



FirstSpirit™

Unlock Your Content

FirstSpirit™ VideoManagement

FirstSpirit Version 4.2R4 5.0

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1 Introduction

The VideoManagement module is used to integrate the video streaming service provided by MovingImage24 into a FirstSpirit project. This module enhances the functionality of the FirstSpirit JavaClient, enabling the editor to drag-and-drop a video onto a page.

MovingImage24 is integrated using the AppCenter. This document explains how to install and configure the VideoManagement module and describes use of the module in FirstSpirit's JavaClient.



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1.1 Functional scope

The VideoManagement module provides the following options for the editor:

- Adding a video to a content page
- Editing a video that has been added to a page
- Exchanging a video
- Viewing statistics related to a video
- Syncing metadata of videos used in FirstSpirit.



1.2 How it works

Use of the VideoManagement Module in FirstSpirit requires a "MovingImage24" account. An account can be set up by registering with MovingImage24 on www.movingimage24.de.

Also, the section template described in Chapter 3.1 must be included in the FirstSpirit project. This template is used to add a video to a page and provides the necessary code for displaying the video in the preview area of the JavaClient.



2 Installation

2.1 Components required

Before installing the VideoManagement Module the following steps should be completed.

2.1.1 FirstSpirit Server

For information on the installation of a FirstSpirit Server please refer to the *FirstSpirit Installationsanleitung*. The VideoManagement Module can be used with the FirstSpirit Server Version 4.2.437. Older versions of the server are not supported.

2.1.2 MovingImage24 account

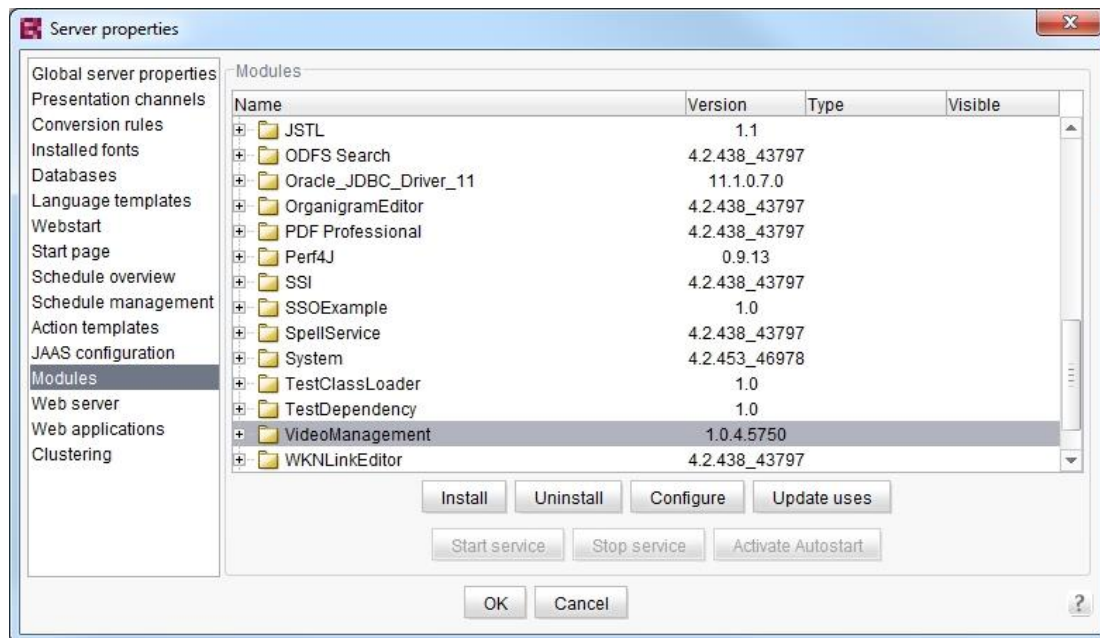
In order to use the functionality provided by the module a valid MovingImage24 account is required. The API key and the developer key provided with the account are also needed. These keys are provided by email after an account has been set up. The API interface of MovingImage24 must be licensed with the account. Additional costs are incurred for the MovingImage24 account.

2.2 Installing and configuring the VideoManagement module in FirstSpirit

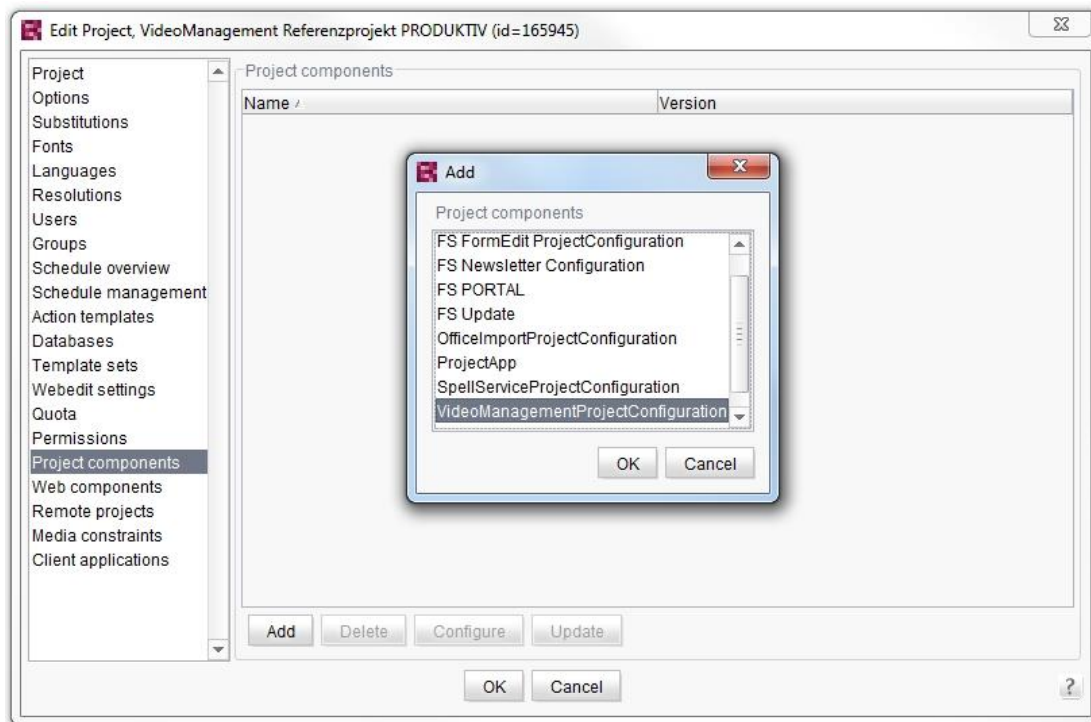
2.2.1 Installation

In order to be accessible to the project, the VideoManagement Module has to be installed on the server. It is advisable to install the fsm file that matches your server version. For details of the installation, refer to the *FirstSpirit Manual for Administrators*, Chapter 7.3.14 (Modules). After completing this installation select the newly installed module, click on "Configure", check the box to grant "All permissions" and click "OK" to close the server properties dialog.





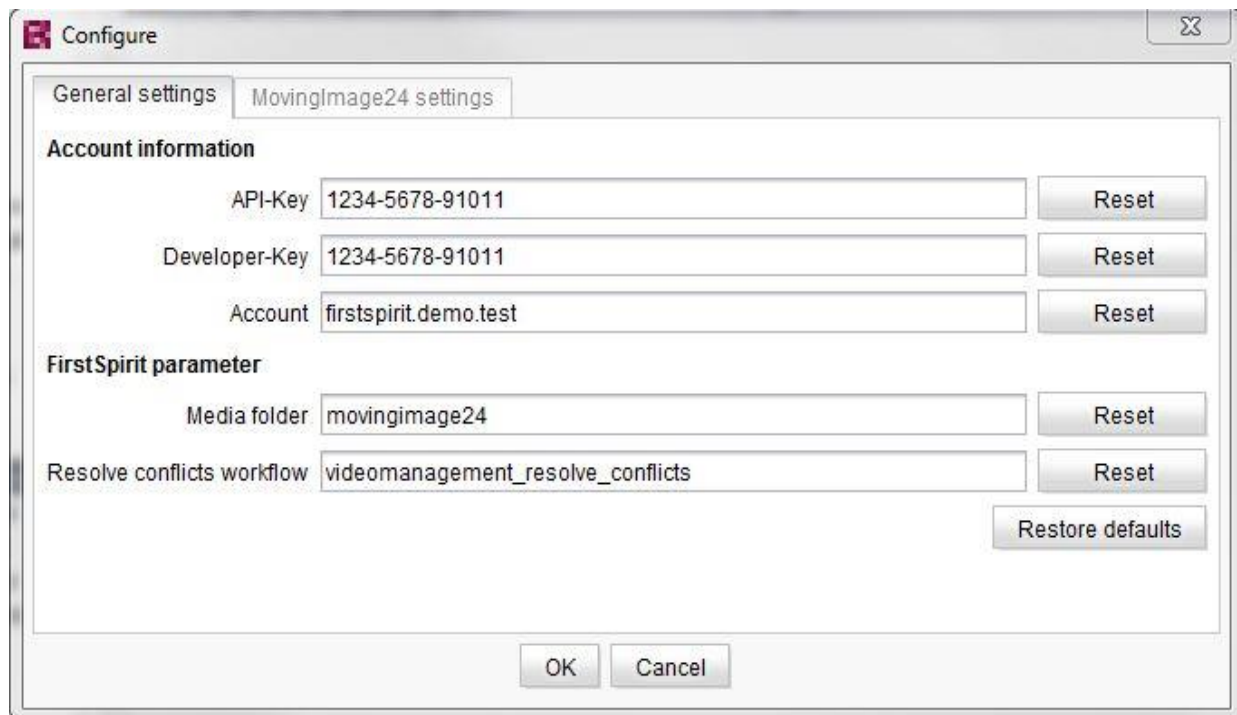
The module has to be added to the project in which you want to use the VideoManagement function. Open the project properties of the desired project by double-clicking it in the project overview.



Select the "project components" menu option. You will see a list of all modules that have already been added to the project. Click "Add" and select VideoManagement Project Configuration to install the module in the project. After clicking "ok", it should appear in your list of project components.

2.2.2 Configuration

When you double-click the newly installed component "VideoManagementProjectConfiguration", a configuration dialog opens. The options described below need to be customized to your needs.



The screenshot shows a 'Configure' dialog box with two tabs: 'General settings' and 'MovingImage24 settings'. The 'MovingImage24 settings' tab is active. It contains the following fields and buttons:

- Account information**
 - API-Key: 1234-5678-91011 (Reset button)
 - Developer-Key: 1234-5678-91011 (Reset button)
 - Account: firstspirit.demo.test (Reset button)
- FirstSpirit parameter**
 - Media folder: movingimage24 (Reset button)
 - Resolve conflicts workflow: videomanagement_resolve_conflicts (Reset button)

At the bottom right, there is a 'Restore defaults' button. At the bottom center, there are 'OK' and 'Cancel' buttons.

API key

Enter here the API key provided by MovingImage24.

Developer key

Enter here the developer key provided by MovingImage24



Account

The account name used to log in. There is no need to configure administrative permissions (all rights respectively) for this account, only access permissions are required. Whether to configure additional permissions or not has to be decided according to the project. Be clear on the fact that all editors make use of the same technical user.

FirstSpirit parameters

The value of the "Media Folder" field should be set to the UID of the media folder that will contain the thumbnails of the videos to be used in the project. The folder defined here must exist in the project and must be created manually if it doesn't already exist when configuring the settings.

The entry in the "Resolve conflicts workflow" field refers to the workflow that is to be started if a conflict occurs on synchronizing the video metadata. The default entry is the workflow imported into the project when the module is installed. See chapter "5.3 Dealing with deleted videos in VideoManager" for details on handling deleted videos.

MovingImage24 parameters

These options are all set automatically during the installation of the module and usually do not need to be altered.



2.2.3 Proxy support

If all Internet access is made via a proxy server, this server needs to be made known to the module. This is done by setting a global parameter in the connection settings of the FirstSpirit Client.

The screenshot shows the configuration window for the VideoManagement module. At the top left is the FirstSpirit™ logo with the tagline 'Your Content Integration Platform'. A language dropdown menu is set to 'English'. A checkbox labeled 'Use settings' is checked. The configuration fields are as follows:

- Mode: HTTP (dropdown)
- Use HTTPS protocol:
- Host:
- Port:
- Memory: 128 (dropdown)
- Compression: 0 (none) (dropdown)
- Encryption: 0 (none) (dropdown)
- Servlet zone:
- Optional parameters:

At the bottom, there are 'Save' and 'Cancel' buttons.

If a global proxy is defined using the optional FirstSpirit parameter `inlinebrowser.httpproxy` this proxy is also used for the VideoManagement Module. If no proxy is set or a specific proxy is required for the module, it can be configured using the parameter `videomanagement.httpproxy`. If both parameters are used the latter will take precedence for the module. The proxy server is expected to have the form `server:port`, e.g.: `videomanagement.httpproxy=proxy.company.com:8081`.

Furthermore the following service domains have to be released for the proxy:

- dl.edge-cdn.net
- edge-cdn.net
- podcast.edge-cdn.net
- flash.edge-cdn.net
- jpn.edge-cdn.net
- download.edge-cdn.net
- cdn.edge-cdn.net
- media.cdn.edge-cdn.net
- jpn.cdn.edge-cdn.net
- download.cdn.edge-cdn.net



It is also possible to use the wildcard *:

- *.edge-cdn.net (MovingIMAGE24 service domain)
- *.movingimage24.de (MovingIMAGE24 service domain)
- *.movingimage24.com (MovingIMAGE24 service domain)
- *.akamai.net (Akamai service domain)
- *.edgesuite.net (Akamai service domain)
- *.akamaistream.net (Akamai service domain)
- *.edgefcs.net (Akamai service domain)

If the domains above are not released for the proxy, the following exception might occur:

```
java.lang.IndexOutOfBoundsException: Index: 0, Size: 0    at
java.util.LinkedList.entry(Unknown Source)           at
java.util.LinkedList.get(Unknown Source)            at
de.espirit.firstspirit.opt.pm.video.VideoService.handleDrop(VideoService.java:202)    at
de.espirit.firstspirit.opt.pm.video.HandleVideoDropExecutable.handleDrop(HandleVideoDropExecutable.java:39)    at
de.espirit.firstspirit.opt.pm.video.HandleVideoDropExecutable.execute(HandleVideoDropExecutable.java:28)    at
de.espirit.firstspirit.opt.pm.video.HandleVideoDropExecutable.execute(HandleVideoDropExecutable.java:20)
```



3 Expanding the FirstSpirit Project

In order to use the video management function in FirstSpirit a special section template is imported into the project when the module is installed. You can find the form and the HTML presentation channel in appendix 6 of this document.

3.1 Expanding metadata

For every video referenced in FirstSpirit, a proxy object is created in the Media Store. This object contains the metadata of the video. Therefore, several input components have to be added to the project's metadata template. If the project does not yet have a metadata template one must be created. The necessary additions to the metadata template can be found in appendix 6.1.

Further Information about the metadata template can be found in the *FirstSpirit Manual for Administrators* in chapter 7.4.2.

3.2 Input components

The module adds a section template, "VideoManagement Example Section", to the project. This template can serve as a model for the actual implementation. The template itself should not be used, because it will be overwritten with every update of the module. The template is ready to use immediately, but should be customized to the project requirements, especially the output (HTML presentation channel).

The section template consists of various Input components which are explained in the following:

3.2.1 Combobox for choosing the player skin

This combobox enables the editor to determine the appearance of the video player, which is displayed on the page. The code used for this box is shown here in shortened form:

```
<CMS_INPUT_COMBOBOX name="st_video_skin" useLanguages="no">
  <ENTRIES>
    <ENTRY value="1">
      <LANGINFOS>
```



```
<LANGINFO lang="*" label="Fully featured (content area, 500x307)"/>
</LANGINFOS>
</ENTRY>
<ENTRY value="2">
  <LANGINFOS>
    <LANGINFO lang="*" label="Recommended features (content area,
500x307)"/>
  </LANGINFOS>
</ENTRY>
</ENTRIES>
<LANGINFOS>
  <LANGINFO lang="*" label="Player skin" description="Please select the
player skin"/>
</LANGINFOS>
</CMS_INPUT_COMBOBOX>
```

Depending on the editor's selection, a corresponding invocation code is rendered to the page. The VideoManager can be used to define custom player skins. The combobox and the HTML output channel can be manually enhanced with these skins.

3.2.2 Reference

This component shows the selected video. In the code it is important to make sure that the folder from the module configuration is used and that this folder actually exists (see Chapter 2.2.2 of this document).



```
<FS_REFERENCE
  name="st_video"
  imagePreview="yes"
  noBreak="no"
  upload="no">
  <FILTER>
    <HIDE type="all"/>
    <ALLOW type="picture"/>
  </FILTER>
  <LANGINFOS>
    <LANGINFO lang="*" label="Video" description="Insert a video"/>
  </LANGINFOS>
  <PROJECTS>
    <LOCAL name=".">
      <SOURCES>
        <FOLDER name="movingimage24" store="mediastore"/>
      </SOURCES>
    </LOCAL>
  </PROJECTS>
</FS_REFERENCE>
```

3.2.3 Width and height of the player

The width and height of the player can be modified by entering specific values in these input components.

3.2.4 Buttons

The four buttons (FS_BUTTON) are used to integrate the VideoManager via the AppCenter. No changes are necessary. These buttons are described in Chapter 4 of this document.



3.3 HTML output channel

The section template provides the code necessary for inserting a video into a page. Also, the title of the video is used as a headline. If additional video metadata is to be displayed on the page, this can be achieved by modifying the template's HTML channel. The HTML section of the template can be found in appendix 6.3.

3.4 Remote media support

In order to save the proxy objects for pieces of media not in the local but in remote project, several changes are to be done.

Within the remote media project:

- Adapt the metadata template as described in [appendix 6.1](#)
- Create a folder holding the reference name *movingimage24* within the media store
- Add the videomanagement project component

Within the local project where the remote pieces of media for the videomanagement are used:

- Set the favoured remote project within the project settings
- Extend the form, the component holding the reference name *st_dropTarget* needs an additional parameter called *remoteProject*. This parameter specifies the symbolic name of the remote project that is used. The following configuration example may be used provided that the symbolic name of the remote project is *mithras*:

```
<FS_BUTTON
  name="st_dropTarget"
  icon="media:droptargeticon"
  noBreak="no"
  onDrop="class:VideoManagementHandleDropExecutable"
  style="link">
  <DROPTYPES>
    <MIME type="application/fs_video"
  classname="de.espirit.common.util.Pair"/>
```



```
</DROPTYPES>

<LANGINFOS>

  <LANGINFO lang="*" label=""/>

</LANGINFOS>

<PARAMS>

  <PARAM name="target">#field.st_video</PARAM>

  <PARAM name="remoteProject">mithras</PARAM>

</PARAMS>

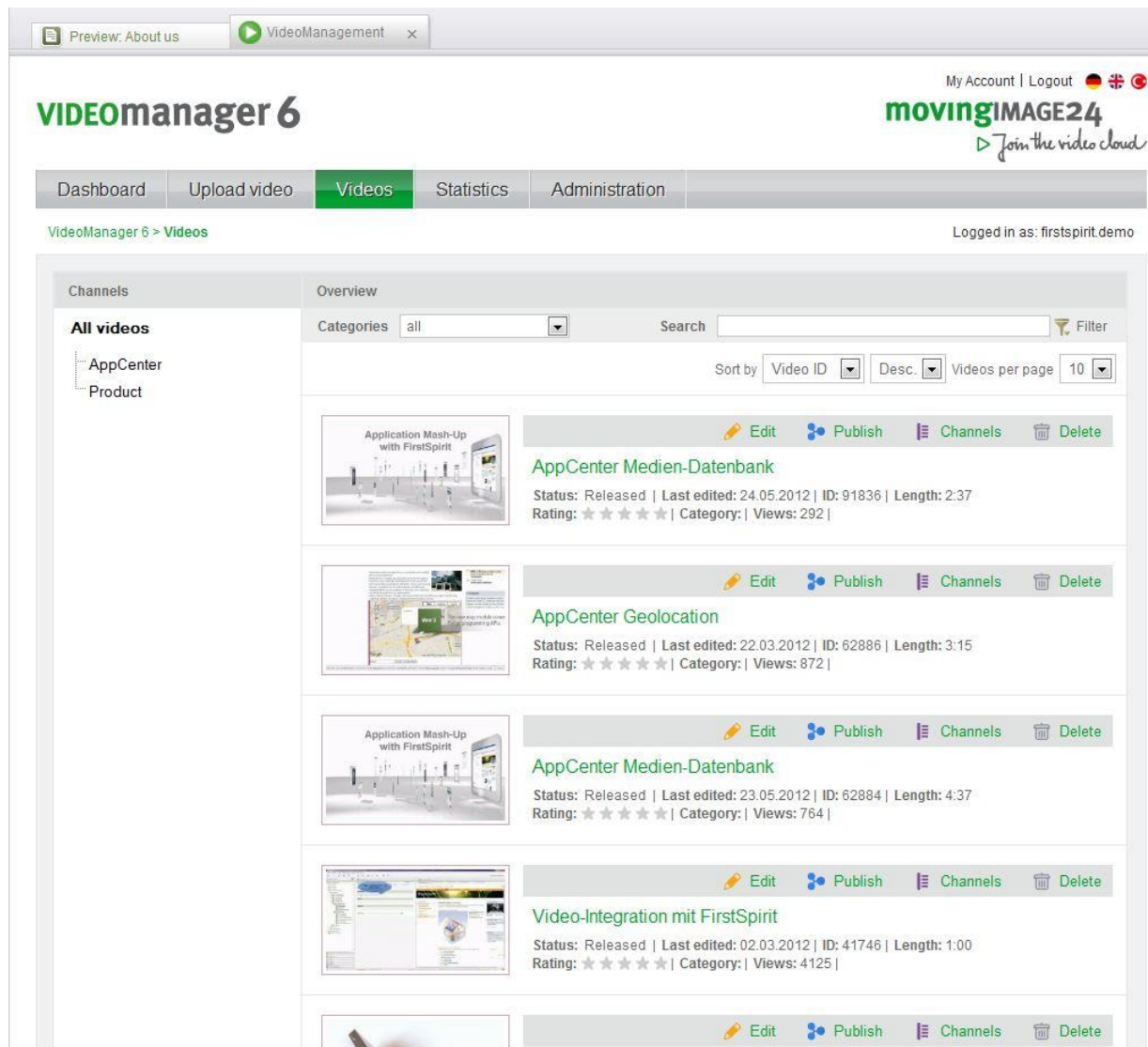
</FS_BUTTON>
```

Adaptions done the dragged and dropped media items are created within the remote project and not within the current project. The metadata synchronization script may be used as usual.



4 Using the Module in FirstSpirit

The video management functions are integrated into FirstSpirit using the AppCenter. The VideoManager opens in a new tab after the "open MI24" button has been clicked.



The screenshot displays the VideoManager 6 web interface. At the top, there is a navigation bar with tabs for Dashboard, Upload video, Videos (selected), Statistics, and Administration. The main content area shows a list of videos under the 'All videos' section. Each video entry includes a thumbnail, a title, and a set of control buttons: Edit, Publish, Channels, and Delete. The video titles and their details are as follows:

Video Title	Status	Last edited	ID	Length	Views
AppCenter Medien-Datenbank	Released	24.05.2012	91836	2:37	292
AppCenter Geolocation	Released	22.03.2012	62886	3:15	872
AppCenter Medien-Datenbank	Released	23.05.2012	62884	4:37	764
Video-Integration mit FirstSpirit	Released	02.03.2012	41746	1:00	4125

Four different functions of the VideoManagement application can be directly controlled using the various buttons. Furthermore, all VideoManager functions can be accessed using the web interface.



4.1 Thumbnail resolution

For thumbnails, the highest available resolution (512 x 288 pixel) is used. Other resolutions can be created with the default FirstSpirit resolution. Hints to do this are provided in the manual for administrators.

4.2 Adding a video

A video can be added to a page in one of two ways:

If a video is to be used that has already been referenced elsewhere in the project it can be selected using the folder button.

The screenshot displays the 'Video selection' tab in the FirstSpirit VideoManagement interface. At the top, there are two tabs: 'Video selection' (active) and 'Video settings'. Below the tabs, a 'Player skin' dropdown menu is set to 'Fully featured (500x307)'. The main content area is titled 'Video' and contains a 'Referenz' field with the value 'mi24_232554'. To the right of the field are two icons: a folder icon and a document icon. Below the field, a table displays video details:

Status:	Freigegeben (Admin)
Letzte Veränderung:	19.11.2013 07:05:29 (Admin)

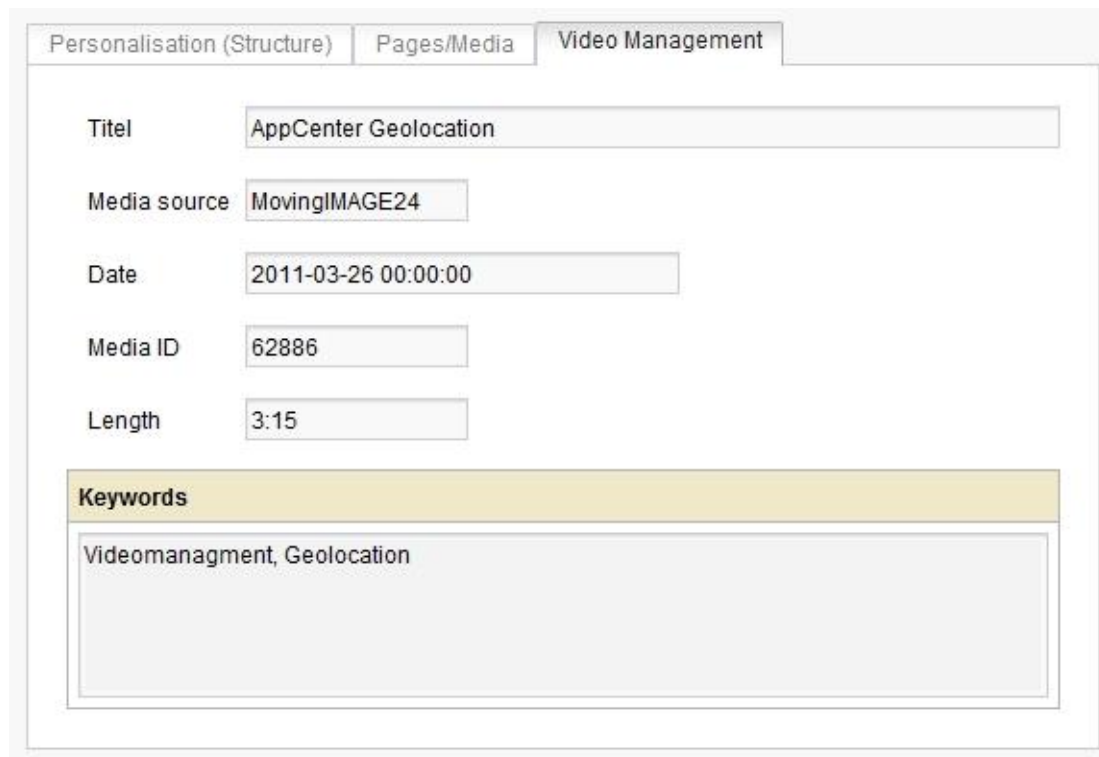
To the right of the table is a video thumbnail with the text 'MOVINGMAG24 präsentiert'. Below the video details, there are four buttons: 'Open MI24', 'Edit', 'Statistics', and 'Synchronize metadata'. At the bottom, a dashed box contains a downward arrow and the text 'Drop video here'.

Alternatively, the MI24 page can be opened using the "Open MI24" button. The application opens and shows a list of videos that can be filtered using the search mechanism in the upper right-hand part of the page. The desired video can be integrated into the page by dragging and dropping the blackberry-colored are onto the marked area in the editing form.





A thumbnail of the selected video is then created in the specified folder in the Media Store (see above). The video metadata is added to this image as metadata.

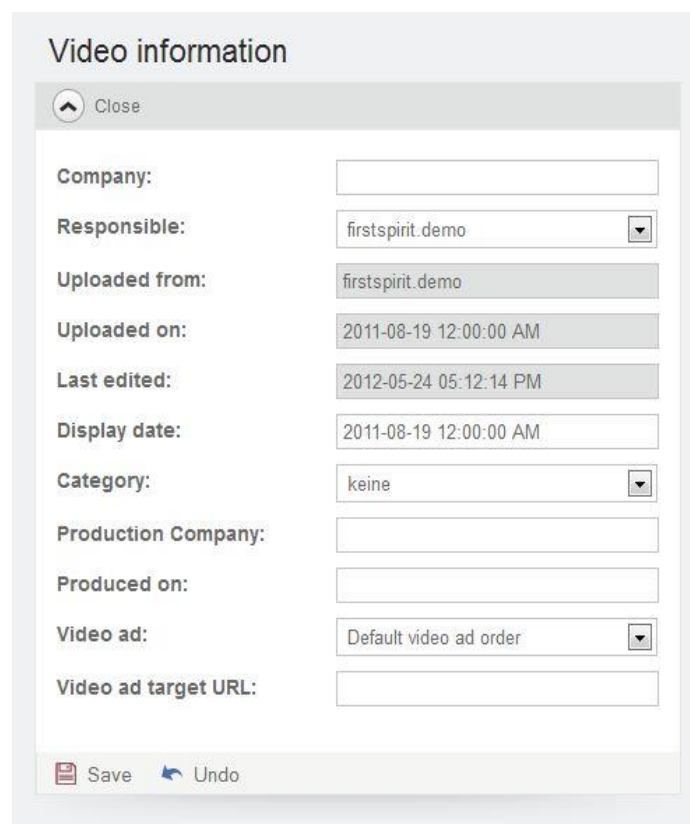


The respective Videos can be linked to the channels which are linked in the left area of the page. The green marked Area of the videothumbnail needs to be dragged and dropped onto the particular channel.

4.3 Editing a video

A selected video can be edited using the "Edit" button. The detail page for the video opens in a new tab in the AppCenter.





Video information

Close

Company:

Responsible: firstspirit.demo

Uploaded from: firstspirit.demo

Uploaded on: 2011-08-19 12:00:00 AM

Last edited: 2012-05-24 05:12:14 PM

Display date: 2011-08-19 12:00:00 AM

Category: keine

Production Company:

Produced on:

Video ad: Default video ad order

Video ad target URL:

Save Undo

The metadata in FirstSpirit can be updated using the "Sync metadata" script (Extras / Execute script / VideoManagement). This can be done manually by the editor or as part of a scheduler entry (see chapter 5.1). It is also possible to only synchronize the metadata of the currently referenced picture by using the button "Synchronize metadata". Referring to the image in chapter [4.2 Adding a video](#), the metadata of the referenced picture 'mi24_232554' would be synchronized.

4.4 Changing a video

There are two ways to change a video.

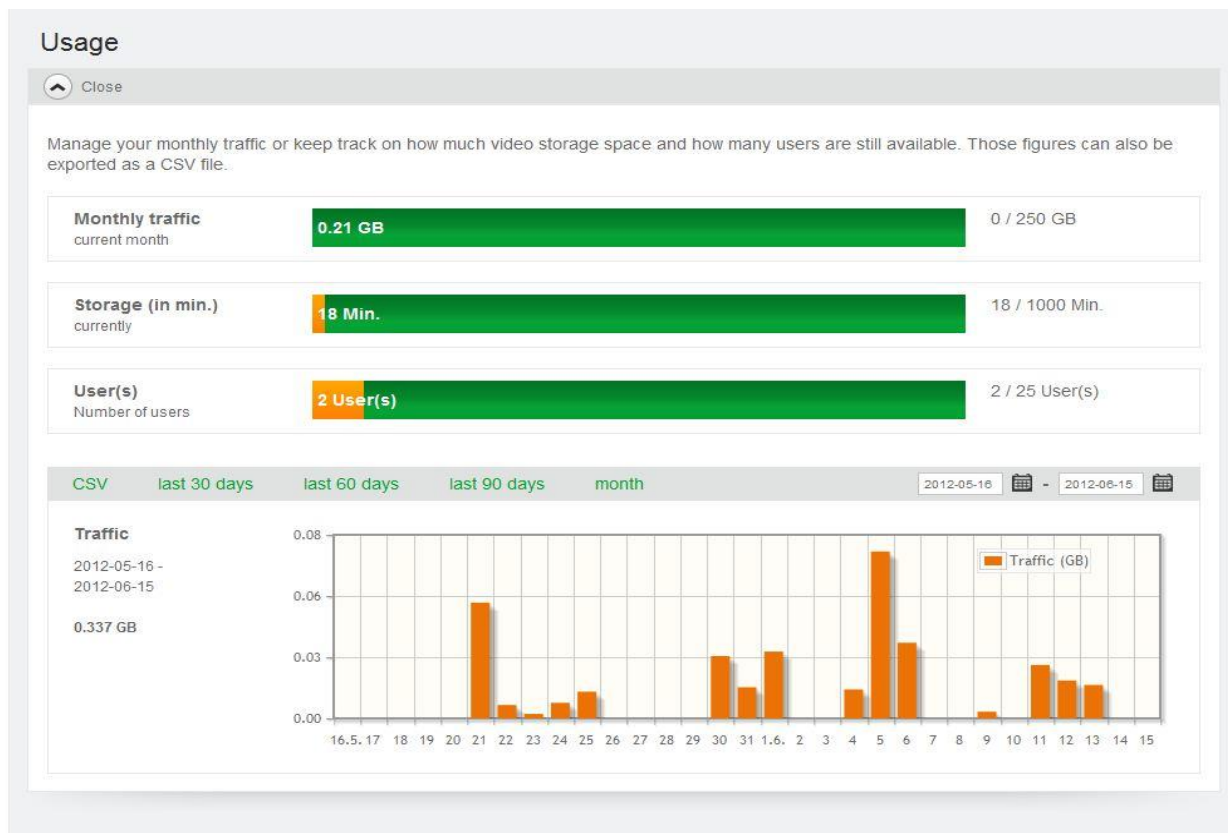
A video that has already been imported into FirstSpirit can be selected using the folder button.

Alternatively, the "Open MI24" button can be used to open the detail page of the video currently selected. The "Video list" link opens an overview of all videos. Here a new video can be selected and dragged onto the purple button; this adds the video to the page and replaces the old one with the selected video.



4.5 Show statistics

The "Statistics" button opens the statistics page for the selected video in a new tab in the preview area of FirstSpirit. This statistics page is provided by MI24.



5 Syncing Metadata

When using a video for the first time the video's metadata is transferred to the FirstSpirit project and saved in the media object created in the Media Store. If subsequent changes are made to the video's metadata- these changes are not automatically updated in FirstSpirit. Instead, an update must be specifically initiated.

5.1 Manual sync (using the FirstSpirit client)

The syncing process can be triggered manually by an editor. The module adds a script to the project which can be run using the "Extras / Execute script / VideoManagement" menu.

Furthermore it is possible to only synchronize the metadata of the currently referenced picture by using the button "Synchronize metadata".

5.2 Syncing using a scheduler entry

In many cases, regular, automatic metadata updates are required. The module provides a script (see appendix 6.4) which can be used as a task within schedule entries. When using this script in this way, a separate connection has to be set up for this task. The user must have the rights/permissions necessary to change, delete and release the proxy objects in the Media Store. The following use cases are supported:

5.2.1 Syncing before generation

The idea is to update the metadata before the generation task, so that up-to-date information is available when creating the pages. The sync script task is simply run as a task preceding generation. If syncing fails, the generation can be canceled. For further details, see the *FirstSpirit Manual for Administrators*, chapter 7.5.5

5.2.2 Recurring sync

In this scenario, a scheduling entry is created that only contains the update script. This entry is implemented at predefined intervals. Please note that this can result in generations that use outdated metadata. This scheduling entry can also be configured to be run interactively, so that editors can perform this task whenever they wish.



5.3 Dealing with deleted videos in VideoManager

When metadata is updated, it is possible that a video that has been deleted in VideoManager is still used and referenced inside the FirstSpirit project. This conflict cannot be resolved automatically. An editor has to resolve the situation by

- removing all the references to the object
- choosing a different video
- restoring the video inside VideoManager

The module assists the editor by providing a workflow that can be run on the proxy object inside FirstSpirit. In this way, all responsible editors are given the task of taking care of the broken reference.

If a different workflow is desired it can be configured in the module's config dialog.



6 Appendices

6.1 Expanding the metadata template

```
<CMS_INPUT_TEXT name="m_video_name" hFill="yes" noBreak="no"
singleLine="yes" useLanguages="no">

  <LANGINFOS>

    <LANGINFO lang="*" label="Titel" description="video title"/>

    <LANGINFO lang="DE" label="Title" description="Titel des Videos"/>

  </LANGINFOS>

</CMS_INPUT_TEXT>

<CMS_INPUT_TEXT name="m_video_source" hFill="yes" length="10" noBreak="no"
singleLine="yes" useLanguages="no">

  <LANGINFOS>

    <LANGINFO lang="*" label="Media source " description="Insert a media
source comment"/>

    <LANGINFO lang="DE" label="Medienquelle" description="Geben Sie
Informationen zur Medienquelle ein"/>

  </LANGINFOS>

</CMS_INPUT_TEXT>

<CMS_INPUT_TEXT name="m_video_displayDate" hFill="yes" length="20"
noBreak="no" singleLine="yes" useLanguages="no">

  <LANGINFOS>

    <LANGINFO lang="*" label="Date" description="Insert a date string"/>

    <LANGINFO lang="DE" label="Datum" description="Datum des Videos"/>

  </LANGINFOS>

</CMS_INPUT_TEXT>
```




```
<CMS_INPUT_TEXT name="m_video_id" hFill="yes" length="10" noBreak="no"
singleLine="yes" useLanguages="no">

  <LANGINFOS>

    <LANGINFO lang="*" label="Media ID" description="Insert the media
ID"/>

    <LANGINFO lang="DE" label="Medien-ID" description="Geben Sie die
Medien-ID ein"/>

  </LANGINFOS>

</CMS_INPUT_TEXT>

<CMS_INPUT_TEXT name="m_video_length" hFill="yes" length="10" noBreak="no"
singleLine="yes" useLanguages="no">

  <LANGINFOS>

    <LANGINFO lang="*" label="Length" description="Length of the video"/>

    <LANGINFO lang="DE" label="Länge" description="Länge des Videos"/>

  </LANGINFOS>

</CMS_INPUT_TEXT>

<CMS_INPUT_TEXTAREA name="m_video_keywords" hFill="yes" rows="5"
useLanguages="no">

  <LANGINFOS>

    <LANGINFO lang="*" label="Keywords" description="Insert keywords"/>

    <LANGINFO lang="DE" label="Schlagworte" description="Geben Sie
inhaltliche Schlagworte an"/>

  </LANGINFOS>

</CMS_INPUT_TEXTAREA>

<CMS_INPUT_TEXT name="m_video_url" hFill="yes" hidden="yes" noBreak="yes"
singleLine="yes" useLanguages="no">
```



```
<LANGINFOS>

  <LANGINFO lang="*" label="Media URL" description="Insert the media
URL"/>

  <LANGINFO lang="DE" label="Medien-URL" description="Geben Sie den
Medien-URL ein"/>

</LANGINFOS>

</CMS_INPUT_TEXT>

<CMS_INPUT_TEXT

  name="m_video_thumbnailUrl"

  hFill="yes"

  hidden="yes"

  noBreak="yes"

  singleLine="yes"

  useLanguages="no">

  <LANGINFOS>

    <LANGINFO lang="*" label="Thumbnail URL" description="Insert the media
URL"/>

    <LANGINFO lang="DE" label="Thumbnail-URL" description="Geben Sie den
Thumbnail-URL ein"/>

  </LANGINFOS>

</CMS_INPUT_TEXT>
```

6.2 Video streaming section template: form

```
<CMS_MODULE>

  <CMS_GROUP tabs="top">

    <CMS_GROUP>
```



```
<LANGINFOS>

  <LANGINFO lang="*" label="Video selection"/>

  <LANGINFO lang="DE" label="Videoauswahl"/>

</LANGINFOS>

<CMS_INPUT_COMBOBOX name="st_video_skin" useLanguages="no">

  <ENTRIES>

    <ENTRY value="1">

      <LANGINFOS>

        <LANGINFO lang="*" label="Fully featured (content area,
500x307)"/>

        <LANGINFO lang="DE" label="Vollausgestattet (Inhaltebereich,
500x307)"/>

      </LANGINFOS>

    </ENTRY>

    <ENTRY value="2">

      <LANGINFOS>

        <LANGINFO lang="*" label="Recommended features (content area,
500x307)"/>

        <LANGINFO lang="DE" label="Empfohlener Funktionsumfang
(Inhaltebereich, 500x307)"/>

      </LANGINFOS>

    </ENTRY>

    <ENTRY value="3">

      <LANGINFOS>

        <LANGINFO lang="*" label="No features (content area,
500x307)"/>

        <LANGINFO lang="DE" label="Keine Bedienelemente
(Inhaltebereich, 500x307)"/>

      </LANGINFOS>

    </ENTRY>

  </ENTRIES>

</CMS_INPUT_COMBOBOX>
```



```
</ENTRY>

<ENTRY value="4">

  <LANGINFOS>

    <LANGINFO lang="*" label="No features, with autostart
(marginal area)"/>

    <LANGINFO lang="DE" label="Keine Bedienelemente, mit Autostart
(Marginalspalte)"/>

  </LANGINFOS>

</ENTRY>

<ENTRY value="5">

  <LANGINFOS>

    <LANGINFO lang="*" label="No features, without autostart
(marginal area)"/>

    <LANGINFO lang="DE" label="Keine Bedienelemente, ohne
Autostart (Marginalspalte)"/>

  </LANGINFOS>

</ENTRY>

</ENTRIES>

<LANGINFOS>

  <LANGINFO lang="*" label="Player skin" description="Please select
the player skin"/>

  <LANGINFO lang="DE" label="Player-Skin" description="Bitte den
Player-Skin wählen"/>

</LANGINFOS>

</CMS_INPUT_COMBOBOX>

<FS_REFERENCE

  name="st_video"

  allowEmpty="no"

  hFill="no"
```



```
imagePreview="yes"

noBreak="no"

upload="no"

useLanguages="no">

<FILTER>

  <HIDE type="all"/>

  <ALLOW type="picture"/>

</FILTER>

<LANGINFOS>

  <LANGINFO lang="*" label="Video" description="Insert a video"/>

  <LANGINFO lang="DE" label="Video" description="Wählen Sie hier ihr
Video aus"/>

</LANGINFOS>

<PROJECTS>

  <LOCAL name=".">

    <SOURCES>

      <FOLDER name="movingimage24" store="mediastore"/>

    </SOURCES>

  </LOCAL>

</PROJECTS>

</FS_REFERENCE>

<FS_BUTTON

  name="st_showVideo"

  icon="media:selectfile"

  noBreak="yes"

  onClick="class:VideoManagementOpenVideoAppExecutable"
```



```
style="firstspirit">

<LANGINFOS>

  <LANGINFO lang="*" label="Open MI24"/>

  <LANGINFO lang="DE" label="MI24 Öffnen"/>

</LANGINFOS>

<PARAMS>

  <PARAM name="target">#field.st_video</PARAM>

</PARAMS>

</FS_BUTTON>

<FS_BUTTON

  name="st_editVideo"

  icon="media:edit"

  noBreak="yes"

  onClick="class:VideoManagementOpenEditVideoExcecutable"

  style="firstspirit">

  <LANGINFOS>

    <LANGINFO lang="*" label="Edit"/>

    <LANGINFO lang="DE" label="Editieren"/>

  </LANGINFOS>

  <PARAMS>

    <PARAM name="target">#field.st_video</PARAM>

  </PARAMS>

</FS_BUTTON>

<FS_BUTTON

  name="st_showStatistics"
```



```
icon="media:overlay_statistik"

noBreak="yes"

onClick="class:VideoManagementOpenStatisticsExecutable"

style="firstspirit">

<LANGINFOS>

  <LANGINFO lang="*" label="Statistics"/>

  <LANGINFO lang="DE" label="Statistik"/>

</LANGINFOS>

<PARAMS>

  <PARAM name="target">#field.st_video</PARAM>

</PARAMS>

</FS_BUTTON>

<FS_BUTTON

  name="st_syncMeta"

  alwaysEnabled="yes"

  icon="media:mi24_sync"

  noBreak="yes"

  onClick="class:VideoManagementSyncVideoMetadataExecutable"

  style="firstspirit">

  <LANGINFOS>

    <LANGINFO lang="*" label="Synchronize metadata"/>

    <LANGINFO lang="DE" label="Metadaten synchronisieren"/>

  </LANGINFOS>

  <PARAMS>

    <PARAM name="target">#field.st_video</PARAM>

  </PARAMS>

</FS_BUTTON>
```



```
<FS_BUTTON
  name="st_dropTarget"
  icon="media:droptargeticon"
  noBreak="no"
  onDrop="class:VideoManagementHandleDropExecutable"
  style="link">
  <DROPTYPES>
    <MIME type="application/fs_video"
class="de.espirit.common.util.Pair"/>
  </DROPTYPES>
  <LANGINFOS>
    <LANGINFO lang="*" label=""/>
  </LANGINFOS>
  <PARAMS>
    <PARAM name="target">#field.st_video</PARAM>
  </PARAMS>
</FS_BUTTON>

</CMS_GROUP>

<CMS_GROUP>
  <LANGINFOS>
    <LANGINFO lang="*" label="Video settings"/>
    <LANGINFO lang="DE" label="Videoeinstellungen"/>
  </LANGINFOS>
  <CMS_LABEL bold="no" size="12">
```




```
<LANGINFOS>

  <LANGINFO lang="*" label="These settings will override the
corresponding values in the predefined player skins"/>

  <LANGINFO lang="DE" label="Diese Einstellungen überschreiben die
entsprechenden Werte innerhalb der vordefinierten Player-Skins"/>

</LANGINFOS>

</CMS_LABEL>

  <CMS_INPUT_TEXT name="st_video_width" hFill="yes" singleLine="no"
useLanguages="no">

  <LANGINFOS>

    <LANGINFO lang="*" label="Width"/>

    <LANGINFO lang="DE" label="Breite"/>

  </LANGINFOS>

</CMS_INPUT_TEXT>

  <CMS_INPUT_TEXT name="st_video_height" hFill="yes" singleLine="no"
useLanguages="no">

  <LANGINFOS>

    <LANGINFO lang="*" label="Height"/>

    <LANGINFO lang="DE" label="Höhe"/>

  </LANGINFOS>

</CMS_INPUT_TEXT>

</CMS_GROUP>

</CMS_GROUP>
```



6.3 Video streaming section template: HTML

```

$--

this section ships as a sample with the VideoIntegration module

It displays the heading of the referenced video and uses the javascript
based invocation code

You should create your own section template for your project, as this
template may be overwritten during a VideoIntegration module update

--$

<div>

$-- get title from the linked video and display it as the heading --$

$CMS_IF(!st_video.media.meta.get("m_video_name").empty &&
!st_video.media.meta.get("m_video_name").getEditor().get(#global.language).e
mpty)$

<h3 style="margin: 0 0 10px
0;">${CMS_VALUE(st_video.media.meta.get("m_video_name").getEditor().get(#glob
al.language))}</h3>

$CMS_END_IF$

$-- use invocation code base on the choosen presets --$

$CMS_IF(!st_video.media.meta.get("m_video_id").empty &&
!st_video.media.meta.get("m_video_id").getEditor().get(#global.language).emp
ty)$

    $CMS_IF(st_video_skin.equals("2"))$

        <div style="width:500px"><div><script
type="text/javascript"
src="http://www.movingimage24.de/videojs_${CMS_VALUE(st_video.media.meta.get(
"m_video_id").getEditor().get(#global.language))}?width=${CMS_VALUE(st_video_
width,default:"500")}&height=${CMS_VALUE(st_video_height,default:"307")}&play
er=v2&scwm=4&adbtn=0&adbtn2=0&adbtn5=0&chapter=0&overlays=0&cbarPlayPauseFla
g=0&cbarTrackFlag=1&cbarTimeTotalFlag=1&cbarTimeDurationFlag=1&cbarVolumeBar
Flag=1&volumeBtn=0&cbarFullScreenFlag=0&bg=D7DBE3&bg2=D7DBE3&ctlstyle=none&f
g=2f3745&ctcb1=2f3745&ctcb2=ffffff&ctcb3=ffffff&ctcb4=ffffff&ctcb5=ffffff&ct
cb6=807e7e&ctcb7=424141&ctg1=393838&ctg2=b2b1b1&ctg3=ffffff&ctg4=000000&ctg5
=70&ctab1=969595&ctab2=424141&ctab3=ala0a0&ctab4=747373&ctab5=ffffff&ctab6=f
ffffff&lc=000000&start=0&volume=70&thumbasfs=0&loadtime=0&wmode=window&fupdat
e=1&cwm=0&ctp=0&qd=2"></script></div></div>

    $CMS_ELSEIF(st_video_skin.equals("3"))$

```



```

                <div style="width:500px"><div><script
type="text/javascript"
src="http://www.movingimage24.de/videojs_$CMS_VALUE(st_video.media.meta.get(
"m_video_id").getEditor().get(#global.language))$?width=$CMS_VALUE(st_video_
width,default:"500")$&height=$CMS_VALUE(st_video_height,default:"307")$&play
er=v2&scwm=4&adbtn=0&adbtn2=0&adbtn5=0&chapter=0&overlays=0&cbarPlayPauseFla
g=0&cbarTrackFlag=0&cbarTimeTotalFlag=0&rtimer=1&cbarTimeDurationFlag=0&cbar
volumeBarFlag=0&volumeBtn=0&cbarFullScreenFlag=0&qs=2&bg=D7DBE3&bg2=D7DBE3&c
tlstyle=none&fg=2f3745&ctcb1=2f3745&ctcb2=ffffff&ctcb3=ffffff&ctcb4=ffffff&c
tcb5=ffffff&ctcb6=807e7e&ctcb7=424141&ctg1=393838&ctg2=b2b1b1&ctg3=ffffff&ct
g4=000000&ctg5=70&ctab1=969595&ctab2=424141&ctab3=a1a0a0&ctab4=747373&ctab5=
ffffff&ctab6=ffffff&lc=000000&start=0&volume=70&thumbasfs=0&loadtime=0&wmode
=window&fupdate=1&cwm=0&ctp=0&qd=2"></script></div></div>

                $CMS_ELSE$

                <div style="width:500px"><div><script
type="text/javascript"
src="http://www.movingimage24.de/videojs_$CMS_VALUE(st_video.media.meta.get(
"m_video_id").getEditor().get(#global.language))$?width=$CMS_VALUE(st_video_
width,default:"500")$&height=$CMS_VALUE(st_video_height,default:"307")$&play
er=v2&scwm=4&adbtn=0&adbtn2=0&adbtn5=0&chapter=1&overlays=1&cbarPlayPauseFla
g=1&cbarTrackFlag=1&cbarTimeTotalFlag=1&cbarTimeDurationFlag=1&cbarvolumeBar
Flag=1&volumeBtn=1&cbarFullScreenFlag=1&bg=D7DBE3&bg2=D7DBE3&ctlstyle=none&f
g=2f3745&ctcb1=2f3745&ctcb2=ffffff&ctcb3=ffffff&ctcb4=ffffff&ctcb5=ffffff&ct
cb6=807e7e&ctcb7=424141&ctg1=393838&ctg2=b2b1b1&ctg3=ffffff&ctg4=000000&ctg5
=70&ctab1=969595&ctab2=424141&ctab3=a1a0a0&ctab4=747373&ctab5=ffffff&ctab6=f
ffffff&lc=000000&start=0&volume=70&thumbasfs=0&loadtime=0&wmode=window&fupdat
e=1&cwm=0&ctp=0&qd=2"></script></div></div>

                $CMS_END_IF$

$CMS_END_IF$

</div>

```

6.4 Sync script

```

#! executable-class

VideoManagementSyncMetadataExecutable

```

