1． Uploadify 配置选项：

- auto

  类型：Boolen

  缺省值：true

  说明：表示在选择文件后是否自动上传

- buttonClass

  说明：额外增加的上传按钮样式类型

- buttonCursor

  说明：上传按钮 Hover 时的鼠标形状，默认值是'hand'

- buttonImage

  说明：按钮的背景图片，默认为 NULL

- buttonText

  说明：按钮上显示的文字，默认"SELECT FILES"

- checkExisting

  说明：默认是 false，若要检查可指明一个用于判断的脚本的路径，比如：

  'checkExisting'：'/uploadify/check-exists.php'

- debug

  说明：开启 DEBUG 模式，默认 False

- fileObjName
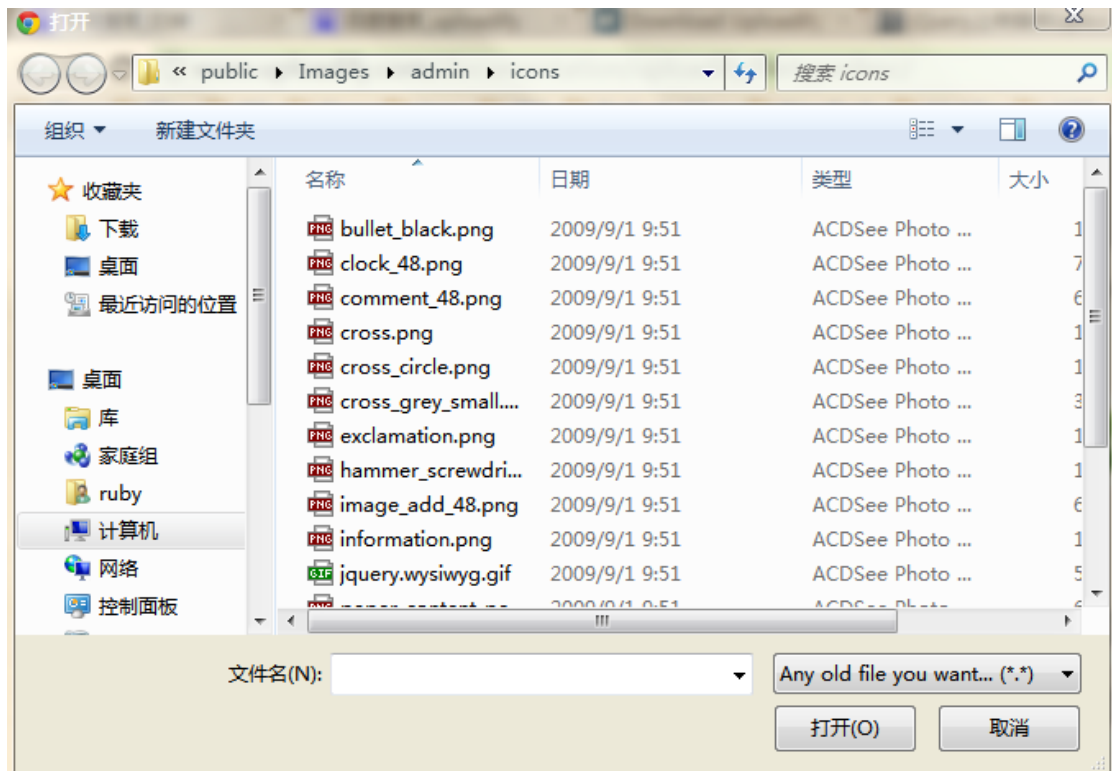
  说明：文件对象名称。用于在服务器端获取文件。比如，把该属性设置

为'myFile',那么在 PHP 中获取该文件的方法是：$_FILES['myFile'],该属

性的缺省值为：'Filedata'

● fileSizeLimit

说明：上传文件大小限制，默认单位是 KB，若需要限制大小在 100KB 以内，

可设置该属性为：' 100KB'

● fileTypeDesc

说明：文件类型的说明，比如设置该属性为：'Any Old file you want...'，

那么，选择文件时可以看到（图片右下角）：

● fileTypeExts

指定允许上传的文件类型。默认 *.*。比如只支持 gif，jpg，png 类型的图

像，那么该属性设置为: '*.gif; *.jpg；*.png'

● formData

指定上传文件附带的其他数据。也可以动态设置。下面看一个静态的例子：

```javascript
Javascript Code                                    + ≡ ⧉ ⟦⟧ <>
1  $(function() {
2      $("#file_upload").uploadify({
3          'formData'      : {'someKey' : 'someValue', 'someOtherKey' : 1},
4          'swf'           : '/uploadify/uploadify.swf',
5          'uploader'      : '/uploadify/uploadify.php',
6          'onUploadStart' : function(file) {
7              $("#file_upload").uploadify("settings", "someOtherKey", 2);
8          }
9      });
10 });
```

其中，formData 中包含两个键值对，在服务器端可以通过$_POST 或者$_GET

获取这些数据。若要动态设置参数的值，可以通过 onUploadStart 方法，传入

参数"settings"如上图示，其把名为 someOtherKey 的变量的值改成了 2.

● height

表示按钮的高度，默认 30PX。若要改为 50PX，如下设置：

'height'：50，

● method

默认是'post',也可以设置为'get'

● multi

是否支持多文件上传，默认为 true

● overrideEvents

Uploadify 插件里面有一些事件，该参数意义就是设置哪些事件可以被用户

覆写。若进行如下设置：

```javascript
Javascript Code                                    + ≡ ⧉ ⟦⟧ <>
1  $(function() {
2      $("#file_upload").uploadify({
3          'overrideEvents' : ['onUploadProgress'],  // The progress will not
4          'swf'           : '/uploadify/uploadify.swf',
5          'uploader'      : '/uploadify/uploadify.php'
6      });
7 });
```

表示 onUploadProgress 事件可以被用户自定义的事件覆盖。

- preventCaching

    若设置为 true，一个随机数将被加载 swf 文件 URL 的后面，防止浏览器缓

存。默认值为 true

- progressData

    设置文件上传时显示的数据，有两个选择：'上传速度'或者'百分比'，

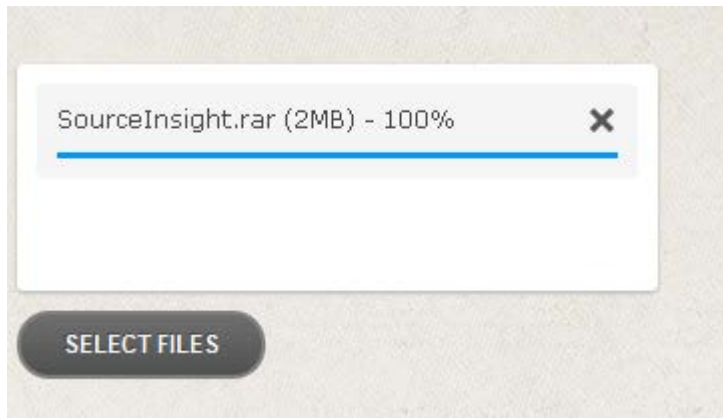分别对应'speed'和'percentage'

- queueID

    表示上传队列的 DOM 元素的 ID 号，如下所示：

```html
<style type="text/css">
#some_file_queue {
    background-color: #FFF;
    border-radius: 3px;
    box-shadow: 0 1px 3px rgba(0,0,0,0.25);
    height: 103px;
    margin-bottom: 10px;
    overflow: auto;
    padding: 5px 10px;
    width: 300px;
}
</style>
<div id="some_file_queue"></div>
<input type="file" name="file_upload" id="file_upload" />
```

```javascript
$(function() {
    $("#file_upload").uploadify({
        'queueID'  : 'some_file_queue',
        'swf'      : '/uploadify/uploadify.swf',
        'uploader' : '/uploadify/uploadify.php'
    });
});
```

设置了 queueID 为 some_file_queue，那么选择多个文件上传后，就能看到实

时的队列情况，如下图所示：

- queueSizeLimit

  队列长度限制，缺省值 999

- removeCompleted

  表示在上传完成后是否删除队列中的对应元素。默认是 True，即上传完成后就看不到上传文件进度条了。

- removeTimeout

  表示上传完成后多久删除队列中的进度条，默认为 3，即 3 秒。

- requeueErrors

  若设置为 True，那么在上传过程中因为出错导致上传失败的文件将被重新加入队列。

- successTimeout

  表示文件上传完成后等待服务器响应的时间。超过该时间，那么将认为上传成功。默认是 30，表示 30 秒。

- swf

  swf 文件路径

- uploader

  服务器端脚本文件路径

- uploadLimit

  最多上传文件数量，默认 999

- width

  按钮宽度，默认 120

2．Uploadify 事件：

- onCancel

  在文件被移除出队列时触发

```javascript
Javascript Code                          +  ≡  🗐  ⬈  <>
1  $(function() {
2      $("#file_upload").uploadify({
3          'auto'     : false,
4          'swf'      : '/uploadify/uploadify.swf',
5          'uploader' : '/uploadify/uploadify.php',
6          'onCancel' : function(file) {
7              alert('The file ' + file.name + ' was cancelled.');
8          }
9      });
10 });
```

- onClearQueue

  在调用 cancel 方法且传入参数'*'时触发

```
HTML Code                                        + ≡ 🗐 🗗 <>
<input type="file" name="file_upload" id="file_upload" />
<a href="javascript:$('#file_upload').uploadify('cancel','*');">Clear Queue<
```

```
Javascript Code                                  + ≡ 🗐 🗗 <>
 1  $(function() {
 2      $("#file_upload").uploadify({
 3          'auto'         : false,
 4          'swf'          : '/uploadify/uploadify.swf',
 5          'uploader'     : '/uploadify/uploadify.php',
 6          'onClearQueue' : function(queueItemCount) {
 7              alert(queueItemCount + ' file(s) were removed from the queue'
 8          }
 9      });
10  });
```

- onDestroy

  调用 destroy 方法时触发

- onDialogClose

  打开文件对话框关闭时触发


```
HTML Code                                        + ≡ 🗐 🗗 <>
 1 <input type="file" name="file_upload" id="file_upload" />
```

```
Javascript Code                                  + ≡ 🗐 🗗 <>
 1  $(function() {
 2      $("#file_upload").uploadify({
 3          'fileSizeLimit'  : '50KB',
 4          'overrideEvents' : ['onDialogClose'],
 5          'swf'            : '/uploadify/uploadify.swf',
 6          'uploader'       : '/uploadify/uploadify.php',
 7          'onDialogClose'  : function(queueData) {
 8              alert(queueData.filesQueued + ' files were queued of ' + queu
 9          }
10      });
11  });
```

参数 queueData 有以下属性：

- **filesSelected**
  The number of files selected in browse files dialog
- **filesQueued**
  The number of files added to the queue (that didn't return an error)
- **filesReplaced**
  The number of files replaced in the queue

- **filesCancelled**

  The number of files that were cancelled from being added to the queue (not replaced)
- **filesErrored**

  The number of files that returned an error
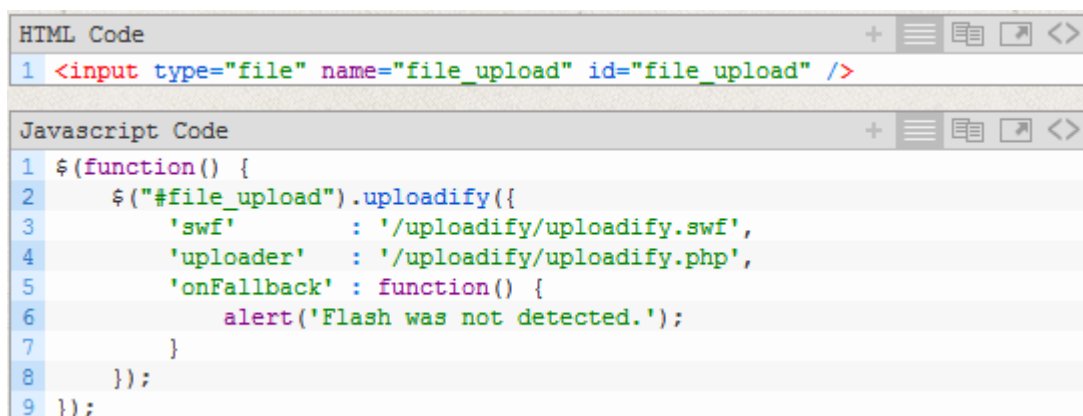
- onDialogOpen

  选择文件对话框打开时触发。

- onDisable

  禁用 Uploadify 时触发（通过 disable 方法）

- onEnable

  使能 Uploadift 时触发

- onFallback

  没有兼容的 FLASH 时触发

```
HTML Code
1  <input type="file" name="file_upload" id="file_upload" />

Javascript Code
1  $(function() {
2      $("#file_upload").uploadify({
3          'swf'       : '/uploadify/uploadify.swf',
4          'uploader'  : '/uploadify/uploadify.php',
5          'onFallback' : function() {
6              alert('Flash was not detected.');
7          }
8      });
9  });
```

- onInit

  每次初始化一个队列时触发

```javascript
Javascript Code
1  $(function() {
2      $("#file_upload").uploadify({
3          'swf'      : '/uploadify/uploadify.swf',
4          'uploader' : '/uploadify/uploadify.php',
5          'onInit'   : function(instance) {
6              alert('The queue ID is ' + instance.settings.queueID);
7          }
8      });
9  });
```

- onQueueComplete

  在队列中的文件上传完成后触发

```javascript
Javascript Code
1  $(function() {
2      $("#file_upload").uploadify({
3          'swf'           : '/uploadify/uploadify.swf',
4          'uploader' : '/uploadify/uploadify.php',
5          'onQueueComplete' : function(queueData) {
6              alert(queueData.uploadsSuccessful + ' files were successfully
7          }
8      });
9  });
```

- onSelect

  选择文件后触发

```html
HTML Code
1  <input type="file" name="file_upload" id="file_upload" />
```

```javascript
Javascript Code
1  $(function() {
2      $("#file_upload").uploadify({
3          'swf'           : '/uploadify/uploadify.swf',
4          'uploader' : '/uploadify/uploadify.php',
5          'onSelect' : function(file) {
6              alert('The file ' + file.name + ' was added to the queue.');
7          }
8      });
9  });
```

- onSelectError

  选择文件后出错时触发。参数如下

- **file**

  The file object that returned the error.

- **errorCode**

  The error code that was returned.   The following constants can be used when determining the error code:

- QUEUE_LIMIT_EXCEEDED – The number of files selected will push the size of the queue passed the limit that was set.

- FILE_EXCEEDS_SIZE_LIMIT – The size of the file exceeds the limit that was set.

- ZERO_BYTE_FILE – The file has no size.

- INVALID_FILETYPE – The file type does not match the file type limitations that were set.

- **errorMsg**

  The error message indicating the value of the limit that was exceeded.

  *You can access a full error message using 'this.queueData.errorMsg' if you do not override the default event handler.

```
HTML Code
1  <input type="file" name="file_upload" id="file_upload" />
```

```
Javascript Code
1  $(function() {
2      $("#file_upload").uploadify({
3          'fileSizeLimit' : '50KB',
4          'swf'           : '/uploadify/uploadify.swf',
5          'uploader'      : '/uploadify/uploadify.php',
6          'onSelectError' : function() {
7              alert('The file ' + file.name + ' returned an error and was r
8          }
9      });
10 });
```

- **onSWFReady**

  FLASH 对象加载成功后触发

```
HTML Code
1  <input type="file" name="file_upload" id="file_upload" />
```

```
Javascript Code
1  $(function() {
2      $("#file_upload").uploadify({
3          'swf'           : '/uploadify/uploadify.swf',
4          'uploader'      : '/uploadify/uploadify.php',
5          'onSWFReady' : function() {
6              alert('The Flash file is ready to go.');
7          }
8      });
9  });
```

- **onUploadComplete**

  上传文件成功后触发（每一个文件都触发一次）

```javascript
Javascript Code
1  $(function() {
2      $("#file_upload").uploadify({
3          'swf'              : '/uploadify/uploadify.swf',
4          'uploader'         : '/uploadify/uploadify.php',
5          'onUploadComplete' : function(file) {
6              alert('The file ' + file.name + ' finished processing.');
7          }
8      });
9  });
```

- **onUploadError**

  上传文件失败触发，参数如下：

- **file**
  The file object that was uploaded
- **errorCode**
  The error code that was returned
- **errorMsg**
  The error message that was returned
- **errorString**
  The human-readable error message containing all the details of the error

```javascript
Javascript Code
1  $(function() {
2      $("#file_upload").uploadify({
3          'swf'           : '/uploadify/uploadify.swf',
4          'uploader'      : '/uploadify/uploadify-not-existing.php',
5          'onUploadError' : function(file, errorCode, errorMsg, errorString)
6              alert('The file ' + file.name + ' could not be uploaded: ' + e
7          }
8      });
9  });
```

- **onUploadProgress**

  每个文件上传后更新一次进度信息。参数如下：

- **file**
  The file object being uploaded
- **bytesUploaded**
  The number of bytes of the file that have been uploaded

- **bytesTotal**

  The total number of bytes of the file
- **totalBytesUploaded**

  The total number of bytes uploaded in the current upload operation (all files)
- **totalBytesTotal**

  The total number of bytes to be uploaded (all files)

```javascript
Javascript Code
1  $(function() {
2      $("#file_upload").uploadify({
3          'swf'              : '/uploadify/uploadify.swf',
4          'uploader'         : '/uploadify/uploadify.php',
5          'onUploadProgress' : function(file, bytesUploaded, bytesTotal, tot
6              $('#progress').html(totalBytesUploaded + ' bytes uploaded of '
7          }
8      });
9  });
```

● onUploadStart

  在一个文件开始上传之前触发。

```javascript
Javascript Code
1  $(function() {
2      $("#file_upload").uploadify({
3          'swf'              : '/uploadify/uploadify.swf',
4          'uploader'         : '/uploadify/uploadify.php',
5          'onUploadStart' : function(file) {
6              alert('Starting to upload ' + file.name);
7          }
8      });
9  });
```

● onUploadSuccess

  在每一个文件上传成功后触发

  参数如下：

- **file**

  The file object that was successfully uploaded
- **data**

  The data that was returned by the server-side script (anything that was echoed by the file)
- **response**

  The response returned by the server—*true* on success or *false* if no response. If *false* is returned, after the successTimeout option expires, a response of *true* is assumed.

```
HTML Code                                           + ≡ ▤ ↗ <>
1 <input type="file" name="file_upload" id="file_upload" />
```

```
Javascript Code                                     + ≡ ▤ ↗ <>
1 $(function() {
2     $("#file_upload").uploadify({
3         'swf'            : '/uploadify/uploadify.swf',
4         'uploader'       : '/uploadify/uploadify.php',
5         'onUploadSuccess' : function(file, data, response) {
6             alert('The file ' + file.name + ' was successfully uploaded wi
7         }
8     });
9 });
```

3．Uploadify 方法：

● cancel

```
HTML Code                                           + ≡ ▤ ↗ <>
1 <input type="file" name="file_upload" id="file_upload" />
2 <a href="javascript:$('#file_upload').uploadify('cancel')">Cancel First Fi
```

```
Javascript Code                                     + ≡ ▤ ↗ <>
1 $(function() {
2     $("#file_upload").uploadify({
3         'auto'    : false,
4         'swf'     : '/uploadify/uploadify.swf',
5         'uploader' : '/uploadify/uploadify.php'
6     });
7 });
```

● destroy

```
HTML Code                                           + ≡ ▤ ↗ <>
1 <input type="file" name="file_upload" id="file_upload" />
2 <a href="javascript:$('#file_upload').uploadify('destroy')">Destroy Upload
```

```
Javascript Code                                     + ≡ ▤ ↗ <>
1 $(function() {
2     $("#file_upload").uploadify({
3         'swf'     : '/uploadify/uploadify.swf',
4         'uploader' : '/uploadify/uploadify.php'
5     });
6 });
```

- disable

```
HTML Code                                              +  ≡  📋  ↗  <>
1  <input type="file" name="file_upload" id="file_upload" />
2  <a href="javascript:$('#file_upload').uploadify('disable', true)">Disable
```

```
Javascript Code                                        +  ≡  📋  ↗  <>
1  $(function() {
2      $("#file_upload").uploadify({
3          'swf'      : '/uploadify/uploadify.swf',
4          'uploader' : '/uploadify/uploadify.php'
5      });
6  });
```

- settings

参数

- **name**

  The name of the setting you want to return or change. Only setting this argument will return the value.

- **value**

  The value you would like to use for the setting.

- **resetObjects**

  Set this to *true* when updating the postData object to erase existing values. Otherwise, new values will be added to existing ones.

*The only setting that cannot be set is the swf setting.

```
HTML Code                                              +  ≡  📋  ↗  <>
1  <input type="file" name="file_upload" id="file_upload" />
2  <a href="javascript:changeBtnText()">Change the Button Text</a> | <a href=
```

```
Javascript Code                                        +  ≡  📋  ↗  <>
1   $(function() {
2       $("#file_upload").uploadify({
3           'swf'      : '/uploadify/uploadify.swf',
4           'uploader' : '/uploadify/uploadify.php'
5       });
6   });
7
8   function changeBtnText() {
9       $('#file_upload').uploadify('settings','buttonText','BROWSE');
10  }
11
12  function returnBtnText() {
13      alert('The button says ' + $('#file_upload').uploadify('settings','bu
14  }
```

- stop   停止上传

```html
HTML Code
1 <input type="file" name="file_upload" id="file_upload" />
2 <a href="javascript:$('#file_upload').uploadify('upload', '*')">Upload the
```

```javascript
Javascript Code
1 $(function() {
2     $("#file_upload").uploadify({
3         'auto'     : false,
4         'swf'      : '/uploadify/uploadify.swf',
5         'uploader' : '/uploadify/uploadify.php'
6     });
7 });
```

- upload

参数：fileID

The ID of the file you would like to upload. The easiest way to get the fileID of a queue item is to use the id attribute of the queue item you want to upload. To upload multiple files, add each fileID as an argument. If '*' is passed as the first and only argument, all files in the queue will be uploaded.

```html
HTML Code
1 <input type="file" name="file_upload" id="file_upload" />
2 <a href="javascript:$('#file_upload').uploadify('upload','*')">Upload File
```

```javascript
Javascript Code
1 $(function() {
2     $("#file_upload").uploadify({
3         'auto'     : false,
4         'swf'      : '/uploadify/uploadify.swf',
5         'uploader' : '/uploadify/uploadify.php'
6     });
7 });
```