Advanced Flash Player

Documentation

Revision One

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i. Getting Started

To start using Advanced Flash Player, there are a few checks you may need to make to ensure your system compatibility.

The prerequisites AFP requires on the system are the following:

Microsoft .NET framework 1.1 or higher
http://msdn.microsoft.com/netframework/downloads/framework1_1/

You can check to see if you already have the .NET Framework 1.1 installed by clicking **Start** on your Windows desktop, selecting **Control Panel**, and then double-clicking the **Add or Remove Programs** icon. When that window appears, scroll through the list of applications. If you see Microsoft .NET Framework 1.1 listed, the latest version is already installed and you do not need to install it again.
Macromedia Flash Plugin for Internet Explorer installed
http://macromedia.com/go/getflashplayer

The minimum system requirements are as follows:

- 750MHZ processor
- 32mb RAM available to AFP, at least 256mb total
- 32mb onboard graphics / 16mb hardware graphics

The main components which will increase program performance are the amount of available RAM, the .NET framework status and graphic processing speed.

Once you have prepared your system with all the necessary prerequisites, visit our site, www.cr3ation.co.uk to download the latest build in ZIP format.

It is important that you unzip the files into their own folder, and create shortcuts to the program from the new folder. The program will not run from the compressed archive.

Once you have unzipped the files into the folder, you can double-click on the program icon to start.

If when running the program, an error window with code 0xc0000135 or with message "The dynamic link library mscoree.dll could not be found in the specified path..." pops up, you do not have the .NET framework installed. Run the framework installer program and try again to resolve this. Please note that you need to have sufficient rights (depending on your settings) to install the framework.

ii. Troubleshooting Initialization

If you see a message stating that dependencies have not been detected, you need to check that you have the correct prerequisites installed, and that the program has been extracted from the ZIP archive successfully.

Example failure message

When the program is loading, you will see a small information screen stating what is being loaded. The load time on an average system should not exceed 5 seconds.

If you receive a .NET permissions error, you will need to speak to your network administrator as AFP does not have the correct privileges to run. You may also need to be logged in as an administrator to run AFP in rare cases. The initial setup process will need to be executed with an administrative account.

You will need to confirm with your firewall that AFP is allowed to access the internet when the program loads. This is due to the built-in browser control. No data is sent, no data gathered. cr3ation has a strict anti-spyware policy.

iii. Player Controls & Sidebar

The Sidebar

When the main AFP screen appears, you will see this set of controls on the side of the window. These controls become active when data is loaded.

At the top, the current build series and ID will be displayed, along with the current project status. Here, for example, we see that it is a Series 5 build, version 5072 in the Beta stage of development.

- The "Play / Stop" button will freeze or continue the currently active movie.
- Press "Fullscreen" to make the player occupy the whole screen area (on dual-screen systems, the primary screen will be targeted).
- The "FF >>" button will fast forward the current movie by ten frames per 100 milliseconds, which is approximately thrice the working speed of most movies. The "<< RW" button will reverse the movie by ten frames per 100 milliseconds. The reverse and fast forward features can be changed in their behaviour from the Options > Select Method menu, as seen below:

  Activating all frames will cycle through every frame while the movie is being fast forwarded or rewound. Activating every frame may cause some problems with the movie, and so there is also the choice to activate every 10th frame instead. Activating every 10th frame can produce choppier results during the process.
- The "step" button will progress the movie one frame per approximately every 100 milliseconds. This can be useful for catching detail in fast-paced movies.
- The "Back 1" and "Fwd 1" buttons can be used when the movie is stopped to progress or step back one frame.

iii. Program Window, contd.

- The "Freeze" button will stop the movie, and any controls which are processing its movement, such as Rewind, Fast Forward and "Step"
- The "Open" button will bring up a small submenu, as shown below:

  - Clicking "Open URL" will bring up a second dialogue box, as follows:

    In this, you can type a URL to connect to.
  - Clicking "Open File" will bring up the standard operating system dialogue, which filters compatible file types. Locate the file you would like to open, and double-click on it to open.

Some still image file types are not supported by the flash codec, such as certain JPG and GIF images.

- Clicking "Quit Player" will save your settings and exit the program.
- The "Movie Info" button will display the following information in a layer above the movie

This feature will not work correctly on interactive movies.

iii. Program Window, contd.

- Clicking the "Minimize" button will send the player into the system tray.
- "Reload" will clear the player's buffer and cache and capture the movie from source again. If the movie is streaming from the internet, the connection will be restarted.
- "Show All" will force the player to display all relevant information intended in the movie. This option can leave borders. This is the default play mode.
- "Stretch" will force the movie into the player window. This option can severely distort the aspect ratio of the movie.
- "No Border" will only display the parts of the movie the author intended you to see, but this option can also cut off some information. This mode is experimental.
- "Quality" will increase the current movie's vector quality. For movies with a high frames-per-second count, this is not suggested for full screen mode.
- "More Frames" will reduce the current movie's vector decoding quality. This will increase the frame-per-second count that you can see, and reduces system strain notably on lower-end systems.
- The "Find compatible files" and "Use Browser" features will be explained later in this document.
- The slider bar at the bottom of the sidebar shows the current position that the movie is in. You can move the slider to navigate around the file.

iv. System Menu

At the top of the AFP window, you will see a horizontal grey bar; this is the system menu. The structure is as follows:

File / View

- Play / Stop
- Open Movie
    - Open File
    - Open URL
- Quit

Features

- Movie Info
- Reload Flash Movie

Modes

- Full Screen
- Optimize for quality
- Optimize for more frames
- Stretch to window
- Show no border
- Show all

Options

- Flash Plugin Options
    - Allow Plugin Menu
    - Use system fonts, not embedded
- Pointer Options
    - Toggle Cursor
        - Cursor On
        - Cursor Off
    - Experimental Features
        - Deactivate cursor on fullscreen
- Select Fast Forward / Rewind method
    - Activate all frames
    - Activate every 10th frame
- General Options
    - Resume movie on restart
    - Always on top mode

Help

- Internet Services
    - Upgrade flash plugin
- Upgrade this beta
- About AFP.NET

iv-1 System Menu – File / View

The File / View menu controls the most basic aspects of the program. The structure is as follows.

File / View

Play / Stop
The "Play / Stop" button will freeze or continue the currently active movie.

Open Movie

Open File
Clicking "Open File" will bring up the standard operating system dialog, which filters compatible file types. Locate the file you would like to open, and double-click on it to open.

Open URL
Clicking "Open URL" will bring up a second dialog box.
In this, you can type a URL to connect to.

Quit
This will save your settings and exit the program.

iv-2 System Menu – Features

The Features menu controls two useful options which are not present in the standard Macromedia projector.

Features

Movie Info
The "Movie Info" button will display the following information in a layer above the movie: Frames per second, estimated length and estimated time left playing.

Reload Flash Movie
This will clear the player's buffer and cache and capture the movie from source again. If the movie is streaming from the internet, the connection will be restarted.

iv-3 System Menu – Modes

The Modes menu controls the flash plugin, and how it displays the information.

Modes

Full Screen
Press “Fullscreen” to make the player occupy the whole screen area (on dual-screen systems, the primary screen will be targeted.)

Optimize for quality
This will increase the current movie’s vector quality. For movies with a high frames-per-second count, this is not suggested for full screen mode.

Optimize for more frames
This will reduce the current movie’s vector decoding quality. This will increase the frame-per-second count that you can see, and reduces system strain notably on lower-end systems.

Stretch to window
This will force the movie into the player window. This option can severely distort the aspect ratio of the movie.

Show no border
This will only display the parts of the movie the author intended you to see, but this option can also cut off some information. This mode is experimental.

Show all
This will force the player to display all relevant information intended in the movie. This option can leave borders. This is the default play mode.

iv-4 System Menu – Options

The Options menu controls every aspect of how AFP behaves. Some of the options in these menus can adversely affect the player and how the movies look if not used with caution. Every change you make in this menu can be reversed.

Options

Flash Plugin Options >

Allow Plugin Menu
This will hide or show the extended options available from right-clicking on the movie space.
Use system fonts, not embedded
For standard text in a flash movie, this option will force the plugin to use any available fonts installed on the system instead of the built-in fonts of the movie. This can reduce the visual appeal of a lot of movies; use only if necessary.

Pointer Options >

Toggle Cursor >

Cursor On
Clicking this shows the cursor when hovered over the player window.
Cursor Off
Clicking this hides the cursor when hovered over the player window.

Experimental Features >

Deactivate cursor on fullscreen
This feature will attempt to hide the cursor when the player is in fullscreen mode.

Select Fast Forward / Rewind method >

Activate all frames
Activating all frames will cycle through every frame while the movie is being fast forwarded or rewound. Activating every frame may cause some problems with the movie.

Activate every 10th frame
Activating every 10th frame can produce choppier results during the process but reduces ActionScript problems.

iv-4 System Menu – Options, contd.

General Options >

Resume movie on restart
With this option, when you exit the player, the current movie's location and current frame will be saved. When the player is started again, playback will resume from the same point.

Always on top mode
This option keeps the main window above all other windows.

iv-5 System Menu – Help

Help

Internet Services >

Upgrade flash plugin
This will open the default internet browser (determined by the system) and navigate to the Macromedia download page.

Upgrade this beta
This will open the "Upgrade this beta" sub-program, which is explained later in this document.

About AFP.NET
This will open the "About" window, which is explained later in this document.

v. Internet Browser & Extractor

AFP comes with a built-in internet browsing tool, which can extract Flash movie URLs to present in the main window.

You can access the browser by either clicking the “Use Browser” button in the sidebar, or by clicking the tab below the system menu:

The extraction tool can only extract Flash movie URLs when the Flash movie has been implemented into the page using, or code similar to, the following:

```
<object classid="clsid:D27CDB6E-AE6D-11CF-96B8-444553540000"
id="obj1"
codebase="http://download.macromedia.com/pub/shockwave/cabs/fla
sh/swflash.cab#version=6,0,40,0" border="0" width="XX"
height="XX">
       <param name="movie" value="URL">
       <param name="quality" value="High">
       <embed src="URL"
pluginspage="http://www.macromedia.com/go/getflashplayer"
type="application/x-shockwave-flash" name="XX" width="XX"
height="XX"></object>
```

v. Internet Browser & Extractor, contd.

The browser window

The browser is built using an ActiveX Control.

At the top of the browser window, there are 6 buttons:

The "Back" and "Forward" buttons cycle through your visited page history; the "Search" button will navigate the browser to Google; "Reload" will reload the current page; pressing "Stop" will halt navigation and image loading; "Exit" will return to the player.

You can switch between the player and browser screens, and the program will not lose your current page which you are navigated at.

If **HTML ERROR** appears on your screen, the website you are browsing does not conform to W3C HTML 4.01 specifications.

At the bottom of the screen, you will see a list of successfully extracted URLs. Double-click on any of these to take the player back to the main window and stream it in AFP.

vi. Media Library / Search Tool

The Media Library & Search Tool can be accessed through the sidebar button. You can use it to search your local drives for either Flash media or all compatible media (Images and Flash).

Window Appearance

The main window contains 3 buttons, and a list box containing all located files. The first time you run the tool, you will be prompted to perform a search. If you select “Yes”, or press the “Rescan Library” button, the following prompt will appear:

“Reload” will refresh the database, and “Close Library” will hide the window.

Including images in your search can create very large database sizes, and is not advisable if you have a large photo collection. Press Yes to include, or No to scan for only Flash movies (recommended). Pressing Cancel will stop the search process.

vi. Media Library / Search Tool, contd.

You will then be prompted for which device you would like to search. If a device is not ready, for example if a disc cannot be read, the search will be cancelled.

Highlight a device, and press OK to continue.

Virtual drives such as the Gmail drive or Nomad Explorer displayed here may not be searched unless mapped to a drive letter.

The search status will be displayed in the lower part of the window. For larger drives, the search process can take up to 5 minutes.

Once the scan has completed, you can double-click any of the files in the list to play them in AFP.

vii. Upgrade Tool

This tool can be accessed via the system menu through Help > Upgrade this beta.

Window Appearance

The "Download new version" command button will open the system default browser and navigate to www.cr3ation.co.uk.

"Prepare program for upgrade" will erase all AFP registry settings and then terminate all of the processes AFP is using. You should not need to use this function on AFP Stable releases, but during the Beta stage this feature will be present.

viii. Further Information

For specific queries, technical support, or to donate to cr3ation, please send an email to admin@cr3ation.co.uk .

AFP is freeware, and is not to be disassembled or resold without prior consent of cr3ation technologies.

Please visit www.cr3ation.co.uk for the latest updates.

IMPORTANT:
AFP is currently beta software. This software stage should be considered unstable. cr3ation cannot be held responsible for any data loss or expense on behalf of AFP. You use the software at your own risk.

ix. Copyright Acknowledgement

Flash is a copyright of Macromedia (www.macromedia.com)
.NET and ActiveX are copyrighted to Microsoft (www.microsoft.com)
Firefox is a copyright of the Mozilla Organisation (www.mozilla.org)