

Inserting Multimedia

You insert multimedia into your HTML pages much in the same way as you insert other media (images, graphics). The challenge is in the way different browsers will present.

Unlike graphics or images, a browser, by itself, cannot play sound or video. It needs either a plug-in or helper application which may or may not be present on your users computer. Most computers come with some sort of sound and video helper application (like QuickTime Player, Windows Media Player or Real Player), but you might need to direct your user to the site of the preferred application. Use a link to the page where the helper application can be downloaded (i.e. ``

Sounds are available all over the Web. The sounds that are supported by the Web are .wav, .aiff, .mov, .mpg You can also create your own sounds and video (see lesson on iMovie).

You can insert multimedia in two ways, either by creating a link to the file or by embedding it in the document.

Creating a link to a multimedia file:

`Play Sound Clip` where sound.mov is the filename of the sound. The extension is important because it tells the browser which helper app to open. The words "Play Sound Clip" will be highlighted like a link and when the user clicks on it, it will either open a helper app or download to the user's computer, depending on how they have it set up.

You can also include an icon as the symbol for the sound (instead of the text):

`` Where image.gif is the filename for the desired image.

Embedding Multimedia

Embedding multimedia allows you to have audio and video ready to play on an html page. It embeds the video or audio in the assigned player. Embedding video does not work across all older browsers and platforms, so make sure you test the functionality of your pages.

The code requires an `<object>` tag with an enclosed `<embed>` tag similar to Flash. This makes the code usable by recent versions of IE, Netscape, Mozilla, and Safari. Make the height (in two places) at least 16 px larger than your movie to accommodate controller. Dreamweaver also has commands to let you insert multimedia. (See Insert, Media)

You may change width, height, source, autoplay (plays when page opens or not), and controller. Do not change any other attributes.

```
<OBJECT CLASSID="clsid:02BF25D5-8C17-4B23-BC80-D3488ABDDC6B"
WIDTH="400"HEIGHT="400"
CODEBASE="http://www.apple.com/qtactivex/qtplugin.cab">
<PARAM name="SRC" VALUE="new.mov">
<PARAM name="AUTOPLAY" VALUE="false">
<PARAM name="CONTROLLER" VALUE="true">
<EMBED SRC="new.mov" WIDTH="400" HEIGHT="400" AUTOPLAY="false" CONTROLLER="true"
PLUGINSOURCE="http://www.apple.com/quicktime/download/">
</EMBED>
</OBJECT>
```

Inserting video in Flash

1. Create an interface in Flash in which you will insert your video. Include proper Action Script for stopping scenes and moving ahead with buttons. Save the .fla before continuing.
2. Choose File, Import, Import Video, Choose your already edited and compressed video on your computer, keep the defaults, and click Continue. Make sure the video is in the same folder as the rest of your files before you upload it. This will make it easier when you launch on the Web.
3. Choose a Skin for your controller. I would suggest choosing one with all the controls and external, so it will not cover up part of your movie (i.e. SteelExternalAll.swf), click Continue
4. Read the instructions on the next page, then click Finish. Flash will start importing your video

All the files, including skin swf and movie need to be uploaded to your Web folder. Allow plenty of time for video to upload.