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How To Setup The Tool (described for PHP)

Copy all files into your web directory and adjust the subtitlehorse.php and writeData.php. The tool is embedded in the example.php and it will call the writeData.php to send the titles.

In the **example.php** you can set the video Url, configuration- and pass-through flashVars with:

```
videoUrl: "<?php echo $videoUrl; ?>",  
id: "<?php echo $id; ?>",  
language: "<?php echo $language; ?>",
```

you can declare an XML for the configuration variables:

```
configPath: "horsefiles/configPreview.xml",
```

In the configuration XML the variables for behaviour and look (optional also the path for the language- and the colo-XML) of the tool are stored:

```
...<item name="showEditorButtons">true</item>  
<item name="saveDestination">writeData.php</item>  
<item name="playerWidth">330</item>...
```

writeData.php (change the path via „saveDestination“, see above)

The writeData.php receives pass through values...

```
$_POST['id'];$_POST['language'],$_POST['translator'],...
```

...and the XML/SRT/... . title-string (declared as exportFormat)

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```
$_POST['exportString'];
```

To save a file on your server, uncomment:

```
$file = fopen("yourFile.xml", "wb");  
fwrite($file, stripslashes($exportString));  
fclose($file);
```

change the name, path etc...

Config-XML / flashVars

See also (<http://subtitle-horse.org/liveConfig/>) for live demonstration

Group	Config-Item / FlashVar	Type	Default Value	Description
File Paths	videoUrl	String	-	Path to FLV not optional, must be set as FlashVar
	configPath	String	-	Path to config-XML, must be set as FlashVar
	languagePath	String	horsefiles/ language.xml	Path to the language XML (where all button labels, menu items, etc. are stored)
	colorPath	String	horsefiles/ color.xml	Path to the color XML (all color information)
	specialCharPath	String	horsefiles/ specChar.xml	Path to the special character-XML
	helpFilePath	String	horsefiles/ documentation. html	Path to help-file
	externTitles	String	-	Titles shown by default
	existingTitles	String	-	Titles shown by default as read-only titles are additional to titles which can be created through the user
	xmlHeaderPath	String	-	Path to txt file with header information for the XML export e.g. horsefiles/header.txt (txt file should contain <?xml - Tag to <body tag)
Player	playerWidth	Number	320	Width of the player in pixel
	playerHeight	Number	-	Height of the player in pixel (If no playerHeight is set it will be adjusted through the FLV metadata, otherwise a black border will appear if the width/height proportions between metadata and FlashVars are not equal)
Appearance	lineWidth	Number	290	The line-width of the edit-fields (not of the rendered titles – use foSize instead) in pixel
	handleLineWidthCreate	LineWidth totalWidth videoWidth	lineWidth	Line Width of the new Title TextField: lineWidth: use value lineWidth-var totalWidth: use total Width videoWidth: use the real width of the video
	adjustRenderedTitleW	Boolean	true	true: if the video-width is lower than the width of the player. The subtitle-line-width = video width false: subtitle-line-width = player width
	middleSpace	Number	10	Space between player and right frame in pixel
	showBigPlayButton	Boolean	false	If a play/pause button will be shown in the center of the player

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	oneBottomLine	Boolean	false	true: right frame height = left frame height false: right frame height = SWF height
	ctrlBarWithButtons	Boolean	false	Different layout with time information and skip buttons in player's controlbar
	loadTimeBtnIcons	Boolean	false	Load Buttons instead of underline show/hide time link
	pathIconShowTime	String	-	Path to SWF/JPG/PNG/GIF
	pathIconHideTime	String	-	Path to SWF/JPG/PNG/GIF
	varToShowAsInfo	String	-	If the value of a variable is shown at the top/right, set the prefix in the language xml („menu_infoTxt“)
	showEditorButtons	Boolean	true	Show editor buttons
	showAlignButtons	Boolean	false	Show align buttons
	showValignButton	Boolean	false	Show valign button
	showRemoveBtn	Boolean	false	Show/hide remove-button in the right frame
	xDiffToRemoveBtn	Number	0	Gap between remove-button and other buttons in pixel
	showEditorAboveL	Boolean	true	Show the editor above the titles: left frame
	showEditorAboveR	Boolean	true	Show the editor above the titles: right frame
	viewBottomInfo	Boolean	false	Show button info or menu (right frame)
	easyView	Boolean	true	False: show additional menu on the bottom of right frame (viewBottomInfo must be true)
	showBg	Boolean	false	If rendered titles will be shown with white font on black background
	foSize	Number	18	The Font size of the rendered titles
	showToolTips	Boolean	true	If tool tips are shown on important buttons
	menuWidth	Number	115	Width of menu-item in pixel
Behaviour	workingWithMs	Boolean	true	Working with milliseconds
	toolDecimals	Number	1	Decimals shown in the right frame
	limitCharacters	Boolean	false	Limit the characters in the titles input field
	amountOfCharacters	Number	45	The amount of characters if limitCharacters=true
	onlyTwoLineTitles	Boolean	false	Allow only two line titles
	scaleThreeLineTitles	Boolean	true	Scale textfield if user puts in a three line title (in the right frame) otherwise a scrollBar will be shown
	jumpToTitles	Boolean	true	Jump to the titles' show-time when clicked on right frame
	calcHideTime	Boolean	true	Calculate /suggest hide time automatically while typing a new title
	searchKeyFrames	Boolean	false	Search key frames and playing to the right

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				frame of FLV when skipping/scrubbing (set this to false, when your flv has at least one keyframe/sec or your working with the rtmp protocol)
	glueTitles	Boolean	false	Automatically glue titles
	hideTimeCorrection	Boolean	true	Automatically correct hide time if conflict appear
	autoSwitchToMSAtImport	Boolean	true	true: if the user imports a file with milliseconds the tool will autoswitch to milliseconds (the right frame will be scaled down).
	timesChangedColor	Boolean	false	true: change the color of new-title-time-text-fields, when value is set
TimedText Export	useEndTag	Boolean	true	true: xml export with e.g. end="00:01:04.3" false: xml export with e.g. dur="64.3"
	useClockFormat	Boolean	true	true: xml export with e.g. begin="00:01:04.3" false: xml export with e.g. begin="64.3"
	exportDecimals	Number	1	amount of time value`s decimals
	handleBoldItalic	span nospan remove	nospan	span: ... nospan: ... remove: ...
	valignString	String	valign	Which variable for valign
	valignTopString	String	top	Variable-value for top
	valignMiddleString	String	middle	Variable-value for middle
	valignBottomString	String	bottom	Variable-value for bottom
	divAttributeName	String	lang=	Name of the attribute in the div tag
	divAttribute	Flashvar	-	Value of the attribute in the div tag e.g. titleLanguage
	xmlHeader	String	<?xml version="1.0"...	Header of the XML-String can also be set through xmlHeaderPath
	handleHtmlEntities	decode replace none	replace	decode: htmlEntities will be exported (' >...) replace: angel brackets will be replaced with brackets: > →] and < → [htmlEntities will be exported as normal characters ("',&,...) none: htmlEntities will be exported as normal characters ("',&,...) and no brackets will be replaced (This pobably causes conflicts with your player, when the user writes angel brackets).
	useImportedHeader	Boolean	false	If the header of an imported XML-File should be exported
Export	beforeSaving	confirm	confirm	After save on server menu-item is pressed:

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		askForInfo nothing forbidden		confirm: alert e.g. if the user really wants to save (save_on_server_advise in language-xml) askForInfo: user can input text into a field before saving – will be exported as variable „userInputText“ and has to be defined in „variablesToExport“-var nothing: user can save directly forbidden: user can't save (alternative to hide the save on server menu item via language-xml)
	userInputText	String		Will be set if beforeSaving=askForInfo through the user input.
	saveDestinationTarget	blank none self	self	blank: loads saveDestination in new window none: will call but doesn't open saveDestination self: loads saveDestination in same window
	saveDestination	String	writeData.php	The file which is called after the user pressed the save-on-server-menu-item If only one format should be exported use saveDestination, for two formats use saveDestination1, saveDestination2..
	saveDestination1	String		
	saveDestination2	String		
	saveDestination3	String		
	exportFormat	timedText	timedText	If only one format should be exported use exportFormat, for two formats use exportFormat1, exportFormat2...
	exportFormat1	google srt		
	exportFormat2	encore		
	exportFormat3	subviewer		
	variablesToExport	Flashvars with comma in between	Language,id,orgald,translator,email,siteCode,translatorName,viam,val1,val2,val3,val4,val5,userInputText	Variables (of those listed here) that are exported
External Communication	callBridge	Boolean	false	true: enable external communication
	bridgeType	javaScript parent	javaScript	Type of communication
	autoSave	Boolean	true	BridgeType will be called everytime a title changed
	autoSaveFunction	String	horsecall	The name of function which should be called
	AutoSaveFormat	timedText google srt encore subviewer	timedText	Format in which the titles will be send

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Pass through	language	String	-	Variables to pass through
	titleLanguage			
	id			
	orgald			
	translator			
	email			
	siteCode			
	translatorName			
	viam			
	val1			
	val2			
	val3			
	val4			
	val5			

Language-XML

all text (menu-items, buttons, alerts...) is stored in the language-XML-file (by default horsefiles/language.xml). The path to this file must be set through the FlashVar "languagePath" or in the config.xml.

If you want to replace a term, just insert another text as item value: e.g..

```
<item name="newTitleBtn">New Title</item>
```

....for a new text on the „new title button“.

if you want to hide a menu- or preference item put the string "-hide-" as value:

```
<item name="menu_remove_all">-hide-</item>
```

(if you hide a main menu item, the following sub item will be turned to a main item)

Color-XML

All color-values are stored in the color-XML-file (by default horsefiles/color.xml). The path to this file has to be set through the flashVar "colorPath" or in the config.xml.

Set the hexadecimal code to change the color values e.g...

```
<item name="background">ff0000</item>
```

... to give the tool a red background

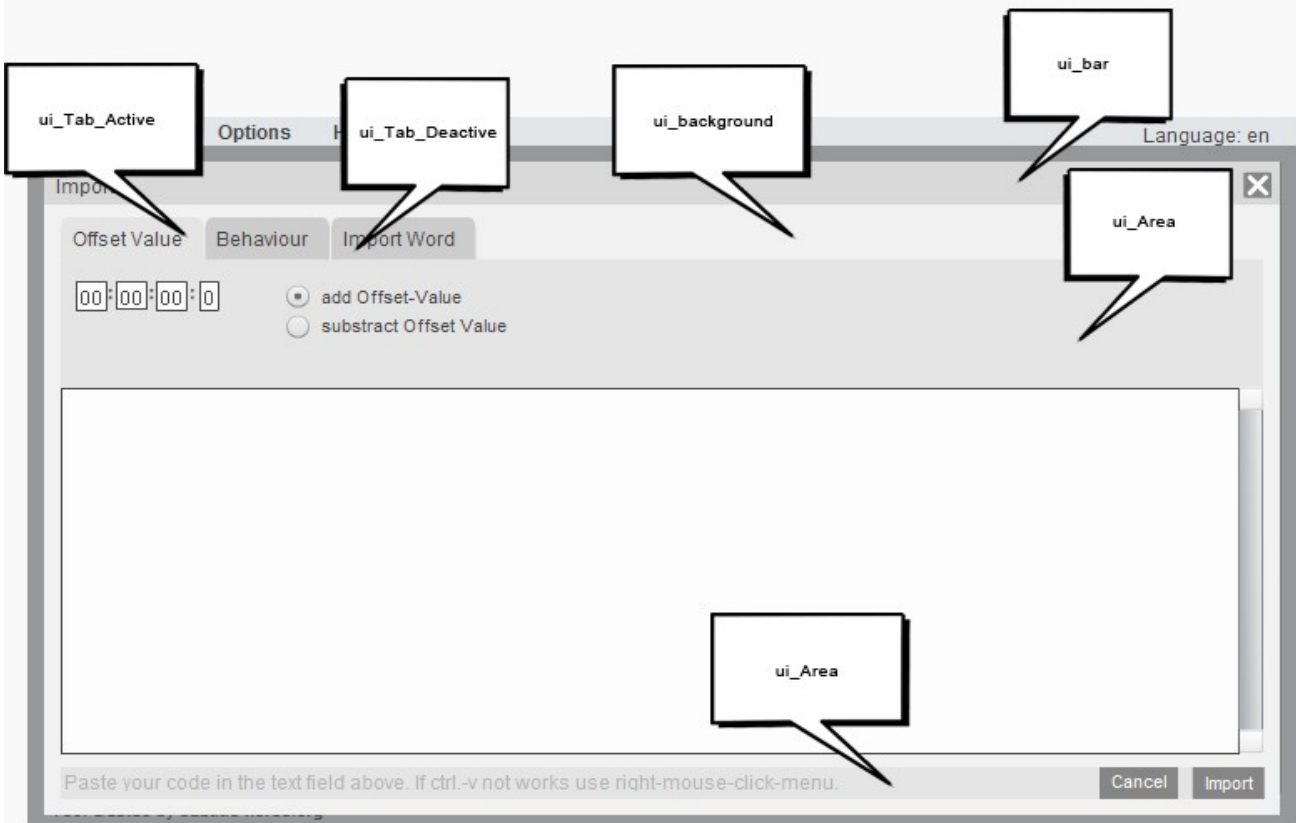
To hide an item set -hide- instead of using a hexadecimal code e.g...

```
<item name="ui_bar">-hide-</item>
```

...this doesn't work with all items.

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Example of Color-Values items:



Special Characters XML

all items of the special Characters Window are stored in the specialCharacter-XML-file.

The path to this file has to be set through the flashVar "languagePath" or in the config-XML (by default horsefiles/specChar.xml).

Define the special characters in this XML e.g.

```
<item name="common_char_1">♪</item>
<item name="common_char_2">~</item>
<item name="common_char_3">♥</item>
```

Language-specific characters can be also defined e.g.

```
<item name="de_char_1">ä</item>
<item name="de_char_2">ö</item>
<item name="de_char_3">ü</item>
<item name="de_char_4">ß</item>
```

In this example, these characters will be shown only if the FlashVar titleLanguage is set to „de“.

If you are working with the config-var handleHtmlEntities="decode", use also e.g. code=#173 (unicode without & and ;)...

```
<item name="common_char_1" code="#x266A">♪</item>
```

The value of „code“ will be written in the exported timedText-File.