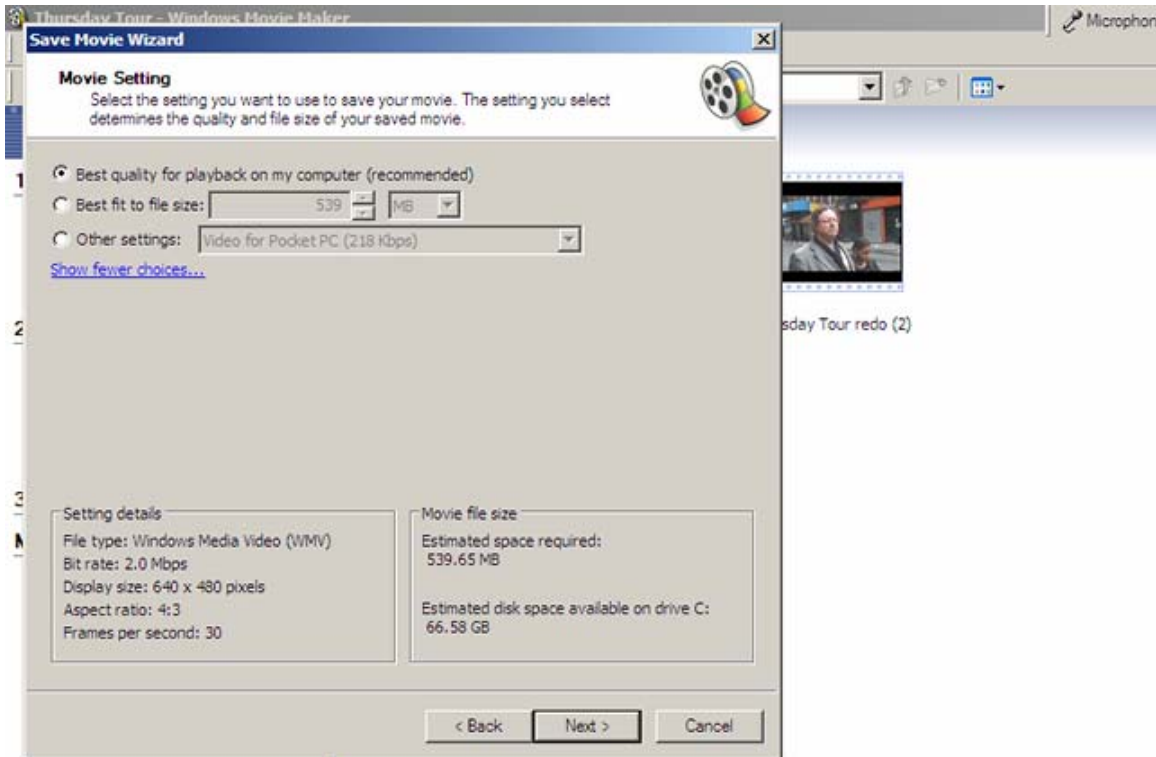


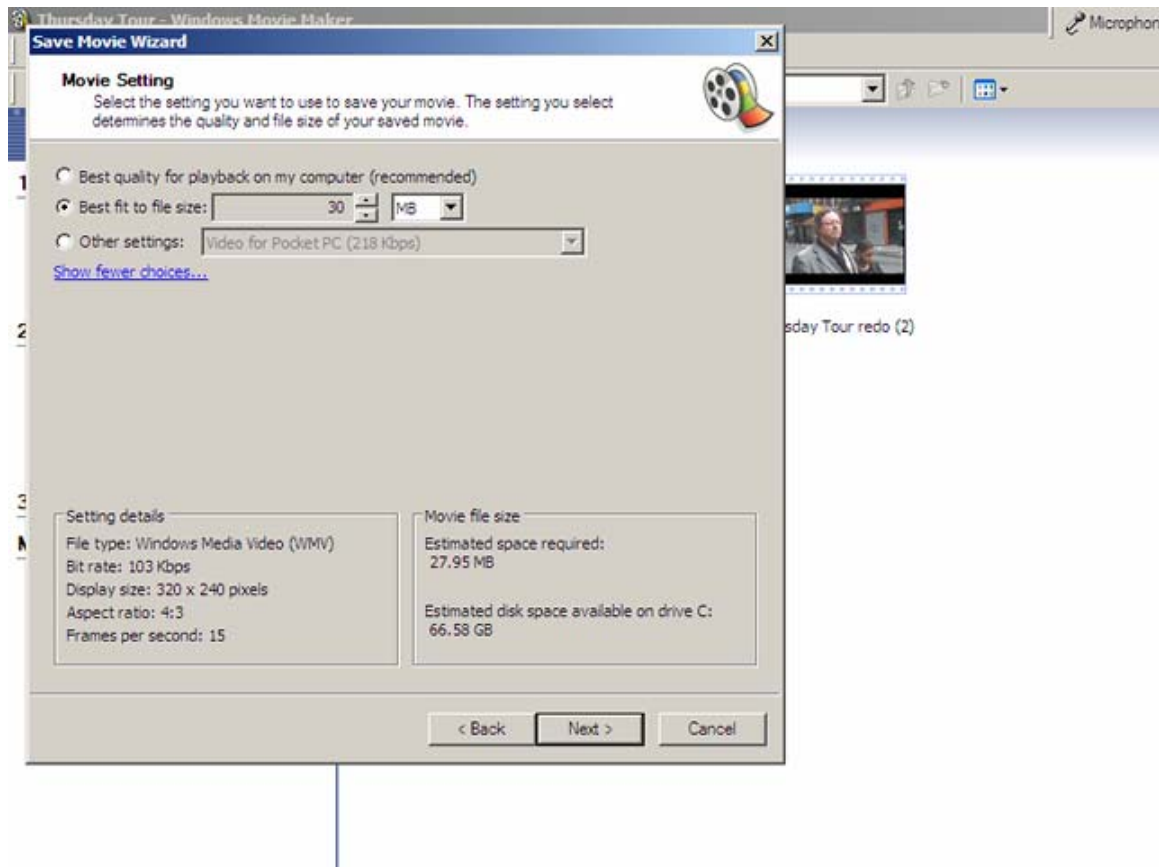
## Compressing Video With Windows Movie Maker To Publish On The Web

While you save your project as a movie file, Windows Movie Maker allows you to choose settings for the exported movie. It usually comes after you choose your location and file name. The window will look like the following:



If you look closely you will see that even with “Best quality for playback on my computer” option chosen, the demo file size is extremely big (almost 540 MB). If you are doing a video to publish on the web, it will take forever for people to download and view the video.

In such cases it is recommended that you choose the second option and tell movie maker what file size you want.



You should choose smaller file size **only** if you are publishing the video on the web as reducing file size also reduces the dimension and quality of the video.

## Publishing the video on the web

There are two ways to link a video file from a web page.

1. Direct http link to the file. Example: <http://youraddress/filename.wmv>
2. Embedding the file in html. The following is a tutorial on how to do so.

To embed an object in HTML document, the object class ID is required. The class ID for Windows Media Player 7, 9 and 10 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.

Some advanced parameters and their values:

Parameter	Default	Description
autoStart	true	Specifies or retrieves a value indicating whether the current media item begins playing automatically.
balance	0	Specifies the current stereo balance. Values range from –100 to 100.
baseURL		Specifies the base URL used for relative path resolution with URL script commands that are embedded in media items.
captioningID	0	Specifies the name of the element displaying the captioning.
currentMarker	0	Specifies the current marker number.
currentPosition	0	Specifies the current position in the media item in seconds.
defaultFrame	-	Specifies the name of the frame used to display a URL.
enableContextMenu	true	Specifies a value indicating whether to enable the context menu, which appears when the right mouse button is clicked.
enabled	false	Specifies whether the Windows Media Player control is enabled.
fullScreen	false	Specifies whether video content is played back in full-screen mode.
InvokeURLs	true	Specifies a value indicating whether URL events should launch a Web browser.
Mute	false	Specifies if audio is muted.
PlayCount	1	Specifies the number of times a media item will play. Minimum value of one.
Rate	1.0	Specifies the playback rate. 0.5 equates to half the normal playback speed, 2 equates to twice.
stretchToFit	false	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.
uiMode	full	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.
Volume	Last setting	Zero specifies no volume and 100 specifies full volume.

windowlessVideo	false	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. <i>Supported by Windows Media Player for Windows XP or later.</i>
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Don't forget to add a link to Microsoft Windows Media Player web site (<http://www.microsoft.com/windows/windowsmedia/download/>) as Mac users by default do not have it installed in their machine. They need to download and install in order to view any Windows Media Content.