When playing a FLV movie or a MP3 music clip, you can use Acrobat form buttons to control the media clip through the scripting bridge that connects Acrobat JavaScript to Flash ActionScript. Acrobat uses two SWF files that play FLV and MP3, these are `VideoPlayer.swf` and `AudioPlayer.swf`. You can communicate with these two SWF using the `callAS` method of the `AnnotRichMedia` object, as documented in the *JavaScript for Acrobat API Reference* guide.

The `callAS` method passes function names have been exposed (to external use) using the `ExternalInterface.addCallback` in ActionScript. These exposed methods are `multimedia_play`, `multimedia_pause`, `multimedia_rewind`, `multimedia_seek`, `multimedia_nextCuePoint`, `multimedia_prevCuePoint`, `multimedia_volume`, and `multimedia_mute`.

In this demo file, we illustrate the use of `multimedia_play`, `multimedia_pause`, and `multimedia_rewind`.

Basically, the technique is first to get the `AnnotRichMedia` object of the target annotation using either `Doc.getAnnotsRichMedia()` or `Doc.getAnnotRichMedia()` methods.

```javascript
var rm = this.getAnnotsRichMedia(this.pageNum)[0];
```

Here we get the first rich media annotation on the current page. If we want to play the media, we might do something like this

```javascript
if (rm) {
    if (!rm.activated) rm.activated=true;
    rm.callAS("multimedia_play");
}
```
If we want to play the media, we might do something like this:

![Video Player](https://via.placeholder.com/150)

AcroTeX

Movies

D. P. Story

The above video has play, pause, and rewind buttons that use the scripting bridge to communicate with the underlying `VideoPlayer.swf`.\(^1\) These techniques are for FLV and MP3 files only. A SWF file would not obey `multimedia.play` method, for example.

\(^1\)Video downloaded from youtube.com.