



# Tech Note No. 1

## Guidelines for creating dynamic swf background file

*Knowledge in Macromedia Flash action script is required*

**Note:** You should be aware that adding a heavy swf file as a background to a slide functionality might introduce significant additional load to the Virtual Host playback. In some cases this may cause the VH playback to fail or be reduced to unacceptable quality.

To avoid problems we recommend using an swf without any animation or audio.

Because your audience uses different CPUs and different Internet connections it is recommended to use a Jpeg image or an swf file without an animation or audio.

In case you want your background to include dynamic content such as animation or background audio, there are three major concerns that you need to address:

### 1. Minimizing CPU Load

Should you choose to include animation we recommend verifying that your animation, when played by itself, does not consume more than 5% CPU on a 500 Mhz PC.

### 2. Minimizing network Load

Should you choose to include Audio please follow these recommendations:

In case you are using streaming audio please select the bit rate in consideration with the bit rate of the uploaded audio file.

In case the performance with the streaming audio is low we recommend using Event Audio

### 3. Achieving Synchronized Playback

A background may be preloaded by the VH player to provide an optimal playback experience. Therefore you may not assume that background loading coincides with slide playback.

To ensure that the background playback is synchronized with slide playback you will need to:

Ensure that your background is static when it loads. In other words issue a 'stop()' command once loading is complete, and do not initiate any audio playback.

Implement the following callbacks functions at the root level of your background movie. The VH Player will call this function when the slide starts playing.

- `Function talkStarted(){`  
  }  
  The host audio begun playing
- `Function slideStarted(){`  
  }  
  The slide begun playing
- `Function talkEnded(){`  
  }  
  The host audio stopped playing