

Volume

1

VX30 ENCODER

10 easy steps to streaming video

Create a Streaming video
for the Web

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The Quick Start Guide

This will be a brief description of how to create a video for the web.

1. The first step is to adjust the range finder from 48kbps to 298kbps and set the quality slider to high.
2. The second step is to select a destination folder and add any beginning or ending images to your video clip.
3. The third step is to add your video file.
4. The fourth step would be to edit the streams for dial-up, ISDN, and broadband.
 - Dial-up 240x176 10fps 40bps video 8bps audio
 - ISDN 320x240 13fps 112bps video 16bps audio
 - Broadband 320x240 15fps 268bps video 32bps audio
5. The fifth step is setting the applet to your desired settings.
6. The sixth step is to encode the video.
7. The seventh step is to test your video by double clicking on the .html file produced by the encoder and uploading the files to your server by way of an ftp client.
8. The eighth step is to place the applet on your web page.
9. The ninth step is adding the codebase parameter to the applet if you want to store the videos in another folder.
10. The tenth step would be to troubleshoot any problems with your ability to see the video.

An explanation of the Ten Steps

This will be a detailed description of how to create a video for the web.

1. Range finder and Quality settings

The first step is to adjust the range finder and quality settings under the simple tab. The Range finder should be set from 48kbps to 298kbps; you accomplish this by clicking on the red dot at the top of the range finder and dragging it down to the desired number. The quality settings should be raised to high.

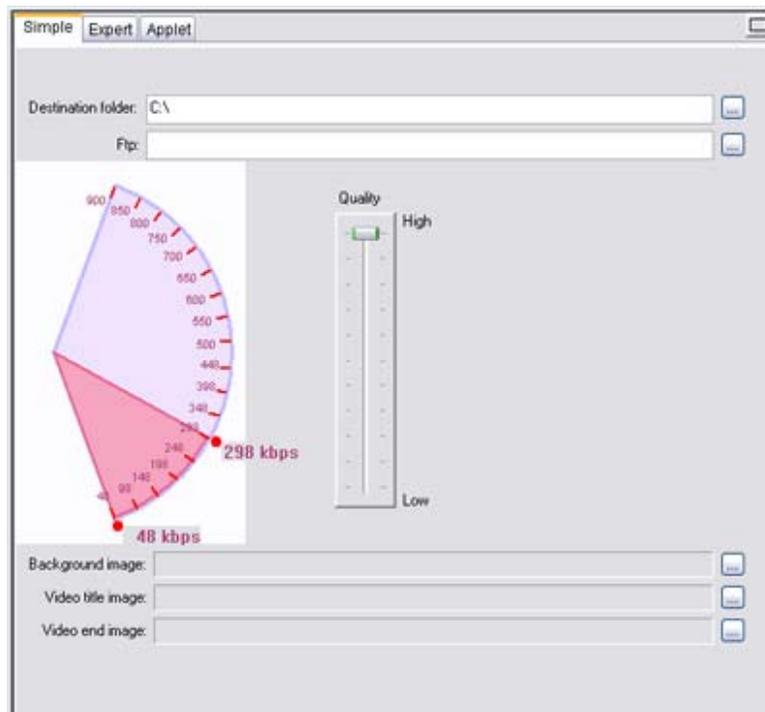


Fig.1
The simple tab

*** Tip #1 Turn off auto resizing to prevent the panels from jumping around. Go to File uncheck Auto Resizing.**

2. Destination folder and Images The second step is to select a destination folder for your encoded movies and add any beginning or ending images this is also located under the simple tab. To choose a destination folder you can browse to a pre-selected folder by clicking on the button to the right of the destination folder. To add beginning and ending images to your video click on the button to the right.

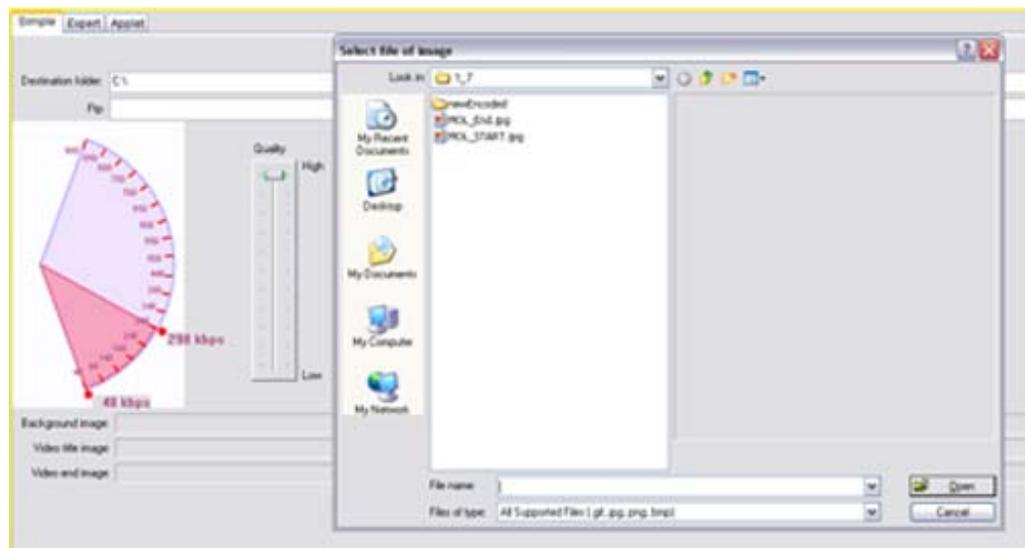


Fig.2
Destination
folder

*** Tip #2 Make sure the folder you create is on a drive with enough free space.**

3. Source video file The third step is to add the source video file. This can be done by selecting file in the tool bar and navigate to the location of the video and selecting it.

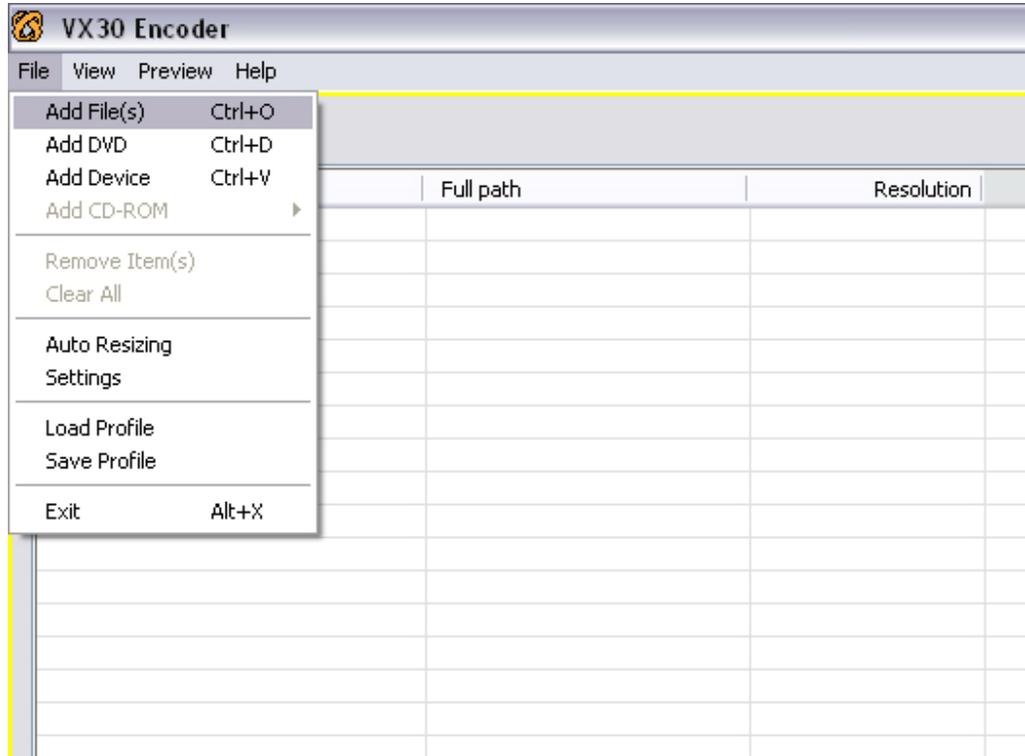


Fig.3
Add files

*** Tip #3** The encoder supports batch encoding of files. If the files are the same width and height you can highlight them all and make one adjustment in the expert tab that will affect all the files.

4. Expert settings The fourth step would be to edit the streams in the expert tab. You should have approximately six streams under the expert tab. We recommend you only use three; one for dial-up, one for ISDN, and one for broadband. The settings we use are:

1.320x240, 15fps, 268bps video, and 32bps audio for broadband

2.320x240, 13fps, 112bps video, and 16bps audio for ISDN

3.240x176, 10fps, 40bps video, and 8bps audio for dial-up

You can delete the other streams by using the delete button at the bottom of the expert tab. If you are able to select the deinterlace button we recommend you select it as it will make an interlaced video look better.

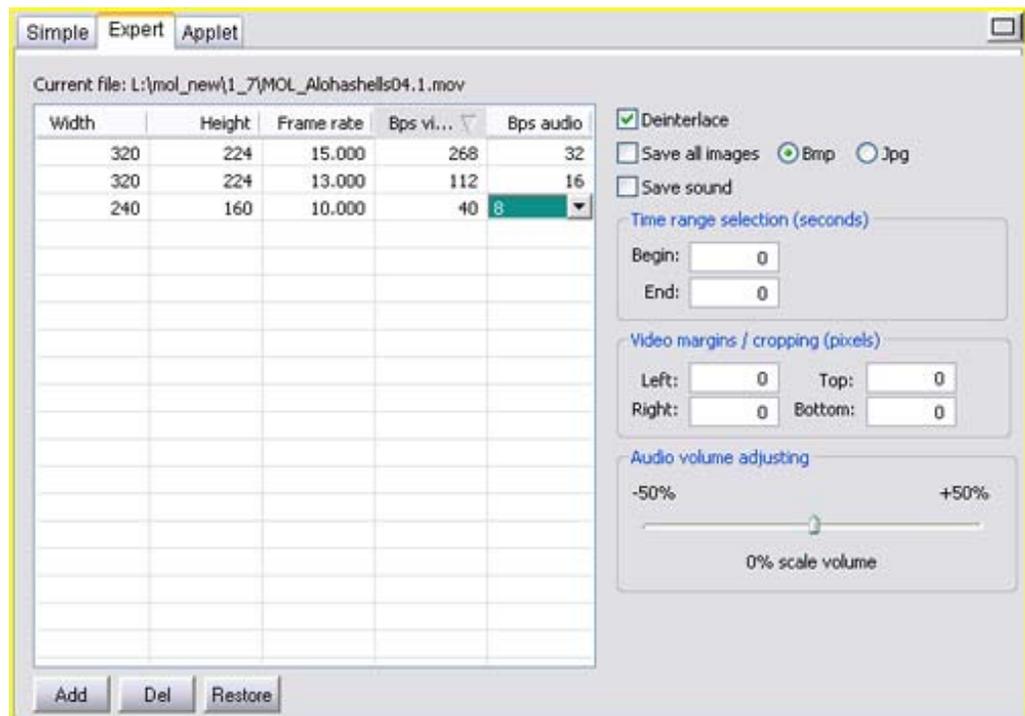


Fig.4
Expert tab

***** . Tip #4 You can crop your video if there unwanted artifacts or black lines that interfere with the video. You can also trim the video by using the time range selection and adjust the volume.

5. Applet settings The fifth step is adjusting the settings in the applet. This is done by selecting from the different parameters.

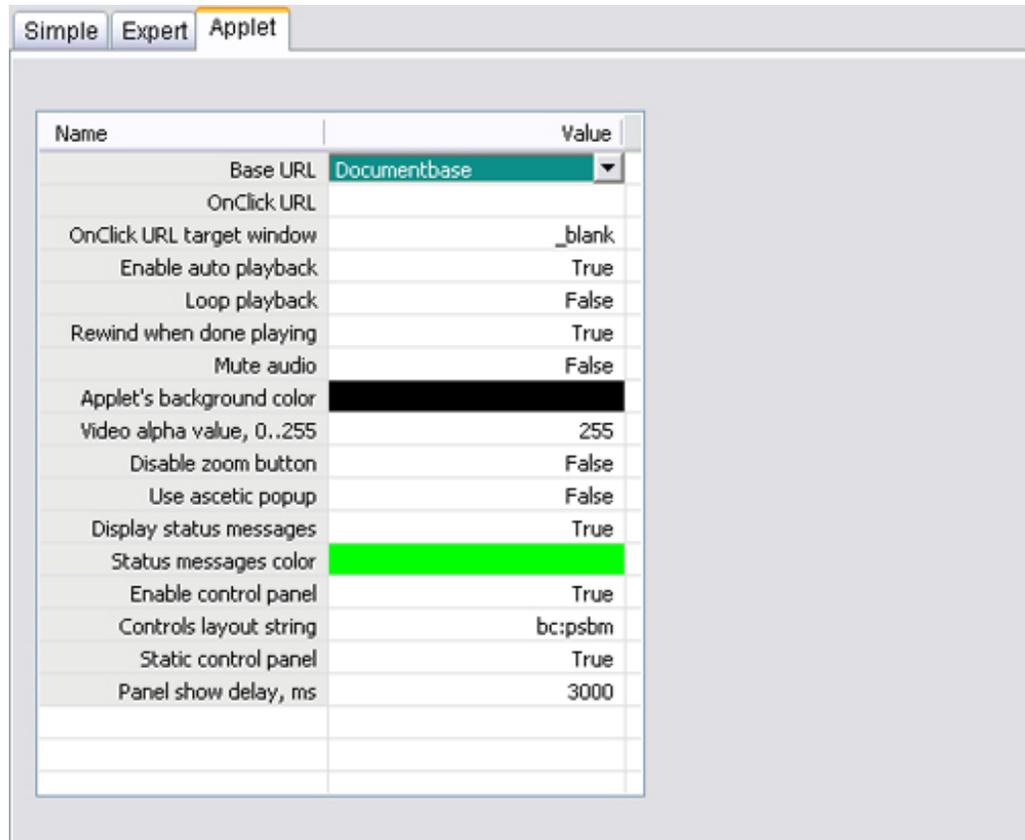


Fig.5
Applet tab

*** . Tip #5** After you have encoded your video you can still edit the applet settings manually. Open the .html file in a text editor, correct your settings, and save.

6. Encode button The sixth step is encoding. Before you hit the encode button verify your settings and destination folder. Now select encode from the bottom

right hand of the screen. You now should see the video being played and a progress bar.

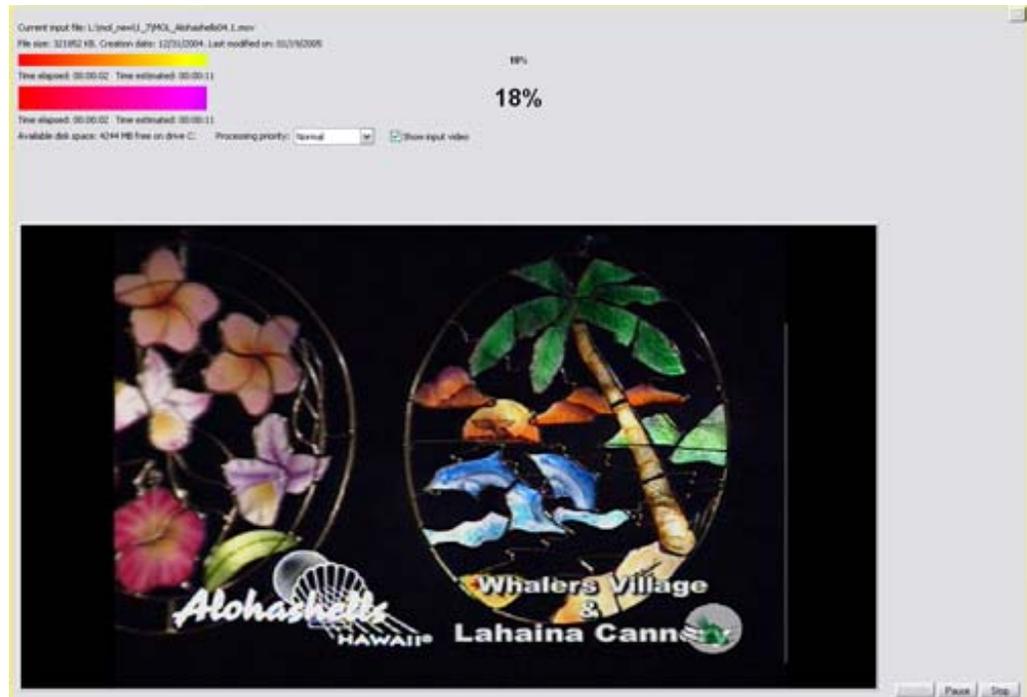


Fig.6
Encoding

*** . Tip #6** You can pause the encoding process if you need to use your computer temporarily for another task.

7. Testing and Uploading

The seventh step is testing your video and uploading it to your server. To test your video navigate to the destination folder and double click on the yourvideoname.html file. This will open your default browser and start the video. To upload your video to your web server you can use the ftp client included in the encoder or use a stand alone client. A recommended freeware ftp client would be Filezilla. Once you have uploaded all the files produced by the encoder to a folder on your web server, you will be able to navigate to that page with your web browser and view your video.

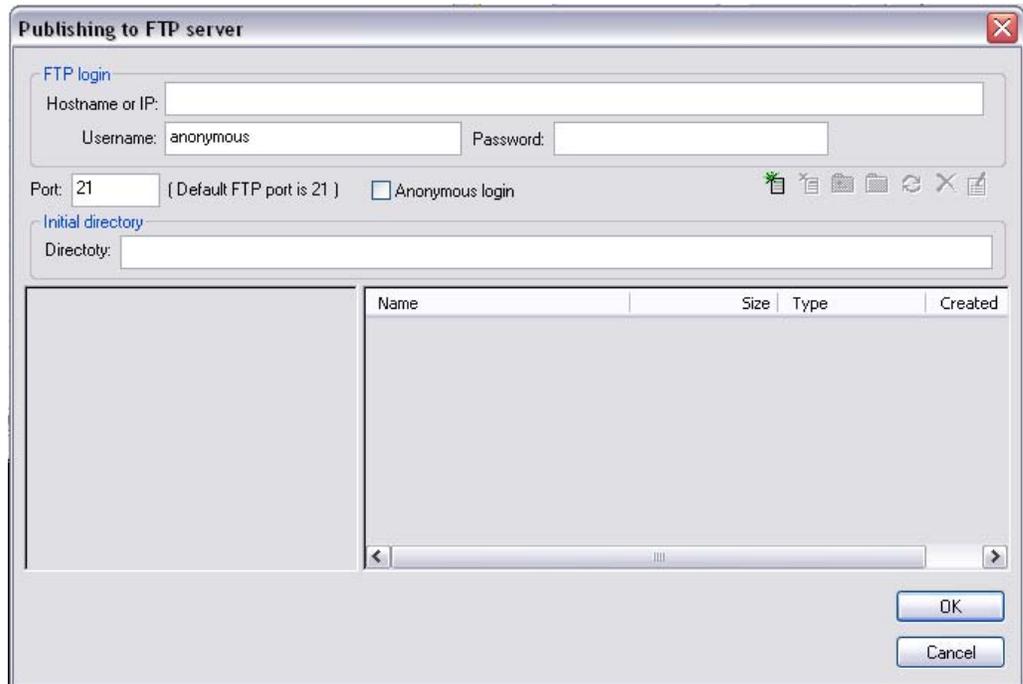


Fig.7
FTP

*** . Tip #7** If you are using internet explorer version six with service pack two you might get a message that the content has been blocked. This is normal with IE's security settings. What you will need to do is right click on the yellow bar at the top of your browser and check allow block content. This will not happen when it is played from your web server.

8. *Embedding video*

The eighth step is to place your video in a web page. This is done by copying the applet code in the .html file that was produced by the encoder. The simplest way to do this is to open the .html file in a text editor such as wordpad or notepad. Once you have opened the .html file you will see:

```
<!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.01 Transitional//EN">
```

```
<html>
```

```
<head>
```

```
<meta http-equiv="Content-Type" content="text/html; charset=Windows-1252">
```

```
<title></title>
```

```
</head>
```

```
<body>
```

```
<applet name="vxmPlayer" archive="vxmPlayer.jar" code="vxmPlayer.class" width="288" height="256" mayscript>
```

```
<param name="MetaURL" value="0380647.meta.vx30">
```

```
<param name="AutoPlay" value="true">
```

```
<param name="EnablePanel" value="true">
```

```
<param name="PanelImagesURL" value="buttons.gif">
```

```
<param name="PanelButtonsWidths" value="15,15,15,7,6,1,6,15">
```

```
<param name="ControlsLayout" value="bc:psbm">
```

```
<param name="ButtonsAlwaysOn" value="true">
```

```
<param name="BackgroundColor" value="FFFFFF">
```

```
<param name="VideoTitle" value="0380647">
```

```
<param name="RepeatForever" value="false">
```

```
<param name="RewindWhenDonePlaying" value="false">
```

```
<param name="UrlBase" value="documentbase">
```

```
<param name="MuteAudio" value="false">
```

```
<param name="VideoAlphaValue" value="255">
```

```
<param name="DisableZoomButton" value="false">
```

```
<param name="ShowStatusMessages" value="false">
```

```
<param name="StatusMessagesColor" value="00FF00">
```

If you are not seeing graphics and video, your email reader or web browser is not equipped to show Java rich media. Please visit

www.java.com!

```
</applet><br>
```

```
<br>
```

```
</body>
```

```
</html>
```

The code highlighted in green is the applet code and this can be added to your web page where you would like the video to be. The only thing you need to remember is that the videos will need to be in the same directory as the web page.

*** . Tip #8 If you have the ad-stats program you can modify the applet code in ad-stats with out having to modify the code on your web page.**

9. Codebase The ninth step is adding the codebase parameter. The codebase parameter allows you to have your videos in one location and the web page where the video plays in another location. To add this parameter you will need to edit the applet code. An example of this would be:

```
<!DOCTYPE html PUBLIC "-//W3C//DTD HTML 4.01 Transitional//EN">
```

```
<html>
```

```
<head>
```

```
<meta http-equiv="Content-Type" content="text/html; charset=Windows-1252">
```

```
<title></title>
```

```
</head>
```

```
<body>
```

```
<applet codebase="http://www.yourwebsite.com/your/video" name="vxmPlayer"
archive="vxmPlayer.jar" code="vxmPlayer.class" width="288" height="256"
mayscript>
```

```
<param name="MetaURL" value="0380647.meta.vx30">
```

```
<param name="AutoPlay" value="true">
```

```
<param name="EnablePanel" value="true">
```

```
<param name="PanelImagesURL" value="buttons.gif">
```

```
<param name="PanelButtonsWidths" value="15,15,15,7,6,1,6,15">
```

```
<param name="ControlsLayout" value="bc:psbm">
```

```
<param name="ButtonsAlwaysOn" value="true">
```

```
<param name="BackgroundColor" value="FFFFFF">
```

```
<param name="VideoTitle" value="0380647">
```

```
<param name="RepeatForever" value="false">
```

```
<param name="RewindWhenDonePlaying" value="false">
```

```
<param name="UrlBase" value="codebase">
```

```
<param name="MuteAudio" value="false">
```

```
<param name="VideoAlphaValue" value="255">
```

```
<param name="DisableZoomButton" value="false">
```

```
<param name="ShowStatusMessages" value="false">
```

```
<param name="StatusMessagesColor" value="00FF00">
```

If you are not seeing graphics and video, your email reader or web browser is not equipped to show Java rich media. Please visit

www.java.com !

```
</applet><br>
```

```
<br>
```

```
</body>
```

```
</html>
```

The code highlighted in green will need to be added or edited. Notice we added the location of the video file and changed documentbase to codebase. By doing this we are telling the applet that the files it needs are located in www.yourwebsite.com/your/video.

*** . Tip #9** The use of the codebase parameter will allow you to store videos on one domain and have them play on other websites and domains.

10. Viewing and Troubleshooting The tenth and last step is viewing and troubleshooting your videos. If you are running a windows server you need to add the .vx30 file extension. This is explained in the user manual under the title of Preparing the Server. If you do not see your video on your page, but you see a grey box with a red x then the codebase parameter is wrong or the one of the files produced by the encoder is missing. The most common mistake is a misspelling or failure to capitalize a word.

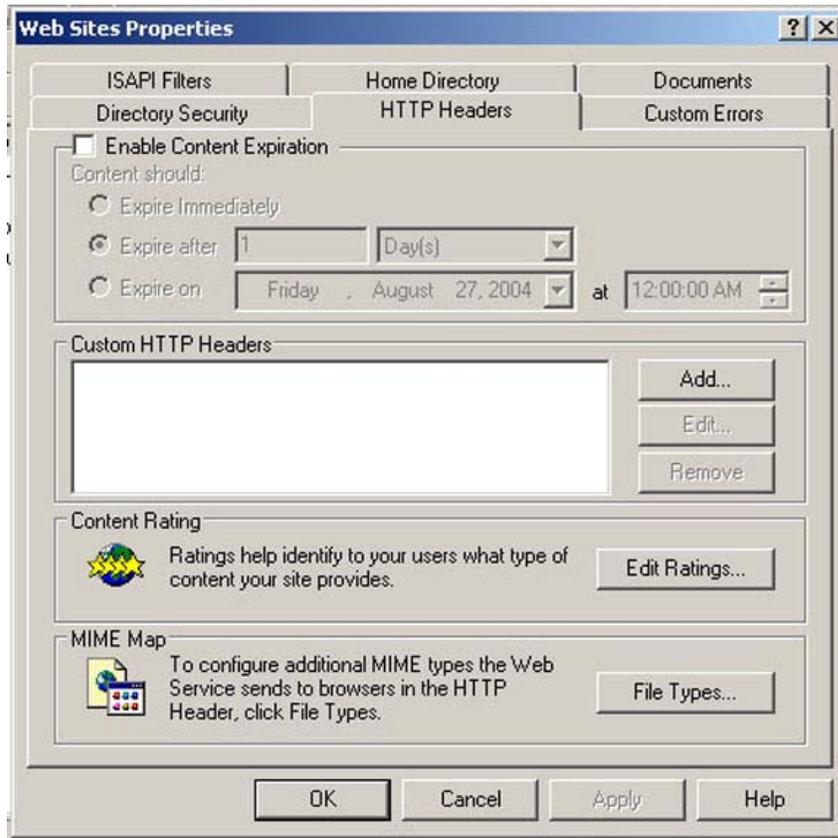


Fig.8
Mime extensions

***** . Tip #10 If you are planning on having a large number of videos or a large world wide audience you might want to consider our VXHost packages. A VXHost package will place your videos on a content delivery network that would guarantee your videos would be seen regardless of network congestion or demand by those wishing to view it.