

```
<html>
<head>
<meta http-equiv="content-type" content="text/html; charset=ISO-8859-1">
<title>...: Playlist (local storage) :... </title>
<style>
body {
margin: 0px;
background-color: #FF6600;
}

#movie {
width: 1366px;
height: 768px;
border-width: px;
border-style: ridge;
border-color: #efb525;
}

</style>
<script language="JavaScript" src="file:///tivella/tvzilla/js/tivella.js"></script>
<script language="JavaScript">
var mediaPlayer; // MediaPlayer object.
var position = new Object(); // Current movie position.
var duration = new Object(); // Movie duration.
var active = new Object(); // Playing is in progress.
var movieTimeout = 3000; // Movie checking interval in milliseconds.
var i = 0;
var timer = 0;
const STATUS_IDLE = 0;
const STATUS_PLAYING = 1;
const TRIES_LIMIT = 10;
var status = STATUS_IDLE;
var tries = 0;

// Put your movie URLs here.
var playlist = new Array(
//examples of pulling from Webserver or local DMP file system
//"http://192.1.1.100/ciscodmp/webmovie.mpeg",
//"file:///tmp/ftproot/usb_1/videos/localmovie.mpeg"
"http://192.1.1.100/ciscodmp/webmovie.mpeg"
) ;

function init()
{
var el = document.getElementById("movie");
mediaPlayer = new tvMediaPlayer();

//Make white non-transparent background
mediaPlayer.osdSetAlpha(window, 0, 0, window.screen.width, window.screen.height, 255);
if (el)
mediaPlayer.setOutputElement(window, el, 0);

// Set the left and right volume levels
mediaPlayer.setRightVolume(10);
mediaPlayer.setLeftVolume(10);
```

```
movie() ;
}

function destroy()
{
mediaPlayer.stop() ;
mediaPlayer.setFullScreen();
}

function nextItem()
{
mediaPlayer.stop() ;
mediaPlayer.play(playlist[i]) ;
status = STATUS_PLAYING;
++i;
if (i >= playlist.length)
i = 0;
tries = 0;
}

function movie()
{
switch (status) {
case STATUS_IDLE:
nextItem();
break;

case STATUS_PLAYING:
//Position would now be in position.value
mediaPlayer.getPosition(position);

//Duration would now be in duration.value
mediaPlayer.getDuration(duration);

if ((duration.value > 0 && position.value > 0 && position.value == duration.value) ||
(duration.value == 0 && position.value == 0 && ++tries > TRIES_LIMIT)) {
status = STATUS_IDLE;
nextItem();
}
break;
}

if (timer)
window.clearTimeout(timer);
timer = window.setTimeout("movie();", movieTimeout);
}

</script>
</head><body onload="init();" onunload="destroy();">

<div id="movie"></div>

</body>
</html>
```