

# Adobe® FLVPlayback 2.5 for Flash CS4 Professional and Flex SDK

This update to the FLVPlayback component replaces version 2.5.0.15 previously released on the [Flash Media Server Tools page](#). It resolves a number of bugs related to the Dynamic Streaming and features in Adobe Flash Media Server 3.5.

## Minimum system requirements

This release of the FLVPlayback component, version 2.5.0.26, requires that Adobe Flash CS4 or Adobe Flex 3.2 be installed.

## Installation Instructions

### *To install the component in Flash CS4:*

1. Close Flash if it is currently running.
2. Unpackage the zip file and navigate to the folder: FLVPlayback2.5/adobe/fms/samples.
3. Locate the “FlashCS4InstallationFolder/Common/Configuration/Components/Video” folder on your system’s hard drive.
4. Copy the FLVPlayback\_2.5.swc file from the zip package into the “FlashCS4InstallationFolder/Common/Configuration/Components/Video” folder
5. Locate the “FlashCS4InstallationFolder/Common/Configuration/Component Source/ActionScript 3.0/FLVPlayback/fl” folder on your system’s hard drive and rename it **fl\_backup**.
6. Copy the **fl** folder from the samples folder in the zip package to the FlashCS4InstallationFolder/Common/Configuration/Component Source/ActionScript 3.0/FLVPlayback folder.
7. Open Flash.
8. If you choose to publish an HTML file that detects the version of Flash Player, detect version 10.0.0 or later.

### *To use the component in Flex Builder 3:*

1. Open Flex Builder and choose File > New > Flex Project. Name the project and click Finish.
2. Select the project folder and choose File > Properties. In the Properties window, select Flex Compiler and do the following:
  - Verify that the Flex SDK version is 3.2. You can download the SDK from [www.adobe.com/go/flex3\\_sdk](http://www.adobe.com/go/flex3_sdk).
  - Set Require Flash Player version to 10.0.0.
3. Do one of the following to use the FLVPlayback 2.5 source:
  - Copy the FLVPlayback\_2.5.swc file to the /libs/ folder of your project.
  - In the project Properties window, select Flex Build Path and select the Source path tab. Click Add Folder and browse to the folder that contains the fl.video package. For example, if your folder structure is /component source/fl/video/, select the /component source folder.

4. (Optional) To run the sample FLVPlaybackInFlex.mxml file, copy the FLVPlayback Skins/SkinUnderPlaySeekMute.swf file to the /src/ folder of your project.

### **What's new in this release**

The following bugs are fixed in this release:

- 2578377 onFCSubscribe displayed ReferenceError when callback was made from Flash Media Server.
- 2510980 The FLVComponent scrubber stayed at the beginning even though dvrSnapToLive was set to true
- 2509226 FLVPlayback called DVRGetStreamInfo with an incorrect stream name
- 2503027 The FLVPlayback component was enhanced to send query strings in connect or play based on data in Flash Media Token Authentication name value pairs
- 2502101 Dynamic Streaming class could end up in a cascade fall to the lowest bitrate under certain circumstances
- 2502009 Dynamic Streaming sometimes stopped working after a seek
- 2502006 Assignment of client object could fail in the new Dynamic Streaming class
- 2498135 Seek/Progress bar grew until it was displaying off-screen when playing back content which was using both the Dynamic Streaming and DVR features together.
- 2336839 FLVPlayback component was incompatible with the LiveStreamCast application

### **Other resources**

[FLVPlayback API Reference](#)  
[Flash Media Server Documentation Center](#)  
[Flash Media Server Product Home](#)  
[Flash Media Server Developer Center](#)  
[Flash Media Server End User License Agreement](#)  
[Flash Media Server Online Forums](#)  
[Flash Video Streaming Service](#)  
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