

# Sonettic-Cinema configuration guide

## **Modules**

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## Modules

Modules are flexible and popular solution for extension of Sonettic Cinema possibilities. Internal player API permit to use prepared classes and player interfaces, and in the same almost infinite to expand its behaviour and its possibilities.

It's possible to connect player modules through special XML file with modules list and its configuration. By means of this file you can load few modules in same time, to set basic module settings and the order of its loading.

Example of modules.xml file:

```
<?xml version="1.0" encoding="UTF-8"?>
<modulelist>
  <module url="modules/template.swf" initvalue="First initvalue" initvalue2="Secondinitvalue" />
</modulelist>
```

In this case we add templates.swf module, which add new button in main menu and move **copy embed code** and **copy link** buttons to submenu.

By means of flashvars (more on [Adobe webpage](#)) and swf-object we add the new flashvar **modulelist** with the path to module (**modules/template.swf**). Also we add the path to thumbnail (**poster** flashvar) and the path to video (**content** flashvar).

Initial data:

name	value
<b>player swf</b>	cinemaplayer.swf
<b>video file</b>	trailer.flv
<b>html page</b>	index.html
<b>thumbnail</b>	thumb.jpg
<b>host</b>	www.example.com
<b>moduleslist</b>	assets/modules.xml
<b>module</b>	modules/template.swf
<b>swf object</b>	swfobject/swfobject.js

**Important!** For purpose your flash player to load pictures from your domain it's necessary to place crossdomain.xml file in the root of your server (more about [Cross-domain policy file specification](#)).

How to integrate player by means of swf object [read in article](#).

Code part with flashvars for swf-object:

```
var flashvars = {
  'content' : 'trailer.flv',
  'poster' : 'thumb.jpg',
  'modulelist' : 'assets/modules.xml'
};
```

Working example you can [watch online](#).

