

# **FlashPioneer Video Chat**

## **Administrator Manual**



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# Welcome

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The flash chat is a new mode of chat software which is different from text one. Full of various flashes and funny animation, the flash chat offers an interesting feel of communication online. Based on Flash Media Server and Red5, FlashPioneer Flash Chat supports many systems, which brings convenience to users and saves them a lot of money of global setting. And Flash Chat itself costs less while works excellently. Every web site may also customize a flash chat matching all the needs and we professional team will do the best for your satisfaction.

To add flash chat in site may attract more people to view the site. At the same time, the site can communicate with its customers and net friends with the super tool at real time.

You can try FlashPioneer Flash Chat at <http://www.flashpioneer.com/free.php>

To view screenshot of Flash Chat you can refer to <http://www.flashpioneer.com/chat/screenshot.htm>

And for the skin samples you can refer to <http://www.flashpioneer.com/chat/skin.htm>

About Custom Flash Chat Design, we provide more flash chat templates, interface design, animation package, flash emotion and so on for you to add directly. Or you can customize them to your special needs. For more details, please refer to <http://www.flashpioneer.com/custom.htm>

You can find more links to more pleasant surprise at [Chat Home](#).

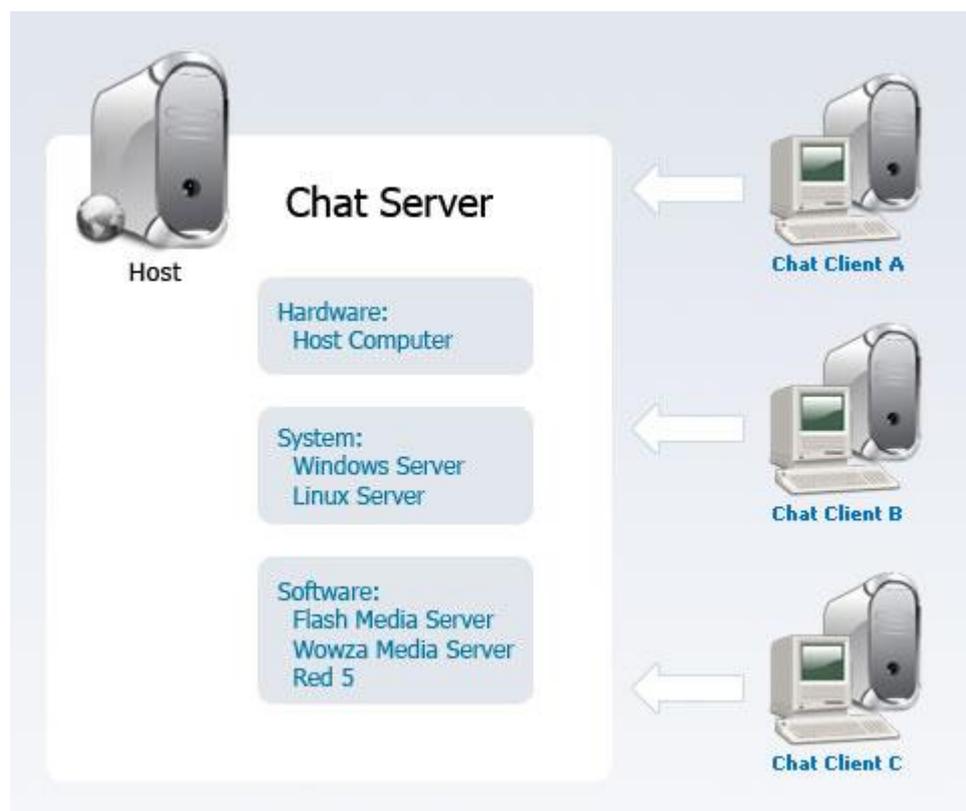
## Introduction of Flash Chat

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When we are chatting online, our computers do not send the messages to each other directly in fact. The messages we send will arrive at Chat Server first. Then it is the server that transfers the messages to the other clients we want to chat with. So, if we want to chat by flash chat, Chat Client (flash player) and Chat Server are both required.

The server, like FMS, provides technique platform for message communication, video stream and audio stream. Based on the server, we need to develop and reset it at the requirement of the application software. The constitution of Flash Chat is just like the structure of this Client/Server. For realizing real-time communication with multi-users, we take the advantages of the great capability of Flash Server and the abundant performance of Flash Client.

Chat runs like the sketch map below:



Suppose there are 3 clients, Client A, Client B and Client C. They are in the same chat room. Client A inputs a message, which is sent to the Server. Then the server transfers the message to Client B and User C in the chat room. But things will be different if the three clients are not in the same room. Suppose that Client A and Client B are both in the same

chat room while Client C is in another one. Then Client A or Client B can not see the message sent by Client C. And only Client B can see the message sent by Client A.

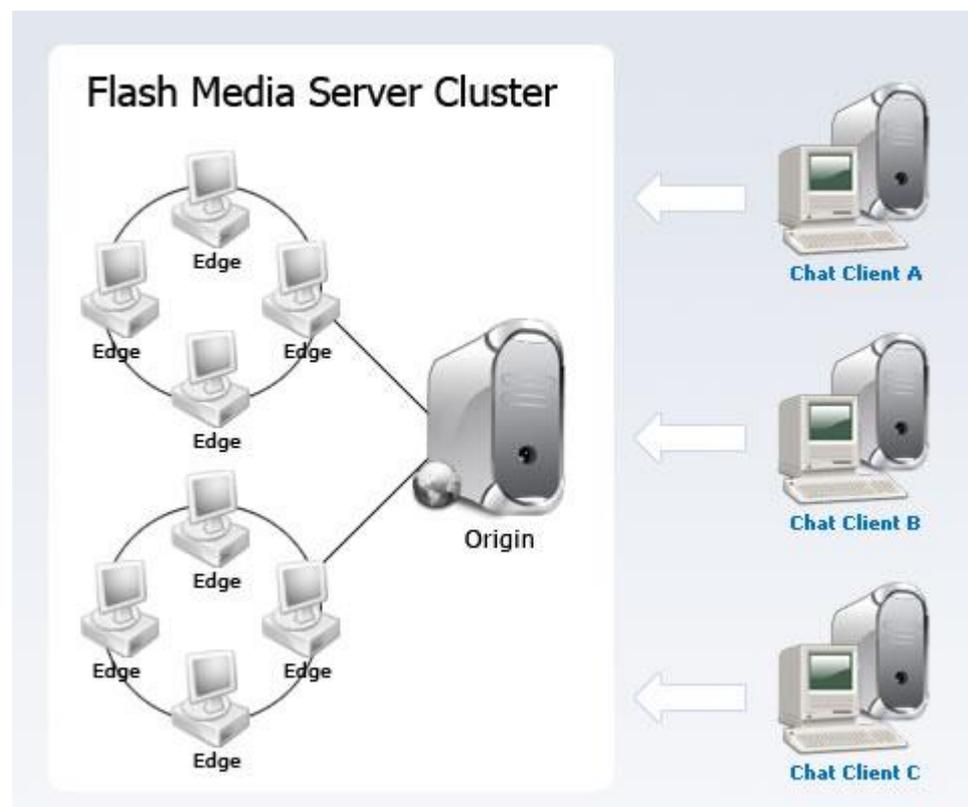
The information such as users logging in or out, text messages, smiley and animation are transformed into effective data which is then sent to the Server. At the same time, the Client deals with the data received from the Server. Then it transforms the data back to the messages.

The Server takes charge of message communication. It transfers the data from Client to the other expected Clients. The other task of the Server's is to verify and manage users' identity.

## Introductions of Flash Servers

### FMS (Adobe Flash Media Server)

FMS, compared with the other servers, is the most mature one to provide industry-standard application and it supports mass scale of applications. The following is the sketch map for FMS cluster. With server group working for the customers at the same time, the bandwidth and customer's load capacity are enlarged. That achieves millions of users chat on line synchronously.



## WMS (Wowza Media Server)

WMS is a Flash server written in Java. As cheap and stable, it is suitable for application of primary and medium enterprises. The customer service and technique support make WMS a good choice for the users who care about the costs and stability.

## Red5

Red5 is an Open Source Flash Server written in Java which supports:

- Streaming Audio/Video (FLV and MP3)
- Recording Client Streams (FLV only)
- Shared Objects
- Live Stream Publishing
- Remoting

Red5 has been developed at the end of 2005. It is stable for transferring flash data stream and supporting data application as text based chat room. But for video, especially large frequency video data, it doesn't work that stably. As an open source software, there's no customer service or technique support for it.

Below is a form to compare the three servers.

Server↕	Capability↕	Cost↕	Language↕
FMS↕	Mature↕	Expensive↕	AS↕
WMS↕	Stable↕	Cheap↕	Java↕
Red5↕	Optimizing	Free↕	Java↕

Below listed the editions and prices of the three servers for your reference

Server	Edition	Price	Information
FMS 2.0	Professional Edition (the license can be stock to 10 max)	\$4500	Below are three license modes available for choose. <ul style="list-style-type: none"><li>● 150 concurrent users, supports streaming video</li><li>● 1000 users, 40Mbps limited bandwidth (cannot support streaming video)</li><li>● 2500 users, 25Mbps limited bandwidth (cannot support streaming video)</li></ul>
	Origin and Edge	\$45000	Unlimited users number and bandwidth, supports server cluster
WMS 1.0	Pro50	\$750	50 concurrent users, unlimited bandwidth, supports streaming video

	Pro150	\$2275	150 concurrent users, unlimited bandwidth, supports streaming video
	Unlimited Edition	\$5000	Unlimited concurrent users number and bandwidth (only be restricted to server environment)
Red5 0.6		Free	Unlimited, the stability for FLV supported by the current edition is not perfect.

On the side of customers, FlashPioneer has developed a series of flash chat edition according to FMS and Red5. If you are interested in our products and want to know the information, please go to <http://www.flashpioneer.com/chat/index.htm>

# Installation

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## 1) Installation of Server Program

Please read the relevant document according to your choice of Flash Server edition installation

\* Flash Media Server installation in Windows operating system

[Install Flash Media Server on Windows](#)  
[Install Video Chat Server of FMS Edition](#)

\* Red5 Server installation in Windows operating system

[Install Red5 Server on Windows](#)  
[Install Video Chat Server of Red5 Edition](#)

\* Flash Media Server installation in Linux operating system

[Install Flash Media Server on Linux](#)  
[Install Video Chat Server of FMS Edition](#)

\* Red5 Server installation in Linux operating system

[Install Red5 Server on Linux](#)  
[Install Video Chat Server of Red5 Edition](#)

## 2) Installation of Client Program

[Installation of Client](#)  
[Configuration via setting.xml](#)  
[Make your Client Setup program](#)

## 3) For chat skin customization , please read

[Custom Skin](#)

## 4) For chat upgrading, please read

[Upgrade](#)

**5) For adding PHP database interface, please read**

[Install Chat's database \(PHP\)](#)

[PHP Interface description](#)

**6) For .NET database interface, please read**

[Install Chat's database \(.NET\)](#)

[.NET Interface description](#)



## System Requirements

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### FMS Edition

#### Supported Operating Systems

Windows 2000 Server Windows 2003 Server, Standard Edition

Linux Red Hat Enterprise, Version 3.0

Linux Red Hat Enterprise, Version 4.0

#### Software Environment Requirements

FMS Server 2.0 or a higher

#### Hardware Requirements

Minimum Required:

X86-compatible CPU (Pentium III, 1 GHz or better)

512 MB available RAM

50 MB of available disk space

Recommended:

X86-compatible CPU (Pentium 4, 3.2 GHz or better)

2 GB available RAM

1 GB Ethernet card

200 MB of available disk space

### RED5 Edition

#### Supported Operating Systems

Windows, Linux, Unix, Solaris, Freed BSD, Mac OSX and Debian systems

#### Software Environment Requirements

Java 1.5 JDK or a higher

#### Hardware Requirements

X86-compatible CPU (PII, 500MHz or better)

256 MB available RAM

100 MB of available disk space



## Install Flash Server on Windows

### ---- Install Flash Media Server

---

- 1) Locate the installation file, FlashMediaServer2.exe. This file is on your installation CD, or you may have downloaded it.
- 2) Double-click the installer icon. The installer launches.
- 3) Follow the prompts in the installation wizard.
- 4) Accept the License Agreement to continue the installation process.
- 5) Enter a user name and password for the first valid server administrator. These values are written to the fms.ini file. (You can use the management console to add other administrators later.)
- 6) Enter the server ports that Flash Media Server should use.
- 7) Accept the default location for the Flash Media Server files, or enter a new location to which Flash Media Server should be installed.
- 8) Accept the default location for the Flash Media Server program shortcuts, or enter a new location to which the shortcuts should be installed.
- 9) Review your installation choices. Click Back to make any necessary changes.
- 10) Click Install.
- 11) The final installation step gives you the opportunity to view the Readme.htm file, start Flash Media Server, and select the option to start Flash Media Server manually when you reboot your computer. Select any options you'd like, and click Finish. The installation is complete. If you configured it to start automatically, the Flash Media Server service starts.
- 12) To start the server manually, select Start > Programs > Macromedia > Flash Media Server 2 > Start Flash Media Server and Start Flash Media Admin Server.
- 13) To open the Flash Media Server management console, select Start > Programs > Macromedia > Flash Media Server 2 > Management Console.

Next, you are suggested to read [Install Video Chat Server FMS Edition](#).



## Install Flash Server on Windows ---- Install Red5 Server

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### Download required files

#### Red5

Download the latest Red5 edition (currently is 0.6.3) for Windows.

Download page: <http://www.osflash.org/red5/red5downloads>

#### JDK:

Download from the official site. Red5 requires JDK1.5 or a higher version to be used and here it is JDK-1\_5\_0\_11.

Download page: <http://www.sun.com/download/>

### Installation Step

#### 1) Install JDK

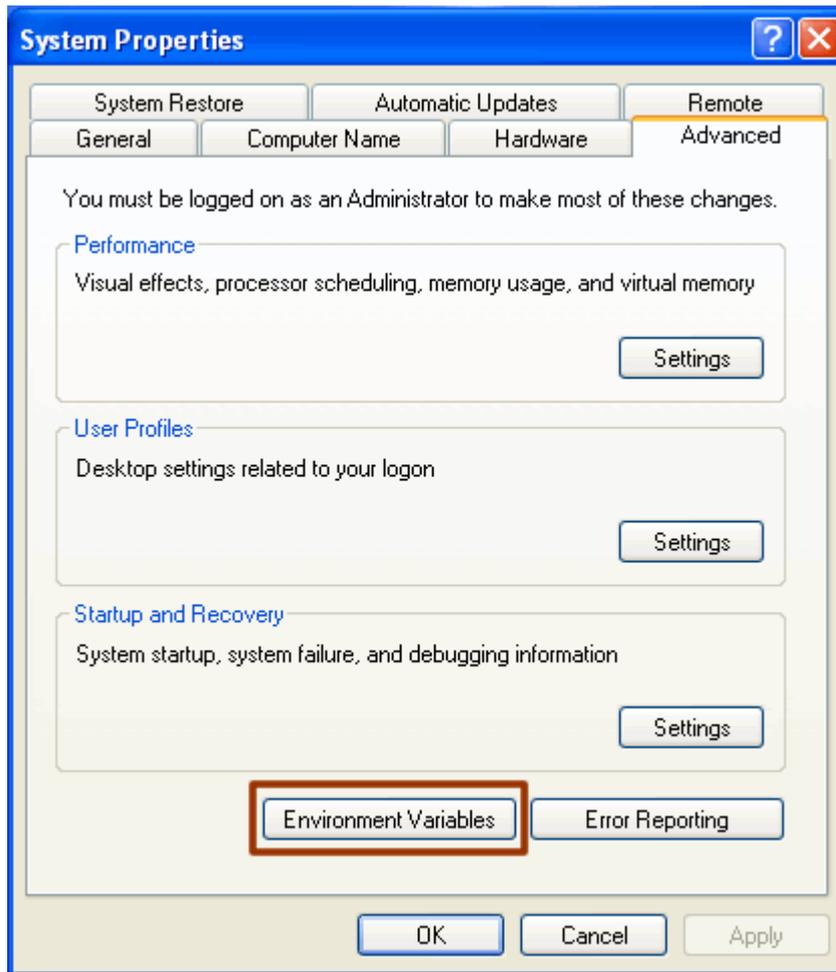
If you have installed JDK, please go to next step.

Double-click the installation file `jdk-1_5_0_11-windows-i586-p.exe` to start installation. The whole installation process is simple and users just need to pay attention to the selection of installation path.

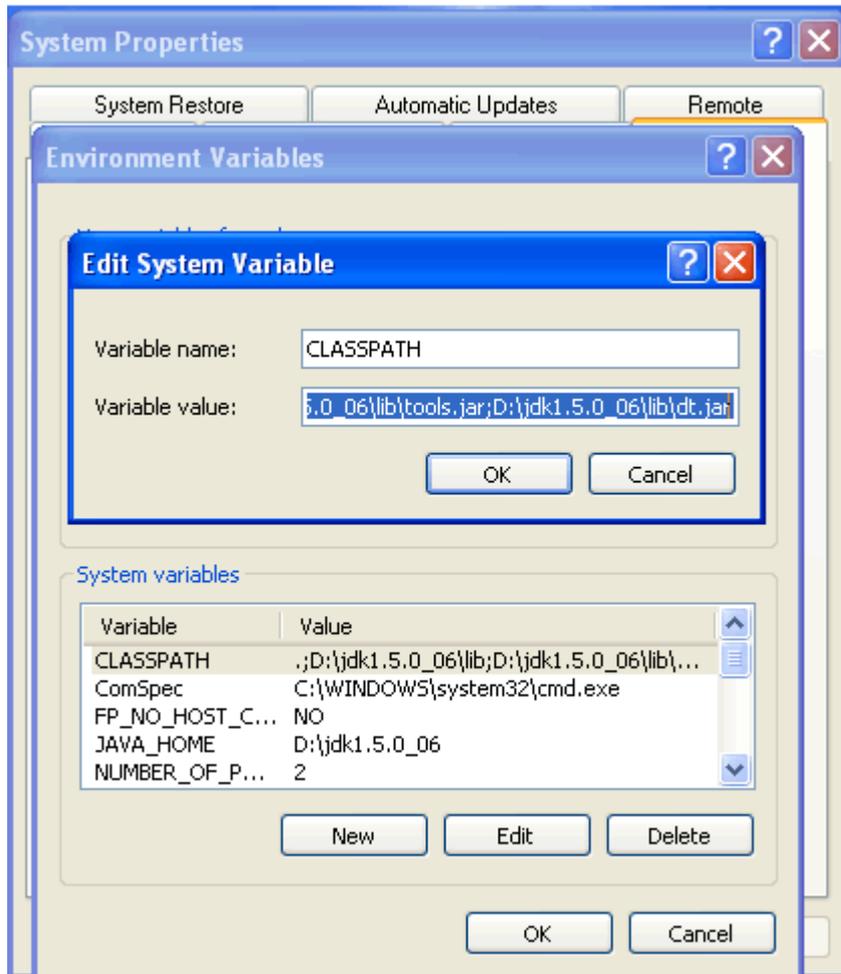
The file path can only be composed by letter, number and underline. It can not contain blank space or any other special characters. The structure and level of directory are very clear, e.g. `D:\JDK`, so it is convenience for maintain later. Even if JDK is upgraded, it does not affect the use of other program because the path doesn't change.

#### 2) System Environment Configuration:

Right click "My Computer", go to "Properties", "Advanced", and select "Environment Variables".



Add following variables: (Suppose the installation path of Java JDK is **D:\jdk**.)  
Add variable **PATH** and set its value as **D:\jdk\bin**  
Add variable **CLASSPATH**, value **.;D:\jdk\lib;D:\jdk\lib\tools.jar;D:\jdk\lib\dt.jar**  
Add variable **JAVA\_HOME**, value **D:\jdk**  
Note: Here "." cannot be omitted.



If variable name exists already, edit it and add relevant information.

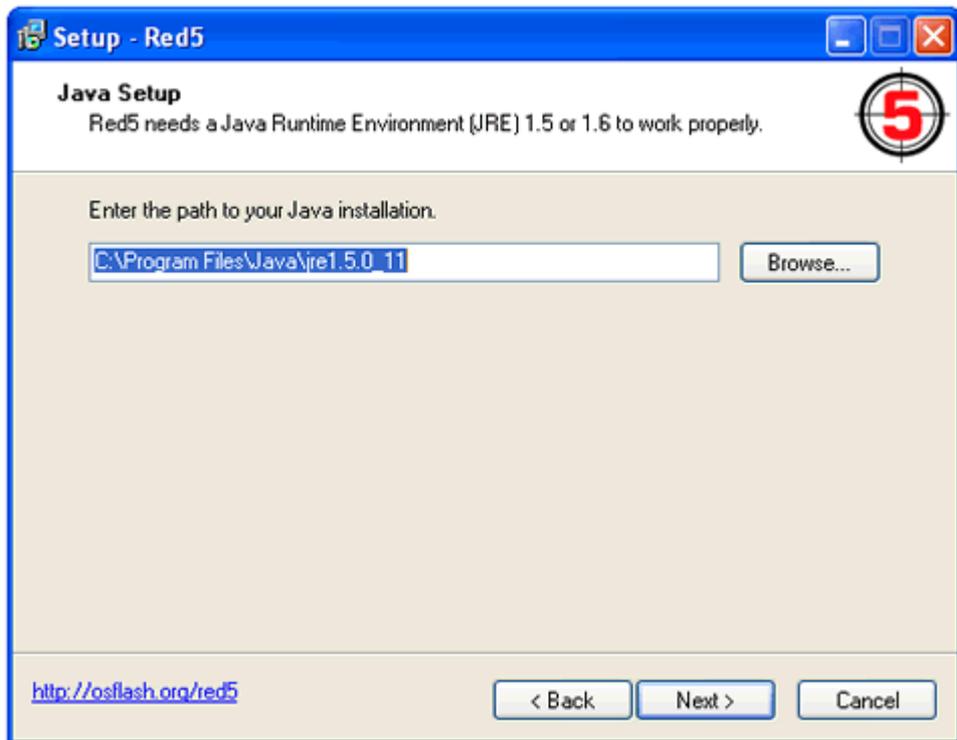
When finishing configuration, we need to test if the JAVA developing environment has been installed successfully or not. Open the command-line window and input command "java" and execute it. If there is no error message that means the installation is successful. If not, please check if you have finished the above steps correctly.

### 3) Start the installation of Red5.

Double-click the downloaded file setup-red5-0.6.2.exe to show installation wizard.

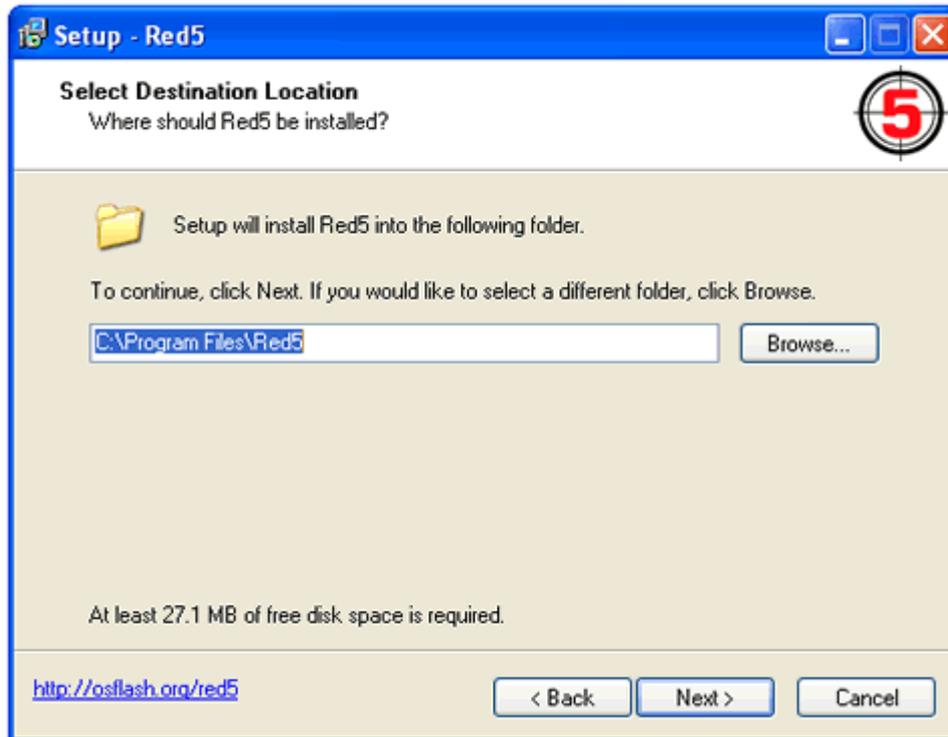


Following the wizard, it requires to select a path for JAVA Runtime Environment (JRE). The installation will search for the path automatically, and if it failed, please define one manually.

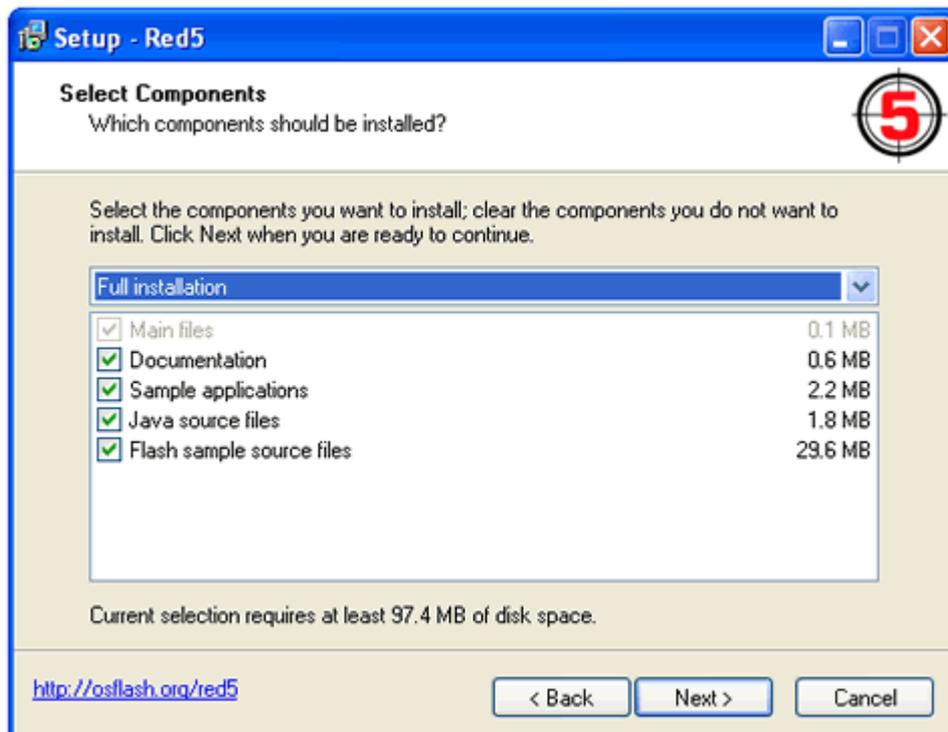


Then select the installation directory of Red5 and non-system disk is recommended, for

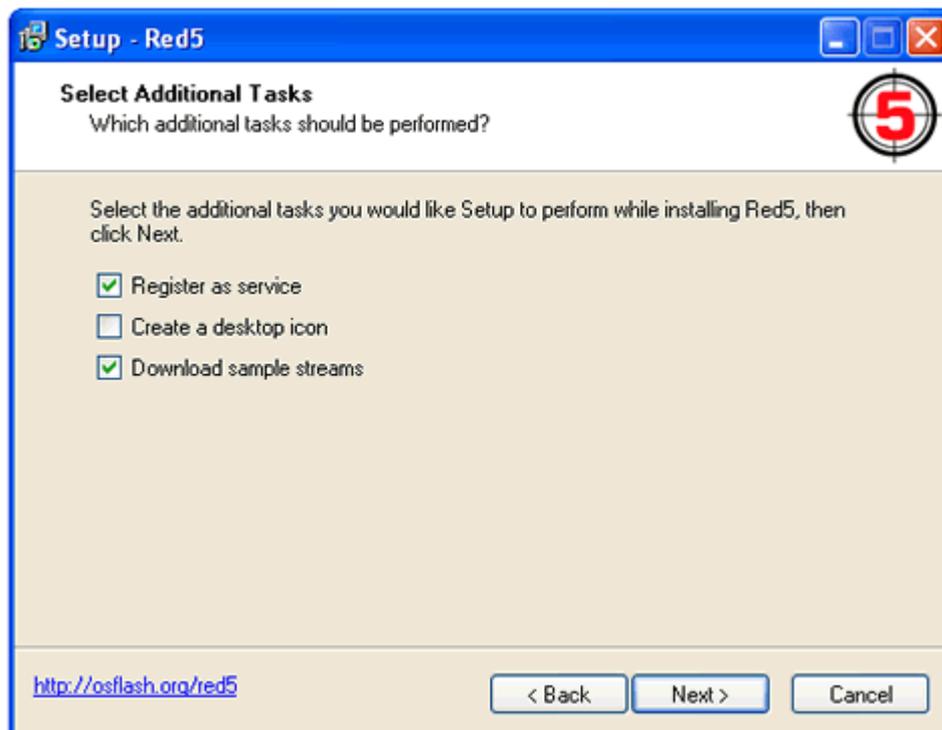
example: D:\red5.



And then select components to install. By default, all items are selected and we do not suggest changing the settings.



There are installation options in "Select Additional Tasks".



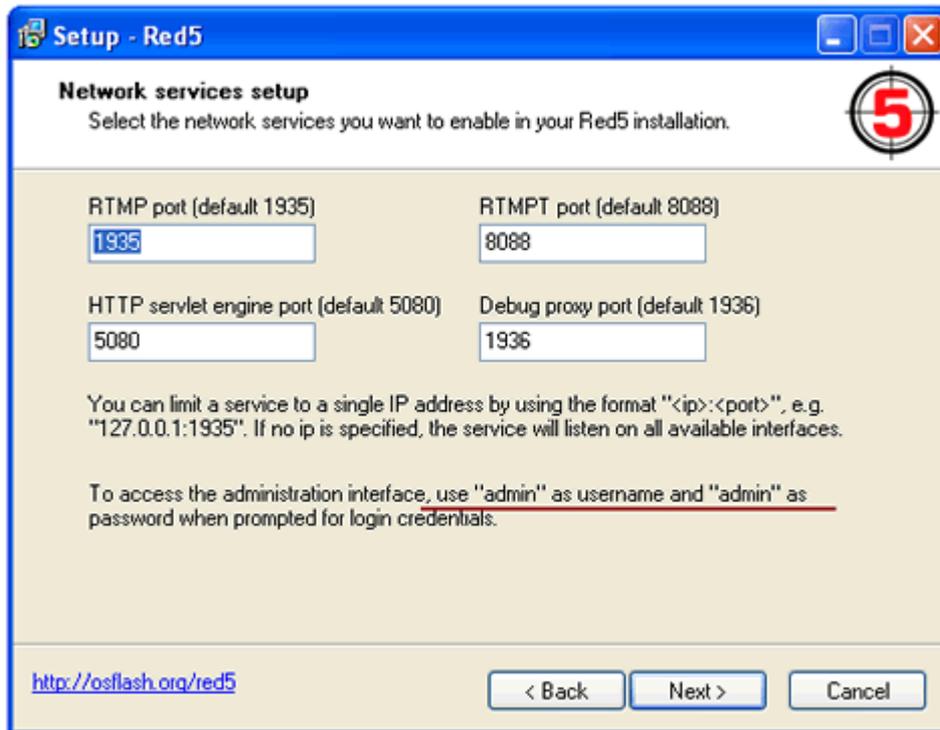
If you want to set it as system service, pick "Register as service". (Recommended)

If you want to "Create a desktop icon", tick the left checkbox.

If you want to "Download sample streams", tick the left checkbox.

#### 4) Red5 Configuration

Last, pay attention to the system configuration of Red5.



RTMP port is the serving port of Red5 and it is the communication port of server and client. HTTP servlet engine port is the http communication port of Red5 and it is mostly used by administrator.

In default situation, no change is needed, unless a default port has already been occupied by other applications. If so, change it to an idle port. (Note: Only port number above 1024 is permitted.)

Besides, please pay attention to the notice, the password of Red5 default administrator account is "admin".

When installation is finished, we can still change the port. Enter into Red5 installation catalogue, open file "red5.properties" under folder "conf":

```
rtmp.host_port = 0.0.0.0:1982
http.host = 0.0.0.0
http.port = 5080
rtmpt.host = 0.0.0.0
rtmpt.port = 8088
debug_proxy.host_port = 1936
proxy_forward.host_port = 127.0.0.1:5080
rtmp.threadcount = 4
```

Here list the basic configuration, and for more details please consult the help file of Red5.

After changing port, the new port does not go into effect until the Red5 server is restarted.

The whole installation is finished by now. We can find Services program in the "Management Tools" of "Control Panel". Start it, then find Red5.

 Portable Media Seri...	Retrieves t...		Manual	Local System
 Print Spooler	Loads files ...	Started	Automatic	Local System
 Protected Storage	Provides pr...	Started	Automatic	Local System
 QoS RSVP	Provides n...		Manual	Local System
 Red5	Red5 Open...	Started	Automatic	Local System
 Remote Access Aut...	Creates a ...		Manual	Local System
 Remote Access Con...	Creates a ...	Started	Manual	Local System
 Remote Desktop He...			Manual	Local System
 Remote Procedure ...	Provides th...	Started	Automatic	Network S...

Start up the service, visit <http://127.0.0.1:5080/admin>, and log in as "admin" and so as the password. If everything is OK, it means Red5 has already worked.

Next, you are suggested to read [Install Video Chat Server RED5 Edition](#).



## Install Flash Server on Linux

### ---- Install Flash Media Server

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#### Red Hat Linux

- 1) Log in as a root user (required to install Flash Media Server).
- 2) Locate the installation file, FlashMediaServer2.tar.gz. This file is on your installation CD, or you may have downloaded it.
- 3) Copy the file to a directory on your local disk.
- 4) Open a shell window and switch to the directory with the installation file.
- 5) Unzip the installation file: **unzip flashmediaserver2.tar.gz**
- 6) Untar the installation file: **tar -xf flashmediaserver.tar** A directory with the installation program is created.
- 7) Switch to the following directory: **cd flashmediaserver2**
- 8) Start the installation program with the following command: **./installFMS** The installation program starts and displays a welcome message.
- 9) Press Enter to start the installation.
- 10) Follow the installation instructions on your screen.  
Enter a user for Flash Media Server processes to run as. The default is the "nobody" user. (The user you select is also the owner of the Flash Media Server files.) Your choices are written to the fms.ini file; you can edit the fms.ini file to modify this and other security properties later, if needed.
- 11) Review the summary of the installation options you have chosen, which are displayed in the installer. The installation is complete. If you configured it to start automatically, the Flash Media Server service starts.
- 12) To start the server manually, type **fmsmgr server start**.
- 13) To log on to the Admin Service and perform administrative functions, open the management console by opening the fms2\_console.swf file.

## Other Linux System

(The following operating processes have been approved in Fedora Core 7 system)

The operating processes are the same as the above.

Because library "libstdc++.so.5" hasn't been installed in Fedora system, which is an essential for Flash Media Server installation, please install it by using following command before you start the Media Flash Server installation:

```
yum install libstdc++.so.5
```

Since the installation script of Flash Media Serve will exam the platform and only RedHatLinux is permitted, please modify the command in step 8 to:

```
./installFMS -platformWarnOnly
```

When the installation finishes, don't start up the FMS.

Go into the installation category. By default, it is **/opt/macromedia/fms**

Execute the command:

```
ldd fmscore
```

The result is displayed as following:

```
linux-gate.so.1 => (0xffffe000)
libssl.so.4 => not found
libpthread.so.0 => /lib/tls/libpthread.so.0 (0xb7fd2000)
libnspr4.so => /usr/lib/libnspr4.so (0x0449b000)
libplc4.so => /usr/lib/nspr/libplc4.so (0xb7f93000)
libplds4.so => /usr/lib/nspr/libplds4.so (0xb7f90000)
librt.so.1 => /lib/tls/librt.so.1 (0xb7f87000)
libdl.so.2 => /lib/libdl.so.2 (0xb7f82000)
libstdc++.so.5 => /usr/lib/gcc-lib/i686-pc-linux-gnu/3.3.5-20050130/libstdc++.so.5
(0xb7ecd000)
libm.so.6 => /lib/tls/libm.so.6 (0xb7eab000)
libgcc_s.so.1 => /usr/lib/gcc-lib/i686-pc-linux-gnu/3.3.5-20050130/libgcc_s.so.1
(0xb7ea3000)
libc.so.6 => /lib/tls/libc.so.6 (0xb7d91000)
lib/ld-linux.so.2 (0xb7feb000)
libcrypto.so.4 => not found
```

libssl.so.4 and libcrypto.so.4 which are the essential for can't be found, so the program can't work properly. Please add symbolic link manually:

```
cd /usr/lib
```

```
ln -s /lib/libssl.so.0.9.8b libssl.so.4
```

```
ln -s /lib/libcrypto.so.0.9.8b libcrypto.so.4
```

Last, execute following command to start up FMS.

**service fms start**

Next, you are suggested to read [Install Video Chat Server FMS Edition](#).



## Install Flash Server on Linux ---- Install Red5 Server

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Taking Fedora Linux as an example, there are five key steps to install:

- 1) Install Java 1.5JDK version or above
- 2) Install Apache Ant
- 3) Environment variable configuration
- 4) Install Red5 and compile
- 5) The system service configuration

More details as following:

### 1) Install Java developing environment

Download the latest JDK version of Linux from Sun official website. Here we use the version 1.5.0.11 and its downloaded file name is **jdk-1\_5\_0\_11-linux-i586.bin**.

Only super user has the permission to install the software. You can input **su** at the terminal and then input password to switch your account to super user.

Add the executable permission to the file: **chmod +x jdk-1\_5\_0\_11-linux-i586.bin**  
Execute the following command to start installation:

```
./jdk-1_5_0_11-linux-i586.bin
```

According to the reference install information, it recommends the installation path:

```
/usr/java
```

### 2) Install Apache Ant

Download the latest version Ant from the official website:

<http://ant.apache.org/bindownload.cgi>

Unzip to the proper path, recommended unzip path: **/usr/ant**

### 3) Configuring environment variable

There are three methods:

- Modify /etc/profile file
- Modify the .bashrc file under the user directory
- Modify directly under shell

Since we are going to set Red5 as the system service and configure the environment variable later in the service script directly, we choose method 3 -- make modification directly under shell.

Input command directly through Terminal:

```
export ANT_HOME=/usr/ant
export JAVA_HOME=/usr/java
export PATH=$PATH:$JAVA_HOME/bin:$ANT_HOME/bin
export CLASSPATH=.:$JAVA_HOME/lib/dt.jar:$JAVA_HOME/lib/tools.jar
```

#### 4) Install Red5 and compile

Download the latest version for Linux from the [official website](#), so far it is 0.6.3

Download file name: **red5-0.6.3.tar.gz**

To unzip the file, it's commended to unzip to the directory of /opt/red5.

Input command to enter red5 directory: **cd /opt/red5**

Input command to compile: **ant**

#### 5) System service configuration

Save the following script as red5 ([Download the script directly](#)), which is used to start Red5 service.

```
#!/bin/sh
#
# Startup script for Red5 flash streaming server
#
# chkconfig: 345 81 81
# description: RED5 by java
#
# processname: java (unfortunately)
# pidfile: /var/run/red5.pid
# config: /etc/red5.conf

# Source function library.

. /etc/rc.d/init.d/functions

PID_FILE=/var/run/red5.pid
PID=`ps ax |grep java|grep red5|awk '{print $1;}'`
RETVAL=0

start() {
echo -n $"Starting $DESCR: "
# daemon java $OPTIONS > /dev/null 2>&1 &

export ANT_HOME=/usr/ant
```

```

export JAVA_HOME=/usr/java
export PATH=$PATH:$JAVA_HOME/bin:$ANT_HOME/bin
export CLASSPATH=.:$JAVA_HOME/lib/dt.jar:$JAVA_HOME/lib/tools.jar

exec $JAVA_HOME/bin/java -Djava.security.manager
-Djava.security.policy=/opt/red5/conf/red5.policy -cp /opt/red5/red5.jar:conf:/opt/red5/conf
org.red5.server.Standalone > /dev/null 2>&1 & RETVAL=$?

[ $RETVAL = 0 ] && touch /var/lock/subsys/red5 && echo $!>$PID_FILE &&
echo_success
echo
return $RETVAL
}
stop() {
echo -n $"Stopping $DESCR: "
#killproc $PID_FILE
[[ $PID != "" ]] && success && kill $PID || failure
RETVAL=$?
echo
[ $RETVAL = 0 ] && rm -f /var/lock/subsys/red5 $PID_FILE
}

# See how we were called.
case "$1" in
start)
start
;;
stop)
stop
;;
restart)
stop
sleep 3
start
;;
*)
echo $"Usage: $DESCR {start|stop|restart}"
exit 1
esac

exit $RETVAL

```

Move the file to the path: **/etc/init.d**

Execute the command at Terminal as super user: **chkconfig --add red5**

If it doesn't work, please make sure that the path of command **chkconfig** is correct. Use the following command to check:

Check the installation of chkconfig: **rpm -qa|grep chkconfig**

Chkconfig file path: **whereis chkconfig**

E.g. in Fedora Linux system, the result of performing instruction is as following:

```
$ rpm -qa|grep chkconfig
chkconfig-1.3.34-1
$ whereis chkconfig
chkconfig: /sbin/chkconfig /usr/share/man/man8/chkconfig.8.gz
```

As the above shows, the path of command **chkconfig** is **/sbin/chkconfig**, so we change the command: **/sbin/chkconfig --add red5**

Using the following command can make red5 start the service: **/etc/init.d/red5 start**

If the installation information here is not helpful enough, you may view the [official site](#) for details.

Next, you are suggested to read [Install Video Chat Server RED5 Edition](#).



## Install Video Chat Server

### ---- Installation of FMS Edition

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#### 1) First make sure you have already installed FMS

If not, please see "[Install Flash Media Server on Windows](#)", "[Install Flash Media Server on Linux](#)" or [official online help](#).

#### 2) Install Video Chat Server FMS Edition

Please extract the zipped file firstly.

The file should be in the format **\*.zip** on Windows system and **\*.tar.gz** on Linux system. So on Windows system, you can use unzip tool like WinZip to extract it while on Linux system, please use command **tar -zxvf \*.tar.gz** to extract the file.

After unzipping, there are two subdirectories in server directory: fms and red5. Please copy **soChat** subdirectory in fms directory to the subdirectory **applications** of Flash Media Server installation directory.

Next, you are suggested to read [Install Video Chat Client](#).



## Install Video Chat Server

### ---- Installation of Red5 Edition

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1) First make sure your Red5 server has already been installed and runs well.

If you hasn't install it, please see "[Install RED5 Server on Windows](#)" or "[Install RED5 Server on Linux](#)".

To check if Red5 has been installed successfully, please try visiting **http://localhost:5080**. Here 5080 port is the default port of Red5 administering background. If you have modified this port, then here should be the modified port. If the web page can be opened and show the welcome page, it means Red5 running successfully.

If the installation information here is not helpful enough, you may view the [official site](#) for details

2) Install Flash Chat Red5 Server Program

Please extract the zipped file firstly.

The file should be in the format **\*.zip** on Windows system and **\*.tar.gz** on Linux system. So on Windows system, you can use unzip tool like WinZip to extract it while on Linux system, please use command **tar -zxvf \*.tar.gz** to extract the file.

After unzipping, there are two subdirectories in server directory: fms and red5. Please copy **soChat** subdirectory in red5 directory to the subdirectory **webapps** of Red5 installation directory.

please restart Red5 server to executive this command: **/sbin/service red5 restart**

Next, you are suggested to read [Install Video Chat Client](#).



## Install Video Chat Client ---- Installation of Client

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### 1) Unzip file Chat\_Client.zip to target folder

Below is the file structure after unzip:

```
./chat.swf      --- swf file
./UserIcons.swf --- user icon file
./setting.xml   --- configure file
./themes/      --- style package
./lang/         --- language package
./cartoon/     --- emotion animation
```

### 2) Embed Chat Client into site page

Copy the file above into your website relative folder and add following code to the site page you want to embed chat:

```
<object classid="clsid:d27cdb6e-ae6d-11cf-96b8-444553540000"
codebase="http://download.macromedia.com/pub/shockwave/cabs/flash/swflash.cab#ver
sion=8,0,0,0" width="766" height="760" id="chat" align="middle">
<param name="allowScriptAccess" value="sameDomain" />
<param name="movie" value="chat.swf" />
<param name="quality" value="high" />
<param name="bgcolor" value="#ffffff" />
<embed src="chat.swf" quality="high" bgcolor="#ffffff" width="766" height="760"
name="chat" align="middle" allowScriptAccess="sameDomain"
type="application/x-shockwave-flash"
pluginspage="http://www.macromedia.com/go/getflashplayer" />
</object>
```

**Note:** You can change "Width" value and "Height" value in Object tag and Embed tag to change the size of Chat window; and you also can visit SWF file by the browser directly which can make the Chat window full size the browser window.

**TIPS:** As to the problem that the Flash control must be activated by mouse in IE explorer, it can be solved by javascript. there are two ways at present: [activecontent\\_samples](#) provided by Adobe and [swfobject](#) script offered by the third party.

**Attention:** Because of the Flash Player security policy, if the domain name of SWF file is

different from the external server's, they can't link when SWF file communicates with the external server. For example, E.g. if SWF is in <http://www.aaa.com> but the domain name of Red5 or FMS server is [www. bbb.com](http://www.bbb.com), the SWF can not link to the server.

**Solution:** Place the domain name policy file `crossdomain.xml` in the web root directory of the server. For e.g. [http:// www.bbb.com/crossdomain.xml](http://www.bbb.com/crossdomain.xml). It must be the root directory of the web directory. You can find `crossdomain.xml` on the list of the install file. For more information and details of Flash Player privacy protection, please visit the official website: <http://www.adobe.com/products/flashplayer/security/>

### 3) Configure Client

Configure sever address and port. Use Notepad or other text tool to open the file "setting.xml". Modify the server address and port referring to the note in this file. About the detail of configuring please see [Chat Configuration via setting.xml](#).

Open the site page, and try to log in as a guest. If it successfully, it means installation is successful

### 4) Initialize the system information

After the system is installed, the list of room is empty so you need to add rooms through logging-in the admin panel background. Please log in as administrator, whose user name is **admin** and password is **admin**. Please change the administrator password at first time. On the manage panel select room manage, then add rooms.

About the detail of manage panel please check the referent instruction document.



## Install Video Chat Client

### ---- Configuration via setting.xml

---

You can [download](#) the Chat Configuration Tool that has graphic interface. And this tool requires to install .NET Framework v2.0.

You can also choose to configure the Chat Client program by editing the file "setting.xml" directly and manually through notepad or other text editor tools.

```
<?xml version="1.0" encoding="UTF-8" ?>  
<clientSet>
```

```
<server url="localhost" port="1935" />
```

Here input server's address and port. The address could be IP or Server's name. The default port of Red5 Server and Flash Media Server is 1935. If you changed it, please do relevant modification.

```
<rootPath value="" />
```

Root directory setting defines the root paths of language package and skin package. By default, the current path is applied. You just leave it empty.

It could be defined as relative path or absolute path, for example: [./flashchat/](#) or [http://www.flashpioneer.com/](#).

Notice that the path must end with "/".

```
<homePath value="http://www.flashpioneer.com" />
```

Your web site address

```
<helpPath value="http://www.flashpioneer.comonlinehelp/help.htm" />
```

The path of help file. The page will be opened when user click Help.

```
<registerPath value="" />
```

Register page is for new users. This configuring item works only when Remoting data interface is used in the chatting program. Its function is to integtat the existing register function on the website so to provide more convenient interface.

```
<language value="en" />
```

Language package setting. Select the language for interface. Now we provide following languages:

en -- English

zh-CN -- Chinese Simplified

zh-TW -- Chinese Traditional

The language package is in the directory of <roomPath>/lang/

You can also do translation according to the language package available in the directory. You should save the translation file in the name of **language\_\*\*\*.xml** into the directory of language package, and then select language.

If none language is selected, Client will automatically get the language information of user's operating system, and then to get relevant language package.

If a language has been selected, then this language package will be loaded.

**<theme value="default" />**

Interface style file is in the directory of <rootPath>/themes/, and each style is a directory named by this style.

We provides 6 different styles in the chat package, you can custom the skin by yourself or let us to do it for you.

**<visibleMarquee value = "true" />**

Whether to show the scrolling news bar on the top. The scrolling news bar on the top shows the news sent by administrator. If you don't want to show it, set it to be "false".

**<visibleWhitePaper value="true" />**

Whether to show Doodle. If you don't want to use the module, set it to be "false".

**<paperWidth value = "880" />**

**<paperHeight value = "480" />**

Doodle window size setting

**<showMemberRoomForGuest value="true" />**

Whether to show Member-Only room when guest login.

**<autoJoinRoom value="true" />**

Whether to join room when only one room.

**<enableVideoInRoom value="true" />**

Whether to turn on the public video

**<enableVideoInPrivate value="true" />**

Whether to turn on the video in private chat

**<videoSizeInPrivate value = "small"/>**

Video size in private chat window

small --80x60

middle --100x75

big -- 120x90

**<enablePrivateChat value="true" />**

Whether show private chat interface

If you open private chat interface, click the name in user list then appears a menu including private chat. Through the private chat menu, users can privately chat with someone and the conversation won't be seen by others.

If you want to disable the function, set to be "false".

**<videoSetting fps = "10" quality = "65"/>**

fps: Number - The requested rate at which the camera should capture data, in frames per second. The default value is 10 and it suggested to be between 10 to 15.

quality: Number - Specifies the required level of picture quality, Acceptable values range from 1 (lowest quality) to 100 (highest quality). To specify that picture quality can vary as needed to avoid exceeding bandwidth, pass 0 for quality. The default value is 65.

**<maxPrivateWindow value="5" />**

Max windows number of private chat. Default is 5 and it suggested to be between 1 to 8.

**<enterRoomMsg value="true" />**

Whether to show the information of someone's entering. Default is "true".

**<quitRoomMsg value="true" />**

Whether show the information of others' quit. Default is "true".

**<enterRoomSound value="false" />**

Whether play notice sound when someone enters room. Default is "false".

**<quitRoomSound value="false" />**

Whether play notice sound when someone quits room. Default is "false".

**<messageSound value="true" />**

Whether to play sound when receive new message. Default is "true".

**<noticeSound value="true" />**

Whether play notice sound when receive new broadcast news. Default is "true".

**<visibleLoginAsGuest value="true" />**

Whether show the login as guest checkbox. If do, guest can login.

**<visibleRegisterButton value="true" />**

Whether show the register button. If do, everyone can register through registration port.

Default is "true".

**<enableUButton value="true" />**

Whether show Underline button in chat toolbar.

**<enableBButton value="true" />**

Whether show Bold button in chat toolbar.

**<enableIButton value="true" />**

Whether show Italic button in chat toolbar.

**<enableColorPicker value="true" />**

Whether show ColorPicker in chat toolbar.

**<enableSelectTextBack value="true" />**

Whether show Select Text Area Background button in chat toolbar.

**<enableSmiley value="true" />**

Whether show Smiley button in chat toolbar.

**<showSmileLimit value = "5" />**

The use of smiley is limited. Max number of smiley in one message can be set. If you set it be 0, it means no limit.

**<showTimeStamp value="true" />**

Whether show time stamp ahead of message.

**<parseURL value="true" />**

Whether automatically parse the URL in chat message to be hyperlink.

**<emotions enabled="true" column="5" autoPlay="false">**

**<item name="Birthday" src="cartoon/movie/birthday.swf"  
thumb="cartoon/preview/birthday-small.swf" duration="15"/>**

**<item name="Boom" src="cartoon/movie/boom.swf"  
thumb="cartoon/preview/boom-small.swf" duration="7"/>**

**<item name="Bubble" src="cartoon/movie/bubble.swf"  
thumb="cartoon/preview/bubble-small.swf" duration="7"/>**

**<item name="Cry" src="cartoon/movie/cry.swf"  
thumb="cartoon/preview/cry-small.swf" duration="9"/>**

**<item name="Doggie" src="cartoon/movie/doggie.swf"  
thumb="cartoon/preview/doggie-small.swf" duration="4"/>**

**<item name="Greeting" src="cartoon/movie/greeting.swf"  
thumb="cartoon/preview/greeting-small.swf" duration="10"/>**

**<item name="Football" src="cartoon/movie/football.swf"**

```
thumb="cartoon/preview/football-small.swf" duration="1.5"/>
<item name="Bear.swf" src="cartoon/movie/bear.swf"
thumb="cartoon/preview/bear-small.swf" duration="7"/>
<item name="Exercise" src="cartoon/movie/exercise.swf"
thumb="cartoon/preview/exercise-small.swf" duration="7"/>
<item name="Ghost" src="cartoon/movie/ghost.swf"
thumb="cartoon/preview/ghost-small.swf" duration="7"/>
<item name="Money" src="cartoon/movie/money.swf"
thumb="cartoon/preview/money-small.swf" duration="9"/>
<item name="Meetgirl" src="cartoon/movie/meetgirl.swf"
thumb="cartoon/preview/meetgirl-small.swf" duration="4"/>
<item name="Rose" src="cartoon/movie/rose.swf"
thumb="cartoon/preview/rose-small.swf" duration="10"/>
<item name="UFO" src="cartoon/movie/UFO.swf"
thumb="cartoon/preview/UFO-small.swf" duration="7"/>
```

**</emotions>**

Animation panel in chat tool.

enabled: whether show the panel

column: amount showed in each column

autoPlay: whether play animation automatically.

You may add animation in the form of following format:

```
<item name="Birthday" src="cartoon/movie/birthday.swf"
thumb="cartoon/preview/birthday-small.swf" duration="15"/>
name: animation name
src: animation file path
thumb: the path of abbreviated animation
duration: playing duration
```

**<preDefinedMsg enabled="true">**

```
<msg value="Hello,can I help you?"/>
```

```
<msg value="May I have your name and E-Mail address please?"/>
```

```
<msg value="Could you please give more detailed steps so that we can
reproduce the problem on our side?"/>
```

```
<msg value="Wait a minute please; I am now checking the problem for
you."/>
```

```
<msg value="I will send the relevant information to you via email; please
remember to check your mailbox for it."/>
```

```
<msg value="My pleasure."/>
```

**</preDefinedMsg>**

Predefined Message : Frequently used messages.

enabled: whether show the Predefined Message panel in chat tool.

```
<fontSizeList enable="true" value="10,11,12,13,14,15,16,18,20,22"
defaultSize="12"/>
```

The font panel in chat toolbar.

enabled: Whether to show this panel.

value: available font size group, separated by "," .

defaultSize: default front size.

**</clientSet>**



## Install Video Chat Client

### ---- Creating the Installation Package for Client Program

---

Since version 1.7, Chat provides the function that enables users to create their own client installation file. So the chat users can just log in the chatting system in desktop environment instead of logging in the web site through browser. Moreover, during the installation, users can define skin style and language. All these advantages accelerate a lot the Client's loading speed and visiting speed.

#### Instructions:

- 1) After unzipping the package, open the file "setting.xml" which is in the directory "client" and configure it according to previous [configuration tutorial](#) and set the relevant parameters of chat login in this file.
- 2) Enter directory "clientinstaller" and execute the program Generator.exe. After finishing, the Client setup program--- "ClientSetup.exe" has been generated under OutPut subdirectory. Please offer this installation program to your client users.

#### Notice:

Please make sure that client directory and clientinstaller directory are in the same level so that Generator.exe can find the necessary client installation file.

The script generated by this installation package is based on Nullsoft install System, so it must be used under the Windows operating system.

#### Tips:

If you are familiar with the script of Nullsoft Install System, you can edit setup.nsi file in clientinstaller directory to generate the client installation program which meets your own needs.



## Install Video Chat Client ---- Custom Skin

---

Default location of interface style package is in directory "theme", and one directory stands for one style.

1. Under directory **theme** create a new directory, which should be named as the style name to be created. The name can only be composed by numbers, letters and "\_", what's more, "\_" cannot be placed at the beginning.
2. Copy all the files under directory **themes/default** into the new directory, including several swf files, theme.xml and color.xml.

**1) These swf files respectively stand for some parts of the interface, and their functions are defined in theme.xml.**

```
<?xml version="1.0" encoding="UTF-8" ?>
<skins>
```

```
<BACKGROUND>
```

```
  <item name="Bus" value="bus.swf" />
  <item name="Christmas" value="christmas.swf" />
  <item name="City Sky" value="citysky.swf" />
  <item name="Dreamland" value="dreamland.swf" />
  <item name="Fallen Leaves" value="fallen leaves.swf" />
  <item name="Flower Bubbles" value="flower bubbles.swf" />
  <item name="Grass Land" value="grassland.swf" />
  <item name="Grass Plot" value="grassplot.swf" />
  <item name="Heaven" value="heaven.swf" />
  <item name="Leaves Boat" value="leaves boat.swf" />
  <item name="Lovely Cloth" value="lovely cloth.swf" />
  <item name="My Space" value="my space.swf" />
  <item name="Night Sky" value="nightsky.swf" />
  <item name="Pink Dream" value="pinkdream.swf" />
  <item name="Snow Kingdom" value="snow kingdom.swf" />
  <item name="Snow Night" value="snow night.swf" />
```

```
</BACKGROUND>
```

Background animation of text area.

```
<LOGO value = "logo.swf" />
```

Your logo file path.

```
<MAIN_BG value = "main_bg.swf" />
```

Main background

**<CLOSE\_ON value="close\_over.swf" />**

**<CLOSE\_OUT value="close\_out.swf" />**

Window close button. CLOSE\_ON: button status when mouse over; CLOSE\_OUT: button status when mouse out.

**<MIN\_ON value="min\_over.swf" />**

**<MIN\_OUT value="min\_out.swf" />**

Window minimum button. MIN\_ON: button status when mouse over; MIN\_OUT: button status when mouse out.

**<BTN\_ON value = "btn\_over.swf" />**

**<BTN\_OUT value = "btn\_out.swf" />**

Style of common button. BTN\_ON: button status when mouse over; BTN\_OUT: button status when mouse out.

**<COMBO\_BTN\_ON value = "combo\_btn\_over.swf" />**

**<COMBO\_BTN\_OUT value = "combo\_btn\_out.swf" />**

Style of ComboBox button.

**<TAB\_BTN\_ON value = "tab\_btn\_over.swf" />**

**<TAB\_BTN\_OUT value = "tab\_btn\_out.swf" />**

Style of Tab

**<CHATTOOL\_BTN\_ON value = "font\_btn\_over.swf" />**

**<CHATTOOL\_BTN\_OUT value = "font\_btn\_out.swf" />**

Style of Font button.

**<ABOUT value = "about.swf" />**

"About" dialog.

**<PANEL\_BG value = "panel\_bg.swf" />**

Common window background

**<VIDEO\_BAR value = "video\_bar.swf" />**

Video window title bar

**<JOINTIP\_BG value = "jointip\_bg.swf" />**

Joining tip window background

**<CHATROOM\_BG value = "chat\_bg.swf" />**

**<CHATROOM\_BAR value = "chat\_bar.swf" />**

Chat room background and bar

**<CHATTOOL\_BG value = "chat\_tool\_bg.swf" />**

Chat tool background

**<CHATROOM\_BACK\_ON value = "back\_lobby\_over.swf" />**

**<CHATROOM\_BACK\_OUT value = "back\_lobby\_out.swf" />**

Button style of back to lobby

**<CHATROOM\_VIEW\_ON value = "viewlog\_over.swf" />**

**<CHATROOM\_VIEW\_OUT value = "viewlog\_out.swf" />**

Button style of view chat history

**<ONLINE\_BG value = "online\_bg.swf" />**

Online user list background

**<NEWS\_BG value = "news\_bg.swf"/>**

News panel background

**<ROOMS\_BG value = "rooms\_bg.swf" />**

Room list background

**<ROOM\_ON value = "room\_on.swf" />**

Room background when mouse over

**<ROOM\_OUT value = "room\_out.swf" />**

Room background when mouse out

**<ROOM\_PRIVATE value = "room\_private.swf" />**

Private room icon

**<ROOM\_PUBLIC value = "room\_public.swf" />**

Public room icon

**<ROOM\_OWNER value = "room\_owner.swf" />**

Room owner icon

**<ROOM\_SUM value = "room\_sum.swf" />**

Icon for the number of people

**<ICON\_MANAGE value = "icon\_manage.swf" />**

**<ICON\_CONFIG value = "icon\_config.swf" />**

**<ICON\_ABOUT value = "icon\_about.swf" />**

**<ICON\_HELP value = "icon\_help.swf" />**

**<ICON\_PROFILE value = "icon\_profile.swf" />**

**<ICON\_LOGOUT value = "icon\_logout.swf" />**

Icon of top navigation button

**<ICON\_HOME value = "icon\_home.swf" />**

Home icon

**<PREMSG\_BG value = "premsg\_bg.swf" />**

Predefined message background

**<PREMSG\_ADD\_ON value = "premsg\_add\_on.swf" />**

**<PREMSG\_ADD\_OUT value = "premsg\_add\_out.swf" />**

Button for add predefined message

**<PREMSG\_DEL\_ON value = "premsg\_del\_on.swf" />**

**<PREMSG\_DEL\_OUT value = "premsg\_del\_out.swf" />**

Button for delete predefined message

**<SOUND\_BG value = "sound\_bg.swf" />**

Sound panel background

**<TOPNAV\_ON value = "topnav\_on.swf" />**

**<TOPNAV\_OUT value = "topnav\_out.swf" />**

Top navigation button style

**<SLIDER\_TRACK value = "slider\_track.swf" />**

Sound slider track

**<SLIDER\_ARROW value = "slider\_arrow.swf" />**

Sound slider drag bar

Scroll bar's style

**<SCROLLUP\_ON value = "scrollup\_on.swf" />**

**<SCROLLUP\_OUT value = "scrollup\_out.swf" />**

Up arrow

**<SCROLLDOWN\_ON value = "scrolldown\_on.swf" />**

**<SCROLLDOWN\_OUT value = "scrolldown\_out.swf" />**

Down arrow

**<SCROLLTRACK value = "scrolltrack.swf" />**

Scroll bar track

**<SCROLLBAR value = "scrollbar.swf" />**

Scroll bar's drag bar

**<ADMIN\_BG value = "admin\_bg.swf" />**

Management panel background

**<ADMIN\_BAR value = "admin\_bar.swf" />**

Management panel title bar background

**</skins>**

To publish swf file, please use Adobe Flash or some other tool, such as [Sothink SWF](#)

## Quicker

### During the creation of SWF file, please pay attention to the following notices:

1. Don't use symbol, please directly draw vector in stage
2. Try your best to keep the size same as original style file.
3. The top left corner coordinate of all the things must locate at (0,0) in the stage.

### 2) Color.xml, defined global color setting.

```
<?xml version="1.0" encoding="UTF-8"?>
```

```
<SkinColor>
```

```
<textColor value = "0x011001" />
```

Static text color

```
<textHoverColor value = "0x003366" />
```

Text color when mouse over

```
<textDisabled value = "0x666666" />
```

Text color when disabled

```
<inputColor value = "0x011001" />
```

Input text color

```
<textarea_borderColor value = "0xA8D0E6" />
```

Text area border color

```
<textarea_background value = "0xFDFDFD" />
```

Text area background color

```
<textarea_disabledBackground value = "0xDEDEDE" />
```

Text area background color when disabled

```
<tooltip_color value = "0x000000" />
```

```
<tooltip_corner value = "0" />
```

```
<tooltip_border value = "0x111111" />
```

```
<tooltip_background value = "0xFFFFDD" />
```

```
<tooltip_shadow value = "0x000000" />
```

Style of tooltip text window

```
<alert_shadow value = "0x6699CC" />
```

Alert window shadow color

```
<scrollsign_color value = "0xBED9E7" />
```

Scroll bar's drag bar color

```
<news_textColor value = "0x006699" />
```

Scrolling news text color

```
<news_rollOverColor value = "0x006600" />
```

Scrolling news text color when mouse over

**<list\_textColor value = "0x222222" />**

List component text color

**<list\_background value = "0xFDFDFD" />**

List component background color

**<list\_borderColor value = "0xA8D0E6" />**

List component border color

**<list\_rolloverColor value = "0xECF3F9" />**

List component background color when mouse over

**<list\_rolloutColor value = "0xCBDFEF" />**

List component background color when mouse out

**<list\_selectedColor value = "0xCBDFEF" />**

Selected item background color

**<list\_selectedTextColor value = "0x222222" />**

Selected item text color

**<list\_rolloverTextColor value = "0x111111" />**

Text color when mouse over

Picture list component style

**<tile\_highlightColor value = "0x8DA9DC" />**

Highlight color when mouse over

**<tile\_background value = "0xECF3F9" />**

Background color

**<tile\_borderColor value = "0xA8D0E6" />**

Border color

**<tile\_cellBorderColor value = "0xDEDEDE" />**

Cell border color

**<tile\_cellBackground value = "0xFAFAFA" />**

Cell background color

**<panel\_titleColor value = "0x990000" />**

Panel title text color

**<panel\_shadow value = "0x6699CC" />**

Panel shadow color

**<paper\_color value = "0xFFFFFFFF" />**

**<paper\_border value = "0xA8D0E6" />**

**<paper\_background value = "0xEF0000" />**

Drawing board's border color and background color

Checkbox style

**<check\_borderColor value = "0x97B4C0" />**

Checkbox border color

**<check\_SelectBorderColor value = "0x009900" />**

Checkbox border color when selected

**<check\_SelectColor value = "0x5B8797" />**

Checkbox text color when selected

**<check\_background value = "0xEFEFEF" />**

Checkbox background color

**<check\_selectBackColor value = "0xE4F0F6" />**

Checkbox background color when selected

**<chat\_textColor value = "0x565656" />**

Chat text color

**<chat\_logtextColor value = "0x999999" />**

Text color of chat history when entered room

**<chat\_textLinkColor value = "0x565656" />**

Text link color

**<chat\_textHoverColor value = "0x990000" />**

Text color when mouse over

**<chat\_nickNameColor value = "0x006699" />**

User's nickname color

**<chat\_noticeMsgColor value = "0x990000" />**

Notice message text color

**<chat\_broadMsgColor value = "0xCC3300" />**

Broadcast message color

**<chat\_meBgColor value = "0xAECDE6" />**

Current user background color in user list

**<chat\_ownerNameColor value = "0x006699" />**

Room owner name text color in user list

**<chat\_ownerNameBgColor value = "0xEDEDED" />**

Room owner name background color in user list

**<chat\_adminNameColor value = "0x990000" />**

Administrator name text color in user list

**<chat\_adminNameBgColor value = "0xD3E9F2" />**

Administrator name background color in user list

**<video\_borderColor value = "0xA9BAD3" />**

**<video\_backgroundColor value = "0xFEFEFE" />**

Video window's border color and background color

**</SkinColor>**

3. Modify the file setting.xml. Change the property value of theme node to the new created style's name. Then re-open SWF. If the program is embedded in the web page, please refresh the page and you can see the new style.



# Upgrade

---

## 3 Easy Steps to Upgrade Chat System

**Note:** Please backup all the files before the upgrade so as to avoid losing any important data.

### 1) Upgrade the server program

It is very simple to upgrade the server program, which can be done just by copying and covering.

- Red5 Edition  
First stop Red5 service by this command: **/sbin/service red5 stop**  
Under the installation folder of Red5, enter the directory **webapps/soChat/WEB-INF/lib**. Then replace the file **soChat.jar** with the latest version.  
At last, restart Red5 service to finish: **/sbin/service red5 start**
- FMS Edition  
Go to the path under FMS installation directory **applications/soChat/**.  
Cover the old files by **soChat.far** file of the new version copy.

### 2) Upgrade the client program

It can be done by replacing the old files by the new client program file.

Since most browsers are using cache, the swf file of Chat client program would be cached. In order to let visitor download the latest file "chat.swf" automatically, renaming the file is recommended. For example, change its name into "chat1.61.swf". And after you change the file name, please open web page and modify the file name in the path too.

### 3) Check configuration

The versions before 1.61 may lose configuration information due to the change of configuration format. Please login chat as admin, and then go to the administrator panel, check the configuration information and reset it.

# Database Integration



## Install Chat's database (PHP)

There two ways to keep the data. One is using the file format which is the same as the former version, there is no need for users to setup to use, Users' information and chat history are stored under the Chat server path with an encryption; the other is integrating with the present database by PHP interface through which the users' information and chat history store in the database.

**1) First please make sure that your web server supports php and MySQL**

**2) Build MySQL database**

please use your MySQL control panel to create a data base named "flashchat".  
Operating sql statement of database.sql and build two new data tables: users and log

**"users" table is for saving the users' information, the structure is as following**

uid	Primary KEY, autoincrease
username	User's name
password	Password
level	The user's level, the default value is 0, if it is 1 then it is the administrator
signDate	Register time
lastLogin	The last login time

**"log" table is for chatting history, the structure as is as following**

lid	Primary KEY, autoincrease
target	Message receiving one
ip	The user's IP address
username	Message sending one
message	Message content
date	Message sending time

After running sql statement, insert two users in users table

username	admin	test
password	admin	test

level Administrator Register user

### 3) Install amfphp program

Unzip phpService.zip, go into the amfphp\_1.2 folder after unzipping, use Notepad or other text editor tools to open "services/flashchat/chatService.php", and modify the code. Find the two lines of code as following:

```
// connect the data server
mysql_connect("localhost", "root", "root");
// choose the database, if the name of your database is different, please change it
// to your database name.
mysql_select_db("flashchat");
```

Modify the database server address, database user's name and password, database name in mysql as your configuration respectively.

PHP interface detail usages, please refer to "[PHP interface description](#)"

### 4) Configure Flashchat

After finishing install chat program, log in chat as administrator, and then go to the administrator panel.

Setting Room User News Account

Allow new user register  Open drawing

Allow private chat  Allow guest logining

Allow room owner kicking  Allow midify nickname

Save public chat history in server  Save private chat history in server

TimeZone GMT+08:00 Clear draw interval 200

Database  file format  remote database

Remoting gateway URL http://192.168.0.180/amfphp\_1.2/gateway.php

Remoting class path flashchat.chatService

OK

In the Setting panel, choose "remote database" in the red pane in the picture. In "Remoting gateway URL" textfield, fill the absolute url of gateway.php in amfphp\_1.2 directory. And then fill the class path of server object in "Remoting class path" textfield,

save the setting.



## PHP Interface Description

---

There is PHP reserved interface. Through this, you can save the chat users' information and chat history into your database on the website. And you also can check the user's identity through the interface.

Flash Remoting technology which is based on open source library AMFPHP is used for PHP interface. The following is the usage description:

### 1) Server Environment

Php (php4,php5) + mysql

Remoting gateway interface program: Amfphp 1.2

### 2) Server-side program

Remoting program file exists as class file, and it is placed in "Service" folder of amfphp directory. Class file can be put directly in service directory, or it is can be put in the individual folder in Service directory.

When Flash client invoke the method of the program object on the server, the class path must be appointed completely. For example, class file "Helloword" is saved in "service" directory, the path is "Helloword", if class file "Helloword" is in the "test" directory of "service" directory, its class path changes to "test.Helloword".

### 3) Server program syntax

The class files must include by the following 3 methods, the name of method and parameters style must be the same as the following description, or the program can't work properly.

```
/*
 * used for login and identifying
 *
 * @ param $username: User's name login
 * @ param $pass: password, if login as a guest, don't fill in the blank
 * @ param $isRegister: whether the user is new, if he/she is, it is true, or it is a
 * blank or false
 */
```

```
function doLogin($username,$pass = null,$isRegister = false){
    /*
        Please put your code here to database connection processing
    */
    return Null/"guest"/"member"/"admin"
}
```

doLogin Function must have return value for Red5/FMS to receive, there are four kinds of return value

- Null: Null, login failed
- "guest": String, login succeed and login as a guest
- "member": String, login succeed and login as a register user
- "admin": String, login succeed and login as an administrator who has the highest purview.

**Explanation: doLogin function is the most important, if it is wrong then nobody can login. So please check it very carefully before you modify.**

```
/*
* change the password, only for the register users
*
* @ param $username: User's login name
* @ param $oldPass: old pass word
* @ param $newPass: new pass word
*/
function modifyPassword($username,$oldPass,$newPass){
    /*
        Please put your code for checking your old password and setting your
        new password here
    */
    return true/false;
}
```

"modifyPassword" function must have return value and it is true of false which is for showing whether the action is completed.

```
/*
* save the chat history
*
* @ param $target: Receiving message one's name, if the one is in the
* chatting room then it is the room's name. If it is a private chat, it is the user's
```

```
* name.  
* @ param $ip: The user's IP address  
* @ param $username: Sending message user's name  
* @ param $message: Message content  
*/  
function saveChatLog($target,$ip,$username,$message){  
    /*  
        Please put the code for saving the chat record into the database.  
    */  
}
```

The function doesn't need the return value.

**Explanation: only the administrator enables the function of saving chatting history in the control panel at the background, the function works.**



## Install Chat's database (.NET)

---

There two ways to keep the data. One is using the file format which is the same as the former version, there is no need for users to setup to use, Users' information and chat history are stored under the Chat server path with an encryption; the other is integrating with the present database by ASP.NET interface through which the users' information and chat history store in the database.

**1) First please make sure that your web server supports ASP.net and SQL SERVER**

**2) Build SQL SERVER database**

Operating sql statement of database.sql and build two new datatable: users and log  
"users" table is for saving the users' information, the structure is as following

**"users" table is for saving the users' information, the structure is as following**

uid	Primary KEY, autoincrease
username	User's name
password	Password
level	The user's level, the default value is 0, if it is 1 then it is the administrator
signDate	Register time
lastLogin	The last login time

**"log" table is for chatting history, the structure as is as following**

lid	Primary KEY, autoincrease
target	Message receiving one
ip	The user's IP address
username	Message sending one
message	Message content
date	Message sending time

After running sql statement, insert two users in users table

username	admin	test
password	admin	test
level	Administrator	Register user

**3) Install Fluorine program**

Unzip aspService.zip, go into the Fluorine file after unzipping, use Notepad or other text editor tools to open "Web.config", and modify the code.

Find the two lines of code as following:

```
<add key="ConnStr"
value="uid=sa;password=password;database=flashchat;server=localhost" />
```

Modify the database server address, database uid and password, database name in sql server as your configuration respectively.

#### 4) Configure Flashchat

After finishing install chat program, log in chat as administrator, and then go to the administrator panel.

The screenshot shows the 'Setting' panel of the Flashchat administrator interface. The 'Database' section has 'remote database' checked and highlighted with a red box. The 'Remoting gateway URL' field contains 'http://localhost/Fluorine/gateway.aspx' and is also highlighted with a red box. The 'Remoting class path' field contains 'flashchat.chatService' and is highlighted with a red box. Other settings include 'Allow new user register', 'Allow private chat', 'Allow room owner kicking', 'Save public chat history in server', 'Open drawing', 'Allow guest logining', 'Allow midify nickname', 'Save private chat history in server', 'TimeZone' set to 'GMT+08:00', and 'Clear draw interval' set to '200'. An 'OK' button is at the bottom.

In the Setting panel, choose "remote database" in the red pane in the picture. In "Remoting gateway URL" text field, fill the absolute url of gateway.aspx. And then fill the class path of server object in "Remoting class path" text field, save the setting.



## .NET Interface Description

---

There is ASP.net reserved interface. Through this, you can save the chat users' information and chat history into your database on the website. And you also can check the user's identity through the interface.

Flash Remoting technology which is based on open source library Fluorine is used for ASP.net interface. The following is the usage description:

### 1) Server Environment

ASP.net + sql server

Remoting gateway interface program: Fluorine 2.0.7.824 for Windows

### 2) Server-side program

Remoting program file exists as Class file, and it is placed in "App\_code" folder of Fluorine directory.

When Flash client invoke the method of the program object on the server, the class path must be appointed completely.

The path is related with the namespace of the class. For example, the namespace of class HelloWorld is defined as "test", its class path changes to test HelloWorld

### 3) Server program format

The class files must include by the following 3 methods, the name of method and parameter style must be the same as the following description, or the program can't work properly.

```
/*
 * used for login and identifying
 *
 * @ param username: User's name login
 * @ param pass: password, if login as a guest, don't fill in the blank
 * @ param isRegister: whether the user is new, if he/she is, it is true, or it is a
 * blank or false
 */
public string doLogin(string username, string pass, bool isRegistrtr){
    /*
     Please put your code here to database connection processing
    */
}
```

```
return Null/"guest"/"member"/"admin"  
}
```

doLogin Function must have return value for Red5/FMS to receive, there are four kinds of return value

- Null: Null, login failed
- "guest": String, login succeed and login as a guest
- "member": String, login succeed and login as a register user
- "admin": String, login succeed and login as an administrator who has the highest purview.

**Explanation: doLogin function is the most important, if it is wrong then nobody can login. So please check it very carefully before you modify.**

```
/*  
* change the password, only for the register users  
*  
* @ param username: User's login name  
* @ param oldPass: old pass word  
* @ param newPass: new pass word  
*/  
public bool modifyPassword(string username, string oldPass, string newPass){  
    /*  
    Please put your code for checking your old password and setting your  
new    password here  
    */  
    return true/false;  
}
```

"modifyPassword" function must have return value and it is true of false which is for showing whether the action is completed.

```
/*  
* save the chat history  
*  
* @ param target: Receiving message one's name, if the one is in the  
* chatting room then it is the room's name. If it is a private chat, it is the user's  
* name.  
* @ param ip: The user's IP address  
* @ param username: Sending message user's name  
* @ param message: Message content
```

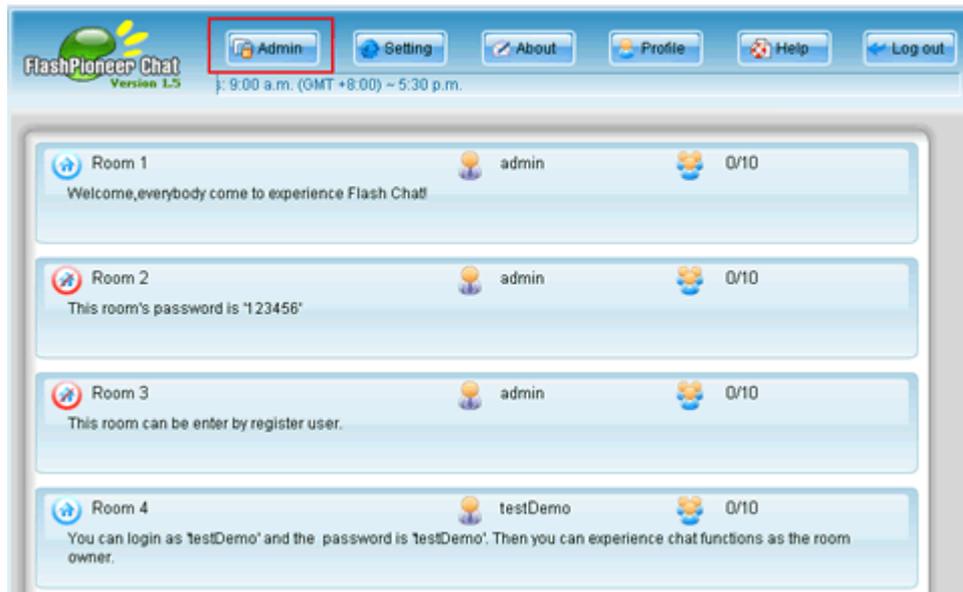
```
*/  
public void saveChatLog(string target,string ip,string username,string message){  
    /*  
        Please put the code for saving the chat record into the database.  
    */  
}
```

The function doesn't need the return value.

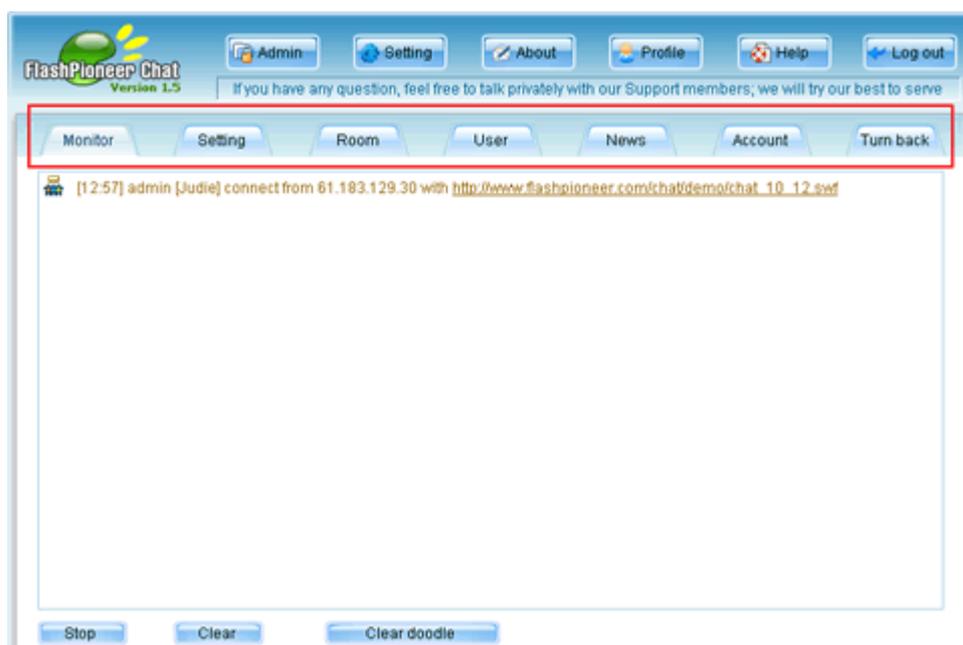
**Explanation: only the administrator enables the function of saving chatting history in the control panel at the background, the function works.**

# Administrator Panel

If you login as an administrator, you will see the administrator buttons on the top of the panel.



By clicking this button, you can enter the general management. You will see another row of buttons for management on the top of the panel. They are: Monitor, Setting, Room, User, News, Account, and Turn back.

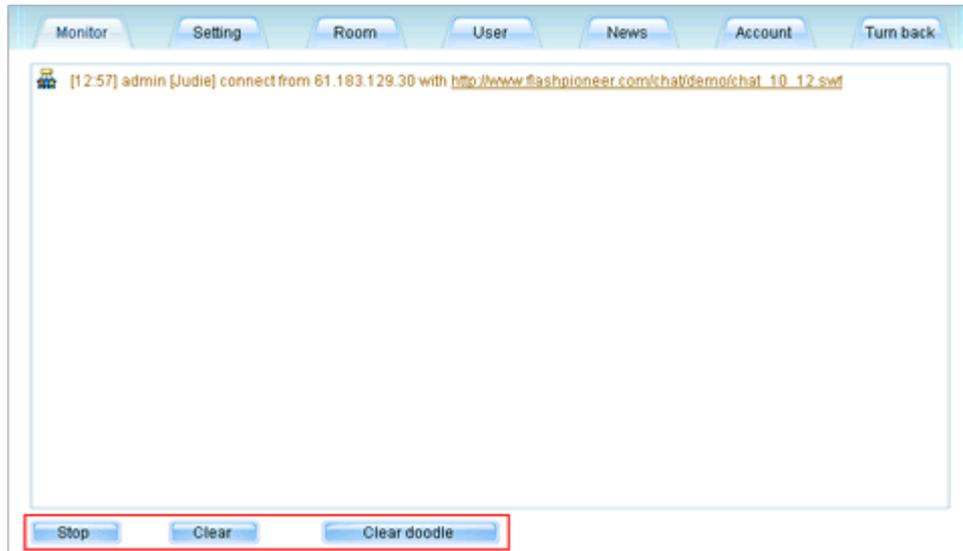




## Administrator Panel ---- Monitor

---

Here the administrator can see all the user's log in/out information and chat history. There are three buttons at the bottom.



**Stop:** Stop monitoring. When you click the button, all the information (users' log in/out and chat history) won't be recorded. And the button changes into "Start". Re-click the button; you will start the monitoring function again.

**Clear:** Clear all the record including users' log in/out and chat history.

**Clear Doodle:** Clear the doodle immediately.



## Administrator Panel ---- Setting

There are 8 options on the up part of the panel. If you want to enable the option, just select the square in front of it. And if the function has been started, there will be a mark in the square. Re-click to stop the function and the square showed empty.

Monitor Setting Room User News Account Turn back

Allow new user register  Open drawing

Allow private chat  Allow guest logging

Allow room owner kicking  Allow modify nickname

Save public chat history in server  Save private chat history in server

TimeZone GMT+08:00 Clear draw interval 200

Database  file format  remote database

Remoting gateway URL

Remoting class path

OK

In the middle, **Time Zone** is for Chat time zone setting.

Monitor Setting Room User News Account Turn back

Allow new user register  Open drawing

Allow private chat  Allow guest logging

Allow room owner kicking  Allow modify nickname

Save public chat history in server  Save private chat history in server

TimeZone GMT+08:00 Clear draw interval 200

Database  file format  remote database

Remoting gateway URL

Remoting class path

OK

**Clear draw interval** is for the doodle. The doodle board will be cleared automatically by the interval you set.

Monitor Setting Room User News Account Turn back

Allow new user register  Open drawing  
 Allow private chat  Allow guest logging  
 Allow room owner kicking  Allow modify nickname  
 Save public chat history in server  Save private chat history in server

TimeZone GMT+08:00 Clear draw interval 200

Database  file format  remote database

Remoting gateway URL http://www.flashpioneer.com/chat/demo/amfphp\_1.2/gateway.php

Remoting class path flashchat.chatService

OK

And the rest part is to set the method of storing user information and chat history. You can save them to a file or record them in a database, esp. to integrate with your other database. By default, the option **file format** is checked. If you want to save the user information and chat history to a remote database, please refer to the article [Install Chat's Database](#) and [PHP interface description](#) at first.

Monitor Setting Room User News Account Turn back

Allow new user register  Open drawing  
 Allow private chat  Allow guest logging  
 Allow room owner kicking  Allow modify nickname  
 Save public chat history in server  Save private chat history in server

TimeZone GMT+08:00 Clear draw interval 200

Database  file format  remote database

Remoting gateway URL http://www.flashpioneer.com/chat/demo/amfphp\_1.2/gateway.php

Remoting class path flashchat.chatService

OK

When you finish your setting, click "OK" to save the change.



## Administrator Panel ---- Room

In this panel, the administrator can add and remove rooms. There are also many settings for the room:

- **Room title** --- the administrator can name the room by filling in this blank.
- **Room owner** --- room owners are pointed by administrator. And there can be more than one room owners in one chat room. And the room owners' names should be separated by "," without space
- **Max membership** --- the user number in the room can be limited by the admin. It can be set to 50, 100, or just 2.
- **Room password** --- the room also can be locked by a password set by the admin. Only the user who knows the password can enter the room.
- **Room type** --- the room is for all the users or member only. If you tick the square in front of "Member only", then only the register users can enter this room.
- **Welcome** --- here the admin can write down the welcome news to the user who enter the room. When he or she enters the room, he or she will see the news.
- **Room** --- here you can write something about the room. It maybe "Movie fan" or "sports", or "welcome to chat with the financial consultant". It is shown in the room list of the chat lobby.

The administrator writes the content here:

The screenshot shows the 'Room' settings panel. On the left, there is a list of rooms: Room 1, Room 2, Room 3, Room 4, and Room Other. Below the list are 'Add room' and 'Remove room' buttons. On the right, there is a form with the following fields:

- Room title: Room 1
- Room owner: admin
- Max membership: 10
- Room password: (empty)
- Room type:  Member only
- Welcome: Welcome to Flash Chat Demo room!  
Enjoy the fresh web chat experience here! For free download Chat please go to our homepage!!!
- Room: Welcome, everybody come to experience Flash Chat!

At the bottom of the form are 'OK' and 'Cancel' buttons. The 'Room' field is highlighted with a red border.

And it is shown here:

Room 1

admin

0/10

Welcome, everybody come to experience Flash Chat!

Room 2

admin

0/10

This room's password is '123456'

Room 3

admin

0/10

This room can be enter by register user.



## Administrator Panel ---- User

In this panel, the admin can ban the improper words in user register name or login name.

The screenshot shows the Administrator Panel with a navigation bar containing 'Monitor', 'Setting', 'Room', 'User', 'News', 'Account', and 'Turn back'. Below the navigation bar, there are three main sections: 'Filter username', 'Filter message', and 'Ban IP:'. Each section has an input field, an 'Add' button, and a list area. The 'Filter username' section is highlighted with a red box and contains the word 'fuck' in its list area. Below the list area is a 'Remove filter' button. The 'Filter message' section also contains the word 'fuck' in its list area and has a 'Remove filter' button. The 'Ban IP:' section has an empty list area and a 'Remove IP' button.

And you also can filter some improper words in the message. So when the user sends a message with a word you have set to be filtered, The word won't be shown in the chat.

The screenshot shows the Administrator Panel with the same navigation bar. In this view, the 'Filter message' section is highlighted with a red box and contains the word 'fuck' in its list area. Below the list area is a 'Remove filter' button. The 'Filter username' section contains the word 'fuck' in its list area and has a 'Remove filter' button. The 'Ban IP:' section has an empty list area and a 'Remove IP' button.

If you don't want someone has the access of your chat, you can just ban the user by his or her IP. Then the banned user can't login your chat with his or her IP.

Filter username

Add filter

fuck

Remove filter

Filter message

Add words

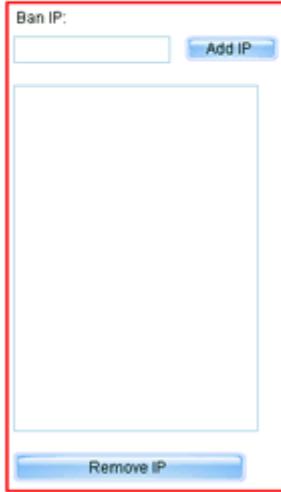
fuck

Remove filter

Ban IP:

Add IP

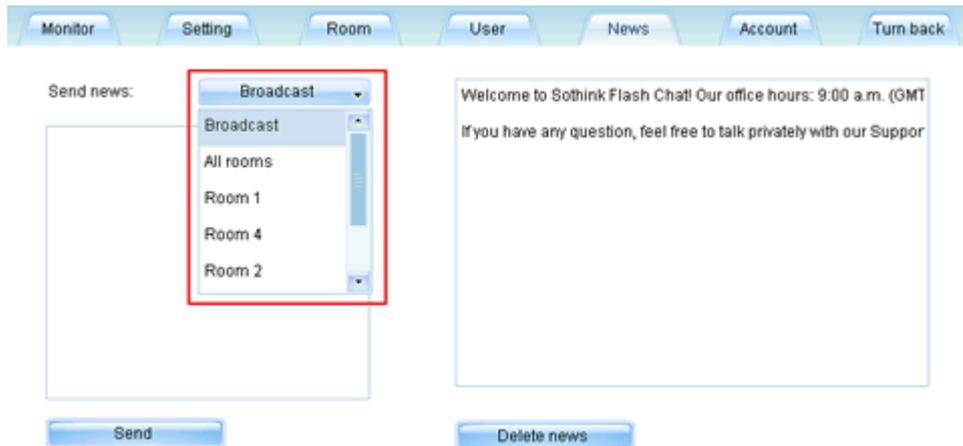
Remove IP





## Administrator Panel ---- News

Here you can set the news on the top of the Chat. And you have choice on which room users can see the broadcast. If you choose **Broadcast**, the news will be shown scrolling on the bar at the top of Chat window. If you choose a room, then the news will be only shown in the public chat window of that room.



TIPS: When the admin edits the broadcast news, the system takes the first line as title. The user can click message in the rolling bar then see the whole message.





## Administrator Panel ---- Account

---

Administrator can set the password here.



Old password

New password

New password