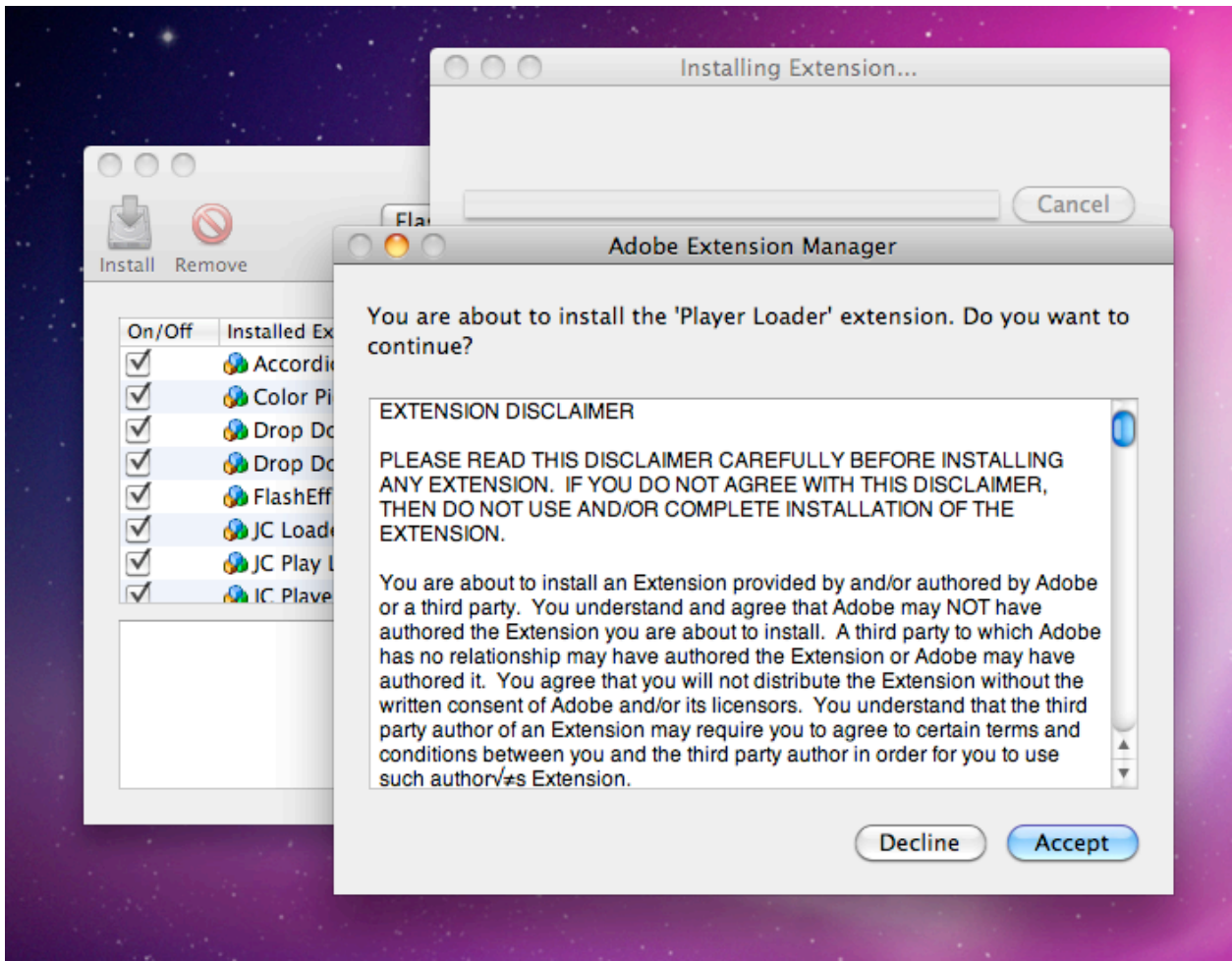
Besides the value "Player.swf", you can also specify a hash id of a published playlist from the PodSnack web application. The hash id is a string of alphanumeric characters representing the id of a published playlist and can be retrieved from the text file that came inside the downloaded package. This way, you could load online playlists and use them in your Flash applications.

How to install the Flash component

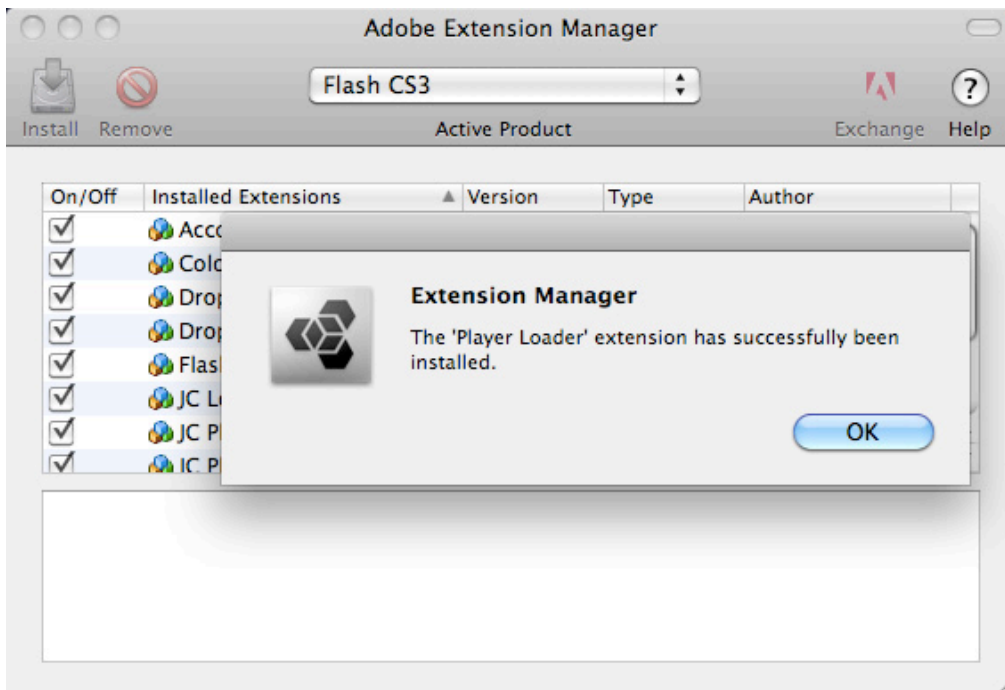


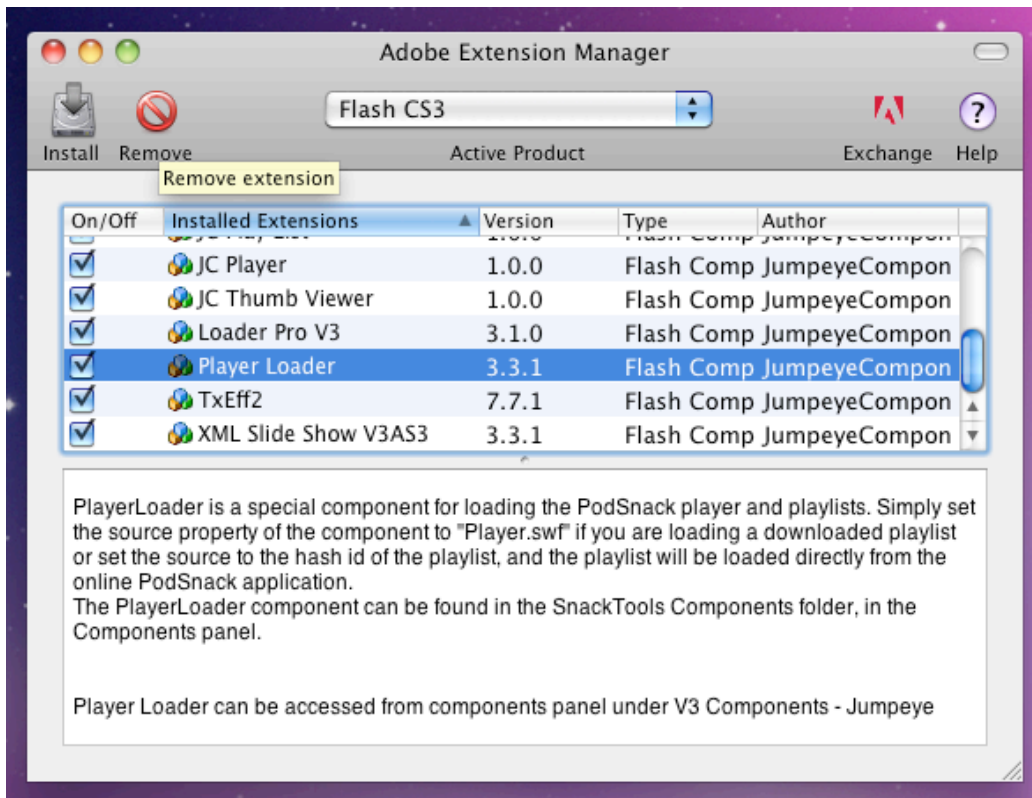
PlayerLoader.mxp

1. If you do not have Adobe Flash CS3 or CS4 opened, please open it.
2. In the Adobe Flash IDE select **Help > Manage Extensions** to launch Adobe Extension Manager.
3. To install PlayerLoader, open the .mxp file using Adobe Extension Manager (click on the Install button or select the **File > Install extension** menu item) and follow the prompts to complete the installation process.



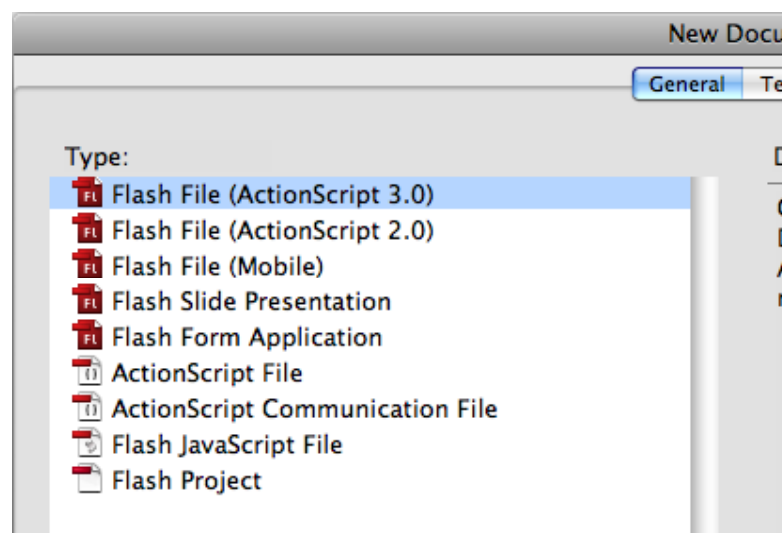
Please remember that Adobe Flash must be closed for the installation to take effect. Once the component has been successfully installed, open Adobe Flash and you'll find the component inside the Components panel (Windows > Components).



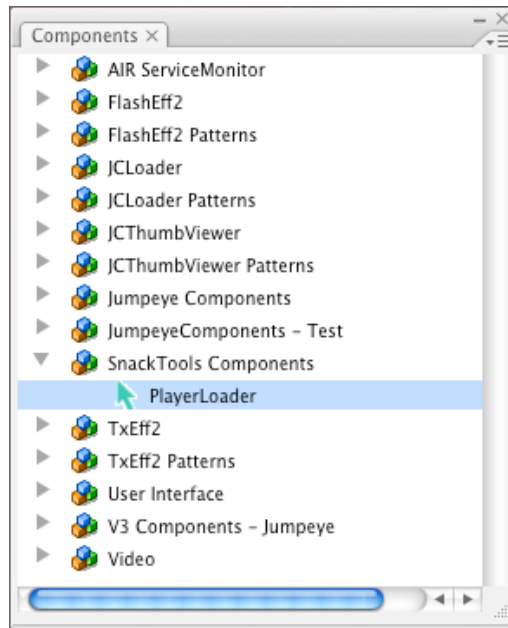


How to use PlayerLoader

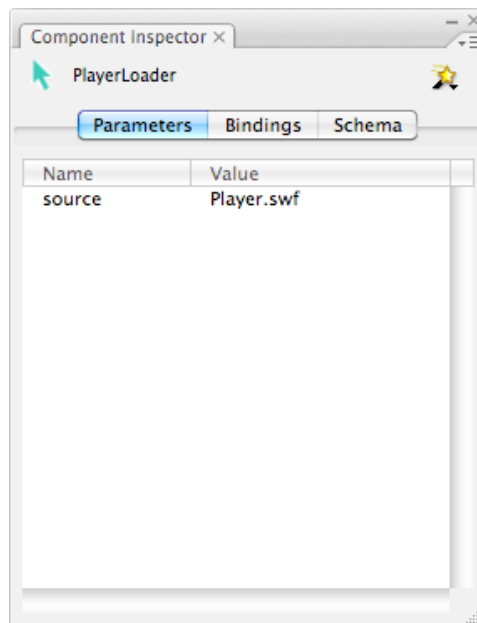
1. Open Adobe Flash CS3/CS4 and create a new AS3 file: select **File > New > Flash File (ActionScript 3.0)**.



2. Open the Components panel (**Window > Components** or Ctrl + F7 for Windows/Cmd + F7 for Mac OS) and, from the *SnackTools Components* folder, select the PlayerLoader component. Then drag it and place it on the stage.



3. With the component on the stage selected, open the Component Inspector panel (**Window > Component Inspector** or Shift + F7). If you are using the PodSnack player from the downloaded package than specify the Player.swf file together with its path in the source property if your Flash application will not be in the same folder with the player. If you will keep your Flash application in the same folder as Player.swf leave the **source** property with the value of **"Player.swf"**.



If you would like to load an online published playlist directly from PodSnack.com, you simply need to retrieve the playlist's **hash ID** from the text file found in the package you downloaded from PodSnack and set it as a value for the source property in the Component Inspector panel.

4. Compile the application by hitting Ctrl + Enter for Windows or Command + Enter for Mac.