

Sonettic-Cinema

Security and privacy

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Security and privacy

This document will describe how to well to do your player from stealing: how to lock domain, add copyright to context menu and enter override-protected properties.

Lock domain

To lock player for one or more domain you need to run UserLicense.as file in redactor wich is in folder named **com/sonettic/**.

Sample code:

```
private var AllowedDomains:String="teta.sonettic-cinema.com,beta.sonettic-cinema.com";
```

You can set one or more domains. If there more then one domain separate them by point without space. If you wish to allow loading player from any domaine set **AllowDomains="NONE"**

```
private var AllowedDomains:String="NONE";
```

File: **com/sonettic/UserLicense.as**

Player user license label

For changing user license label in context menu you need to change **ContextLabel** variable and **UserLink**:

```
private var ContextLabel:String="Licensed To Sonettic";  
private var UserLink:String="http://sonettic-cinema.com/";
```

UserLink variable set on URL by that user pass after click on **ContextLabel** in context menu and on your logo.

File: **com/sonettic/UserLicense.as**

Override-protected properties

You can submit any option from file (path to file with flashvar properties) to list of secure options and after recompilation of player it will be not possible to overwrite this option from flashvar and configuration file xml.

It's nessesary to add secure properties into object:

```
private static var ProtectedProperties:Object = new Object();
```

Sample code:

```
ProtectedProperties.allowextmodule = true;
```

File: **com/sonettic/MainProperties.as**

Lock external modules to player

To protect your external module of srealing it's nessesary to set in secure properties of player name of player.

Sample code in player:

```
ProtectedProperties.PLAYERLOCKNAME="SonetticPlayer967";
```

File: **com/sonettic/MainProperties.as**

Sample code in external module (current sample is CoverFlow listing viewer):

```
private var AllowedPlayers:String="MyPlayerLocked, SamplePlayerID";
```

File: **com.sonettic.listingviewers.UserLicense.as**