Run Media Players

This sample demonstrates the use of JavaScript to cue up two media players and then start them playing simultaneously. When you click the Play button, JavaScript code opens each player with autoPlay turned off and installs an afterReady event listener in each player. When each player has reported afterReady, the code calls their play() methods. This way, the players are all ready to start and begin playing together. You can also click either movie to play it by itself

The video clips are two versions of a Super Bowl animation by Resn8. The animation runs for 20 seconds, but the rough cut is missing the last second of footage, and the finished version runs a second too long. So Acrobat's duration feature is used to play each movie for exactly 20 seconds. This results in a freeze frame at the end of the rough cut.

The finished version on the right features effects added with Adobe After Effects.

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