

# Media Player App



## Introduction.

This app allows you to play a video or other media within Acquire using Windows Media Player rather than Acquire's internal video playing engine. Normally this functionality is not required but for some formats it works better and has the added advantage of maintaining the media aspect ratio when played.

However, this is not the only powerful feature. The media player app allows you to control media using Acquire variables. You can tell it to play, stop, rewind etc., as well as get a playback position and more. Using this app you can develop an interactive media player.

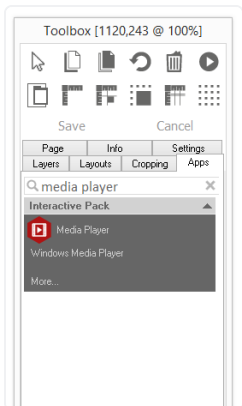
## Uses.

Great for using when you want to show media and Videos and want that added control over the playback.

## Using Media Player app.

To access the app open an existing or new page and select the **'App'** tab of page editor **'Toolbox'** (shown below). Apps are grouped within their relevant app packs and are displayed red if they have been licenced. For more information about licensing apps go to [Licensing apps](#).

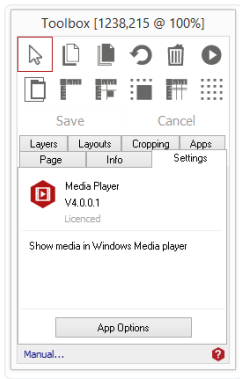
Select the app from the list or search for it using the search bar. When an app is selected it will be highlighted as shown.



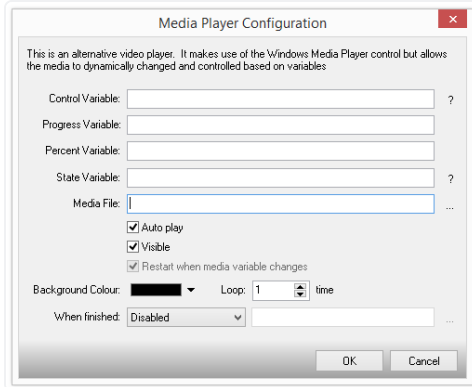
Once you have selected your app draw an area on your page where you would like to use the app. In this case you will be drawing a space where you want to show and play media. This box can be re-sized and re-positioned at any point.

The **'Settings'** tab within the Toolbox will automatically open when the app is added to the page.

From here you can set up your app up by clicking on the **'App Options'** button.



## Understanding the App Options.



**Control Variable:** This is the name of an Acquire Variable that the App will monitor. It can be set to the following:

- Play – causes the app to begin playback
- Stop – causes the app to stop playback
- Pauses – pauses current playback
- Fast forward – plays forward at an increased speed.
- Fast reverse – plays backwards at an increased speed.

**Progress Variable:** The app will write to this Acquire variable the progress of playback.

**Percent Variable:** The app will write to this Acquire Variable the progress of playback as a percentage.

**State Variable:** The app will write to this Acquire Variable to inform it of what the playback is doing.

**Media File:** Select the media file to play. This can be an Acquire Variable.

Tick Auto play to automatically play content.

Tick Visible to keep the App displayed.

Restart when media variable changes: Tick the box if you wish to restart media when the variable changes.

**Background Colour:** Select a background colour.

**Loop:** Select how many times you wish the media file to play.

**When Finished:** This is the action to perform when the video finishes playing – after the last loop (if there is one specified.)