CONTENTS

1 Embedding the player **1**

1.1 Upload 1

1.2 SWFObject 1

1.3 Embedding Without JavaScript 2

1.4 JW Embedder 3

2 Player API **11** . . . . . .

JW Player for Fto0r

CHAPTER

TWO

JWyer27r142for27r142Flash27r142and27r142HTML5,27r142Release27r1425.3

`onFullscreen(callback)`
Fired when the player's fullscreen mode changes. Event attributes:

- fullscreen: boolean. New fullscreen state.

`onMetadata(callback)`
Fired when new metadata has been discovered in the player. Event attributes:

data: Object: dictionary object containing the new metadata.

`onMute(callback)`
Fired when the player has gone into or out of the mute state. Event attributes:

- **mute**: Boolean: New mute state.

`onPlaylist(callback)`

- **position**: Number: Playback position in seconds.

`onVolume(callback)`
Fired when the player's volume changes. Event attributes:

- **volume**: Number: The new volume percentage (0 to 100).

2.6 Chaining

Note that every API call to a JW Player in turn returns the player instance. This makes it possible to chain API calls (like with jQuery):