

Multimedia Contracts

The multimedia contracts allow you to manage multimedia on your web page. Most multimedia players have their own controls for playing, stopping, and generally controlling the execution of titles. These contracts allow you to replace the native controls with your own web page based controls.

These contracts allow you to play, stop, and rewind multimedia players. The catch to this is that the player must support the methods that these contracts use exactly. In particular these contracts look for the following methods:

play()
stop()
rewind()

When registering a SmartElement there is a provision to add “wrapper” methods. These are JavaScript methods that you must write code for that typically call the correct method(s) to make the player do what you want. All the multimedia players delivered with Drumbeat have had wrapper functions added to work with these contracts.

The contract “Control Media Playing” binds all of the methods above to their event counterparts (namely: onPlay, onStop, and onRewind). The only SmartElement that meets this requirement is the DHTML Media Controller in the Custom tab of the Element Library.