ภาคผนวก   ค

การใช้จาวาสคริปต์ควบคุมการเล่นแฟลช

การควบคุมการเล่นแฟลชที่แสดงผลในโปรแกรมเว็บบราวเซอร์ให้สามารถหยุด   หรือ
เลื่อนดูทีละเฟรมได้ ผู้ศึกษาจึงเขียนจาวาสคริปต์ขึ้นมาเพื่อควบคุมโดยแทรกเข้าไปในไฟล์ .asp ดัง
ต่อไปนี้

```
<script language="JavaScript" src="../JavaScript/FlashSeekBar.js"></script>
```

คำสั่งจาวาสคริปต์ในไฟล์ FlashSeekBar.js มีดังนี้

```
(function ()
{
setTimeout(initFlashControls, 100);

function initFlashControls()
{
var count = 0;

function tt(elem)
{
// do not coerce elem.StopPlay to bool, because that breaks IE
if (typeof elem.TotalFrames != "undefined")
{
addFlashControls(elem);
++count;
}
}
var i, x;
for (i = 0; x = document.getElementsByTagName("object")[i]; ++i)
```

```
tt(x);

for (i = 0; x = document.getElementsByTagName("embed")[i]; ++i)

tt(x);

if (!count) alert ("No scriptable flash on this page.");

}


function addFlashControls(flash)

{

var controlsDiv = document.createElement("div");

// Put the controls under the Flash.

// If the Flash is an <embed> in an <object>, we do not want to touch the <object>,

// because that would make Mozilla re-test whether the <object> is broken and reset the <embed>.

// So in that case, we put the controls under the <object>.

var where = flash;

while (where.parentNode.tagName.toLowerCase() == "object")

where = where.parentNode;

where.parentNode.insertBefore(controlsDiv, where.nextSibling);

// Construct controls using DOM2 instead of innerHTML.

// In Mozilla, innerHTML= is like innerText= at standalone flash URLs.

var table = document.createElement("table");

controlsDiv.appendChild(table);

var row = table.insertRow(-1);

var pauseButton = document.createElement("button");

pauseButton.appendChild(document.createTextNode("Pause"));

var buttonCell = row.insertCell(-1);

buttonCell.appendChild(pauseButton);

var slider = row.insertCell(-1);

slider.width = "100%";

var visibleSlider = document.createElement("div");

visibleSlider.style.position = "relative";
```

```javascript
visibleSlider.style.height = "10px";

visibleSlider.style.width = "100%";

visibleSlider.style.MozBorderRadius = "4px";

visibleSlider.style.background = "#aaa";

slider.appendChild(visibleSlider);

var thumb = document.createElement("div");

thumb.style.position = "absolute";

thumb.style.height = "20px";

thumb.style.width = "10px";

thumb.style.top = "-5px";

thumb.style.MozBorderRadius = "4px";

thumb.style.background = "#666";

visibleSlider.appendChild(thumb);

var sliderWidth;

var paused = false;

var dragging = false;

table.width = Math.max(parseInt(flash.width) || 0, 400);

addEvent(pauseButton, "click", pauseUnpause);

addEvent(slider, "mousedown", drag);

addEvent(slider, "drag", function() { return false; }); // For IE

window.setInterval(update, 30);


function pauseUnpause()

{

paused = !paused;

pauseButton.style.borderStyle = paused ? "inset" : "";

if (paused)

flash.StopPlay();

else

flash.Play();
```

```
}


function update()

{

sliderWidth = parseInt(getWidth(slider) - getWidth(thumb));

if (!paused && !dragging)

thumb.style.left = parseInt(flash.CurrentFrame() / totalFrames() * sliderWidth) + "px";

}


function dragMousemove(e)

{

// cross-browser, unlike e.pageX, which IE does not support

var pageX = e.clientX + document.body.scrollLeft;

var pos = bounds(0, pageX - getX(slider) - 5, sliderWidth);

var frame = bounds(1, Math.ceil(totalFrames() * pos / sliderWidth), totalFrames() - 2);

thumb.style.left = pos + "px";

flash.GotoFrame(frame);

}


function release(e)

{

removeEvent(document, "mousemove", dragMousemove);

removeEvent(document, "mouseup", release);

if (!paused)

flash.Play();

dragging = false;

}


function drag(e)

{
```

```
addEvent(document, "mousemove", dragMousemove);

addEvent(document, "mouseup", release);

dragging = true;

dragMousemove(e);

}


function bounds(min, val, max)

{

return Math.min(Math.max(min, val), max);

}


function totalFrames()

{

// This is weird.  TotalFrames differs between IE and Mozilla.  CurrentFrame does not.

if (typeof flash.TotalFrames == "number")

return flash.TotalFrames; // IE

else if (typeof flash.TotalFrames == "function")

return flash.TotalFrames(); // Mozilla

else

return 1; // Partially loaded Flash in IE

}


function getWidth(elem)

{

if (document.defaultView && document.defaultView.getComputedStyle)

return parseFloat(document.defaultView.getComputedStyle(elem,null).getPropertyValue

("width")); // Mozilla

else

return parseFloat(elem.offsetWidth); // IE (currentStyle.width can be "auto" or "100%")

}
```

```
function getX(elem)

{

if (!elem) return 0;

return (elem.offsetLeft) + getX(elem.offsetParent);

}


function addEvent(elem, eventName, fun)

{

if (elem.addEventListener) // Mozilla

elem.addEventListener(eventName, fun, false);

else // IE

elem.attachEvent("on" + eventName, fun);

}


function removeEvent(elem, eventName, fun)

{

if (elem.addEventListener)

elem.removeEventListener(eventName, fun, false);

else

elem.detachEvent("on" + eventName, fun);

}

}

})()
```