

Adding Flash Video to Adobe Captivate projects

Flash Video (FLV) files add realism and depth to your Adobe Captivate projects. You can insert FLV files so that they play from any slide in your project. You can include three types of FLV files:

- **Progressive Download Video** lets you load external FLV files into your Adobe Captivate project and play them back at run time. Because the video content is external to the other Adobe Captivate content and the video playback controls, you can easily update video content without having to rebuild the Adobe Captivate project. During delivery, video begins playing as soon as the first segment has been downloaded to the local computer's hard disk.
- **Streaming Video** streams video from either your own server running Adobe Flash Media Server or from a host Flash Video Streaming Service. This provides the most complete, consistent, and robust delivery option for both audio and video files. Streaming Video is the only delivery option with which you can include a live video feed in your Adobe Captivate project.
- **Flash Video Streaming Service** provides the most effective way to deliver FLV files to the largest possible audience without the hassle of setting up and maintaining your own streaming server hardware and network.

Note: If your Adobe Captivate project contains FLV files, the files must contain metadata for the video player to function correctly. FLV files created with Flash Communication Server 1.5.2, FLV Exporter version 1.2, and Sorenson Squeeze 4.0 automatically contain metadata. Sorenson Squeeze 4.0 is included with the Flash Video Kit. If you import an FLV file that does not have any metadata, the video will not play correctly in your project.

FLV files will not play when an Adobe Captivate project is hosted on a Windows 2003 web server.

To add an FLV file to a project:

1. Open the Adobe Captivate project you want to edit.
2. Select the Edit view and click to select the slide where the video will appear.
3. Click Insert and click Flash Video (**Figure 1**).

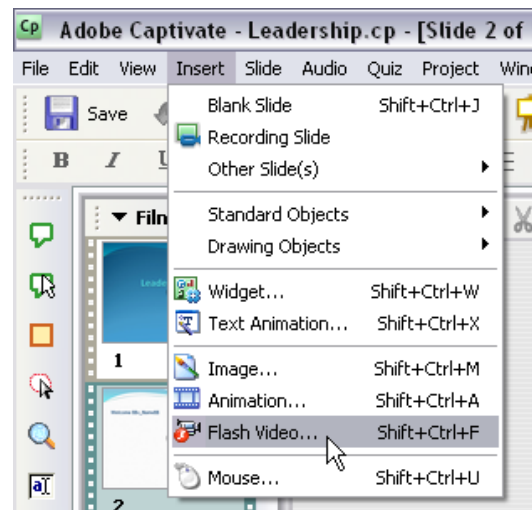


Figure 1 Insert menu

The New Flash Video dialog box appears (Figure 2). On the Flash Video tab, select the type of video to include and the location of the video.

If you select Progressive Download Video, browse to the relative or absolute path of the FLV file in the File Link text box (Figure 2).

If you select Streaming Video, enter the server name, application name, and instance name in the Server URL text box (Figure 3). Enter the stream name in the Stream Name text box. Ask your streaming video service provider for assistance with this information.

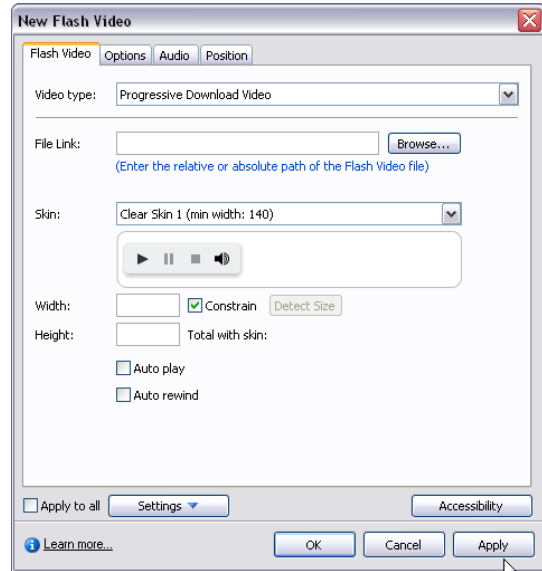


Figure 2 Flash Video tab in the New Flash Video dialog box

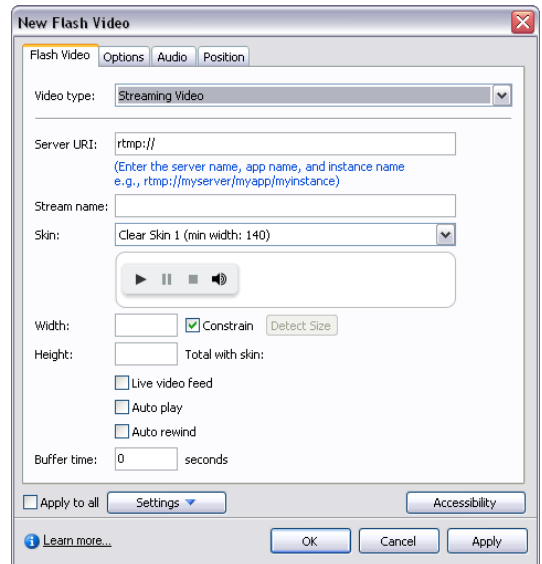


Figure 3 Streaming video options

If you select Flash Video Streaming Service, enter the direct file link provided by your Flash Video Streaming Service in the URL text box (**Figure 4**).

You can choose a skin. Skin refers to the way the video toolbar appears within your completed project. To preview the choices, select each skin from the menu. If you do not want to include playback control for the video, select None.

You can alter the size of the video when it plays on the slide.

You can tell Adobe Captivate to start playing the video automatically or require the viewer to click the Play button first.

You can also control whether the video stops on the last frame of the video or rewinds to the beginning after playing.

4. From the Video Type pop-up menu, select Progressive Download Video.
5. Click Browse to locate the file.
The Open dialog box appears.
6. Locate the FLV file, select it, and click Open.
7. Click OK.

The video is added to the project (**Figure 5**).

When the project is published and viewed, this slide will display the selected video. Depending on the options you selected, the video will begin playing automatically or require the viewer to click the Play button to view the video.

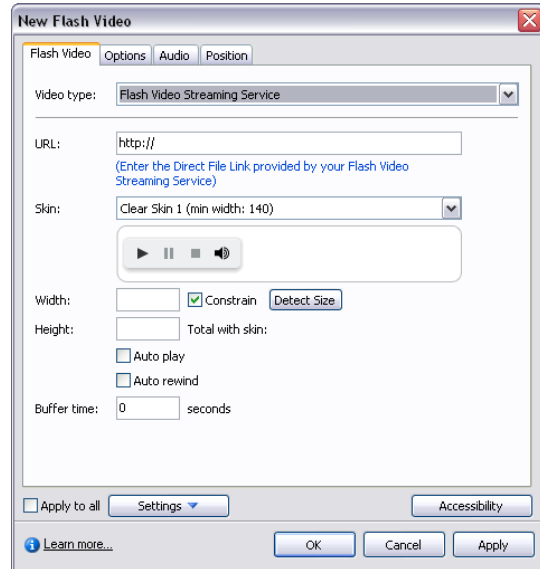


Figure 4 Flash Video Streaming Service options

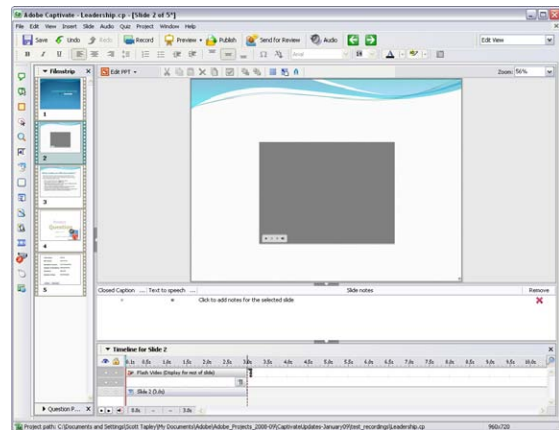


Figure 5 Flash video object added to a slide

Note: If you select Streaming Video or Flash Video Streaming Service, you must enter a number in the Buffer Time text box. (Buffer time is the amount of video that must be loaded before the video plays in the Adobe Captivate project. The actual time it takes to stream video depends on a viewer’s network speed. Buffer time must not exceed the total project time.)