

## How to embed Windows Media Player in HTML document

This document describes how to embed Windows Media Player in HTML document to play music or video, and includes the required code in HTML and JavaScript.

### Windows Media Player Download

Before to start, you should check the version of Windows Media Player installed on your computer. Version 6.4 is supported, but the latest version is recommended.

If you need to install or update Windows Media Player, click on the logo to download the version of Windows Media Player compatible with your operating system.

### Embedding Windows Media Player

To embed an object in HTML document, the object class ID is required. The class ID for Windows Media Player 7, 9, 10 and 11 is clsid:6BF52A52-394A-11D3-B153-00C04F79FAA6.

Insert the following code into your HTML document to embed Windows Media Player 7 and later:

```
<OBJECT id="VIDEO" width="320" height="240" style="position:absolute; left:0;top:0;" CLASSID="CLSID:6BF52A52-394A-11d3-B153-00C04F79FAA6" type="application/x-oleobject"> <PARAM NAME="URL" VALUE="your file or url">
<PARAM NAME="SendPlayStateChangeEvents" VALUE="True"> <PARAM NAME="AutoStart" VALUE="True">
<PARAM name="uiMode" value="none"> <PARAM name="PlayCount" value="9999"> </OBJECT>
```

In the URL parameter, you can specify a URL (for streaming) or a local file.

If you are using a Mio generator, you should include the video file in your application. Including video reduce bandwidth usage and bring a better user experience.

Most important parameters supported by Windows Media Player 7 and later:

**ParameterDefaultDescriptionautoStarttrue** Specifies or retrieves a value indicating whether the current media item begins playing automatically.

**balance0** Specifies the current stereo balance.

**Values range from &ndash;100 to 100.**  
**baseURL** Specifies the base URL used for relative path resolution with URL script commands that are embedded in media items.  
**captioningID0** Specifies the name of the element displaying the captioning.  
**currentMarker0** Specifies the current marker number.  
**currentPosition0** Specifies the current position in the media item in seconds.  
**defaultFrame-** Specifies the name of the frame used to display a

**URL.**  
**enableContextMenutrue** Specifies a value indicating whether to enable the context menu, which appears when the right mouse button is clicked.  
**enabledfalse** Specifies whether the Windows Media Player control is enabled.  
**fullScreenfalse** Specifies whether video content is played back in full-screen mode.  
**InvokeURLstrue** Specifies a value indicating whether URL events should launch a Web browser.  
**Mutefalse** Specifies if audio is muted.  
**PlayCount1** Specifies the number of times a media item will play. Minimum value of one.  
**Rate1.0** Specifies the playback rate.

0.5 equates to half the normal playback speed, 2 equates to twice.  
**stretchToFitfalse** Specifies whether video displayed by the control automatically sizes to fit the video window, when the video window is larger than the dimensions of the video image.  
**uiModefull** Specifies which controls are shown in the user interface.

Possible values: invisible, none, mini, full.  
**URL-** Specifies the name of the media item to play.

You can specify a local filename or a URL.  
**VolumeLast settingZero** specifies no volume and 100 specifies full volume.  
**windowlessVideofalse** Specifies or retrieves a value indicating whether the Windows Media Player control renders video in windowless mode.

When **windowlessVideo** is set to true, the Player control renders video directly in the client area, so you can apply special effects or layer the video with text.

Supported by Windows Media Player for Windows XP or later.

If you want to embed Windows Media Player 6.4 instead of the latest version, the class ID is clsid:22D6F312-B0F6-11D0-94AB-0080C74C7E95.

Controlling Windows Media Player from a JavaScript code

You can control Windows Media Player from scripting.

Start playback:

```
VIDEO.URL="filename";
```

Stop playback:

```
VIDEO.controls.stop();
```