

JAVASCRIPT - MULTIMEDIA

http://www.tutorialspoint.com/javascript/javascript_multimedia.htm

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The JavaScript **navigator** object includes a child object called **plugins**. This object is an array, with one entry for each plug-in installed on the browser. The navigator.plugins object is supported only by Netscape, Firefox, and Mozilla only.

Example

Here is an example that shows how to list down all the plug-on installed in your browser –

```
<html>

<head>
  <title>List of Plug-Ins</title>
</head>

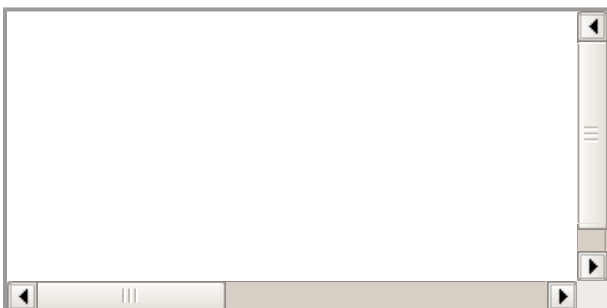
<body>
  <table border="1">
    <tr>
      <th>Plug-in Name</th>
      <th>Filename</th>
      <th>Description</th>
    </tr>

    <script language="JavaScript" type="text/javascript">
      for (i=0; i<navigator.plugins.length; i++) {
        document.write("<tr><td>");
        document.write(navigator.plugins[i].name);
        document.write("</td><td>");
        document.write(navigator.plugins[i].filename);
        document.write("</td><td>");
        document.write(navigator.plugins[i].description);
        document.write("</td></tr>");
      }
    </script>

  </table>

</body>
</html>
```

Output



Checking for Plug-Ins

Each plug-in has an entry in the array. Each entry has the following properties –

- **name** – is the name of the plug-in.
- **filename** – is the executable file that was loaded to install the plug-in.
- **description** – is a description of the plug-in, supplied by the developer.

- **mimeType** – is an array with one entry for each MIME type supported by the plug-in.

You can use these properties in a script to find out the installed plug-ins, and then using JavaScript, you can play appropriate multimedia file. Take a look at the following example.

```
<html>

<head>
  <title>Using Plug-Ins</title>
</head>

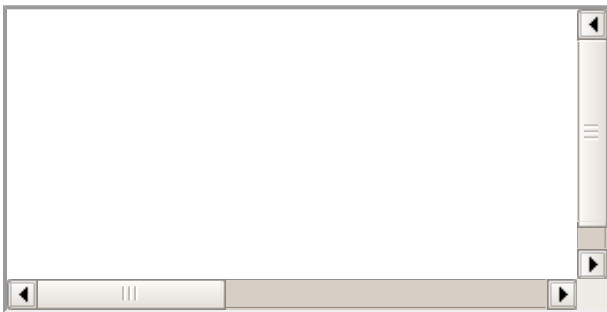
<body>

  <script language="JavaScript" type="text/javascript">
    media = navigator.mimeTypes["video/quicktime"];

    if (media){
      document.write("<embed src='quick.mov' height=100 width=100>");
    }
    else
    {
      document.write("<img src='quick.gif' height=100 width=100>");
    }
  </script>

</body>
</html>
```

Output



NOTE – Here we are using HTML <embed> tag to embed a multimedia file.

Controlling Multimedia

Let us take one real example which works in almost all the browsers –

```
<html>

<head>
  <title>Using Embedded Object</title>

  <script type="text/javascript">
    <!--
      function play()
      {
        if (!document.demo.IsPlaying()){
          document.demo.Play();
        }
      }
      function stop()
      {
        if (document.demo.IsPlaying()){
          document.demo.StopPlay();
        }
      }
    </script>
  </head>

  <body>
    <div id="demo">
      <img alt="A placeholder for a multimedia object, likely a video player, which would be controlled by the JavaScript functions defined above." data-bbox="180 800 450 950"/>
    </div>
  </body>
</html>
```

```

        function rewind()
        {
            if (document.demo.IsPlaying()){
                document.demo.StopPlay();
            }
            document.demo.Rewind();
        }
    //-->
</script>

</head>

<body>

    <embed
    src="http://www.amrood.com/games/kumite.swf"
    width="318" height="300" play="false" loop="false"
    pluginspage="http://www.macromedia.com/go/getflashplayer"
    swliveconnect="true">
    </embed>

    <form name="form" >
        <input type="button" value="Start" onclick="play();" />
        <input type="button" value="Stop" onclick="stop();" />
        <input type="button" value="Rewind" onclick="rewind();" />
    </form>

</body>
</html>

```

Output

If you are using Mozilla, Firefox or Netscape, then

