

# FLASHVARS

*Italic vars are read-only.* More info at <http://code.jeroenwijering.com/trac/wiki/FlashVars>

- **config** (undefined)
- **height** (300)
- **width** (400)
  
- **author** (undefined)
- **description** (undefined)
- **duration** (0)
- **file** (undefined)
- **image** (undefined)
- **link** (undefined)
- **start** (0)
- **title** (undefined)
- **type** (undefined)
  
- **backcolor** (undefined)
- **frontcolor** (undefined)
- **lightcolor** (undefined)
- **screencolor** (undefined)
  
- **controlbar** (**bottom**,over,none)
- **controlbar size** (20)
- **playlist** (**none**,over,bottom,right)
- **playlist size** (180)
- **skin** (undefined)
  
- **autostart** (false)
- **bufferlength** (0.1)
- **displayclick** (play)
- **item** (0)
- **logo** (undefined)
- **mute** (false)
- **quality** (true)
- **repeat** (**none**,list,always)
- **shuffle** (false)
- **state** (**idle**,buffering,playing,paused,completed)
- **stretching** (**uniform**,fill,exactfit,none)
- **volume** (80)
  
- **abouttext** (undefined)
- **aboutlink** (<http://www.jeroenwijering.com>)
- **client** (FLASH WIN 9.0.0)
- **id** (undefined)
- **linktarget** (\_self)
- **plugins** (undefined)
- **streamer** (undefined)
- **token** (undefined)
- **tracecall** (undefined)
- **version** (4.0.00)

# API

Get variables:

```
getConfig()
getPlaylist()
```

Subscribe to events:

```
addModelListener(event,function)
addControllerListener(event,function)
addViewListener(event,function)
```

Send View events:

```
ply.sendEvent(event,value)
```

**playerReady()** javascript call:

When inited, the player calls a global `playerReady()` function. If defined, you'll receive an object with the players' id, client and version.

# STRUCTURE

All events are described in more detail at <http://code.jeroenwijering.com/trac/wiki/FlashAPI>

