

## Using Adobe Media Encoder CS4

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Cue points cause the playback of video to start other actions within the presentation and let you synchro graphics, and other interactive content. For example, you can create a Flash presentation that has video and graphics appear in another area.

Each cue point consists of a name, the time at which it occurs in the video, type of cue point, and option using the format *hour:minute:second:millisecond*. When the encoded video file is played back within a FLV the elapsed time specified by the cue point, the action you've specified is triggered.

Adobe Media Encoder lets you embed cue points in video clips using the Export Settings dialog box. You can use a parameter that can be used with ActionScript™ or the Flash FLVPlayback component to programmatically perform actions in the presentation.

**Note:** *In addition to embedding cue points within the encoded FLV video clip, you can create cue points in the video clip itself, providing great information, see the information on the FLVPlayback component in the ActionScript 2.0 Components Language Reference.*

Note that cue point metadata is stored differently in F4V and FLV file types. Refer to "Using cue points a 3.0 for information on the differences between cue points in F4V and FLV files, and how to use them in FLV files.

To synchronize an action for a cue point in an F4V video file, you must retrieve the cue point data from the video file and trigger the cue point using the Timer class in ActionScript 3.0. The `onXMPData()` callback function receives the XMP Metadata Platform (XMP) that is embedded in the Adobe F4V video file. The XMP metadata includes cue point data. XMP metadata is introduced with Flash Player 10 and supported by subsequent versions of Flash Player and ActionScript 3.0. For more information on XMP metadata and F4V cue points see "Using `onXMPData()`" in *Programming ActionScript 3.0*.

### Creating cue points from Adobe Premiere Pro and Adobe After Effects markers

Composition markers (After Effects) and sequence markers (Adobe Premiere Pro) can be converted into Flash cue points. In Adobe Premiere Pro or After Effects, you can enter the Flash cue point name, names and values for any parameter (for example, an Event or Navigation cue point). For more information on creating Adobe Flash cue points from sequence markers, see After Effects Help or Adobe Premiere Pro Help.

### About the cue point XML file

The cue point XML file lets you save your cue point data, and apply it to other video clips. The XML format lets you apply it to any video that supports the F4V or FLV cue point format. An example of the file is shown below.

```
<?xml version="1.0" encoding="UTF-8"?>
<FLVCoreCuePoints>
  <CuePoint>
    <Time>2000</Time>
    <Type>navigation</Type>
    <Name>CuePoint1</Name>
    <Parameters>
      <Parameter>
        <Name>CuePoint1</Name>
        <Value>Introduction</Value>
      </Parameter>
      <Parameter>
        <Name>Cast</Name>
        <Value>ActorNames</Value>
      </Parameter>
    </Parameters>
  </CuePoint>
</FLVCoreCuePoints>
```

**Important:** If you modify the cue point XML file and insert invalid values or otherwise malformed XML syntax to load the file.

The DTD (Document Type Definition) for the cue point XML file is shown below (A DTD defines the valid content of supported elements and their meaning within the XML file itself):

```
<!DOCTYPE FLVCoreCuePoints [
  <!ELEMENT FLVCoreCuePoints(CuePoint+)>
  <!-- FLVCoreCuePoints is the root element in the XML file and must contain at
  <!ELEMENT CuePoint(Time, Type, Name, Parameters?)>
  <!-- CuePoint contains the data for a particular cue point, and must contain a
  Time, Type, and Name elements, and may contain one Parameters element -->
  <!ELEMENT Time(#CDATA)>
  <!-- Time contains the cue point time as an integer in milliseconds -->
  <!ELEMENT Type(#CDATA)>
  <!-- Type contains the cue point type as a case-sensitive string, either "event"
  <!ELEMENT Name(#CDATA)>
  <!-- Name contains the cue point name as a text string; it also can contain a
  inside a Parameter element -->
  <!ELEMENT Parameters(Parameter+)>
  <!-- Parameters contains the cue point's parameters. It must contain at least
  <!ELEMENT Parameter(Name, Value)>
  <!-- Parameter contains the data for one of a cue point's parameters. It must
  Name and Value elements -->
  <!ELEMENT Value(#CDATA)>
  <!-- Value contains the value-part of the name-value pair for a cue point parameter
  ]>
```

In addition to the restrictions enforced by the cue point XML DTD, the following characteristics apply to the file:

- All comments regarding the data inside the tags in the DTD will be enforced on read; non-compliant XML comments will cause the file to fail to load.
- Cue points must appear in ascending time order within the XML file, and there can be only one cue point per time value.
- The XML format is written as UTF-8. Other encoding types are supported if they are properly declared. For example, <?xml version="1.0" encoding="UTF-16"?> or a BOM marker in the file.
- The only types allowed are "event" and "navigation," both of which must be written using lowercase letters.
- Time must be specified in milliseconds as an integer. You cannot use decimal points when specifying time values (this will cause the file to fail).
- Cue point files that do not successfully load generate an error message.

### Adobe Soundbooth and the cue point XML file

Adobe Soundbooth™, a sound editing application, can import and export the cue point XML file. An advantage of Adobe Soundbooth is that its Video panel lets you play back video footage while editing sound. This lets you import and edit video and audio components of the file. When you are ready to encode the video using Adobe Media Encoder, you can export the cue point XML file from Soundbooth and use the cue points to encode the FLV file. To learn more about using Soundbooth to create cue point XML files, see the information on working with Flash and video in *Using Soundbooth*.

## Define and embed cue points for Adobe F4V and FLV files

Cue points cause the video playback to start other actions within the presentation. For example, you can be playing in one area of the screen while text and graphics appear in another area. A cue point placed in the video clip, while they remain relevant to the content of the video.

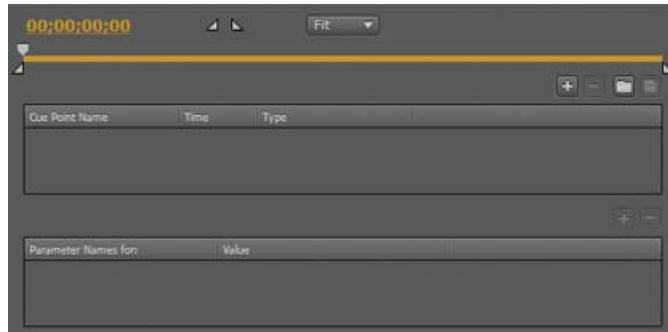
Each cue point consists of a name and the time at which it occurs. You specify cue point times using the

### Create a cue point

- From the encoding queue, select a video in which you want to embed cue points.
 

To select a video in the encoding list, click the video name in the video encoding queue.
- If you haven't specified encoding settings for the video clip, do so now. Verify that the video use type can only embed cue points in FLV or F4V video files. To learn more, see [Encode video and audio with Adobe Media Encoder CS4](#).
- Select Edit > Export Settings.
 

The Export Settings dialog box is displayed.
- The cue point controls are located in the lower left corner of the Export Settings dialog box.



*Cue point controls.*

- Use the playhead to locate a specific point in the video where you want to embed a cue point. For example, use the Left and Right Arrow keys to move the playhead in millisecond increments. To do this, select the playhead and further adjust its position.
 

To locate a specific time, drag the playhead to the point in the video where you want to embed a cue point. You can also use the elapsed time (shown in the video preview window) to locate specific points in time at which to embed cue points.
- When the playhead is positioned at a place in the video where you want to embed a cue point, click the Cue Point button.
 

Adobe Media Encoder embeds a cue point at the time indicated by the counter beneath the video preview window. The cue point list with a placeholder for the name of the new cue point and the elapsed time at which the cue point will be triggered (during playback when the event will be triggered), and displays a pop-up menu that lets you select the type of cue point to embed.

**Note:** Only one cue point can be embedded at a specified time code within the video clip.
- Specify the type of cue point you want to embed. You can embed either a navigation or event cue point.
  - Event cue points are used to trigger ActionScript methods when the cue point is reached, and to trigger playback to other events within the Flash presentation.
  - Navigation cue points are used for navigation and seeking, and to trigger ActionScript methods when playback reaches a specific point in the video. Embedding a navigation cue point inserts a keyframe at that point in the video clip to enable video seeking.

**Note:** Adding additional key frames can lower the overall quality of a video clip. For this reason, when users need to seek to a particular place within the video.
- Enter parameters for the selected cue point.
 

Parameters are a set of key-value pairs that you can add to the cue point. The parameters are passed to the video player as members of the single parameter object.

To learn more about using cue points, and the parameter values they can use, see the following:

  - Information on working with video in *Using Flash*
  - FLVPlayback information in the *ActionScript 2.0 Components Language Reference* or the *ActionScript 3.0 Language Reference*
- (Optional) Save the cue points you've created so that you can apply them to other video clips. Click the Save Cue Points button (floppy disk icon) on the cue points tab, and save the file to a location on your computer.

### Remove a cue point

- Select the cue point in the cue point list.
- Click the Delete Cue Point button (-), or press the Delete key.
 

The cue point is deleted from the cue point list.

### Load previously saved cue point data

- Click the Load Cue Points button (floppy disk icon) on the cue points tab.

2. Select the cue point file you want to import, and click OK.

The cue point file loads, and populates the cue point list with the cue points specified in the file.

**Note:** When you load cue points from a file, any cue points you have created in the cue points list file.

#### Key frames

[Using cue points and metadata](#)

[Using onXMPData\(\)](#)

[Customize the FLVPlayback component](#)

#### Comments (2)

[michaelbarsotti](#) October 30, 2008

I followed these instructions and created an f4v file. When I load this in Flash 10 and set onMetaData to

[Michael Hurwicz](#) December 29, 2008

I don't think F4V supports cue points. See link below.

"F4V-format video exported from Adobe Media Encoder CS4 does not contain cue points"

<http://kb.adobe.com/selfservice/viewContent.do?externalId=kb405265>

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