

Idomoo player - Developer guide

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Player Version : 19

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Configuration

Step 1: Place the Player code in its desired location

Insert the following HTML in your page, at the exact location where you want the player to appear:

```
<div class="idm-player"></div>
```

Step 2: Place Idomoo's Player script

Place the Player script below the Player div placed in step 1.

This code holds two functions:

- The "Idm.Engine.init" function is used to initial the Player parameters.
- "function(d, s, id)" that calls the JS engine.

```
<div class="idm-player"></div>
<script>
  var myEnvironment = https://idoplayer.idomoo.com/19/;
  window.IdmEngineCallback = function(){
    Idm.Engine.init({
      domain: myEnvironment,
      autostart: '1',
      "analytics": [
        ["cls-button-1", "Button1", "mouseover"],
        ["cls-button-2", "Button2" ] ],
    });
  };

  (function(d, s, id){
    var js, fjs = d.getElementsByTagName(s)[0];
    if (d.getElementById(id)) {return;}
    js = d.createElement(s); js.id = id;
    js.src = myEnvironment + '/assets/js/eng.js';
    js.async = false;
    fjs.parentNode.insertBefore(js, fjs);
  })(document, 'script', 'idomooEngine');
</script>
```

Customization options

Below you can find all available optional parameters.

Video to play

Links created by idomoo platform can be of two types. Links with full video url or links with video id only.

In case of full URL this section is irrelevant.

#	Property	Data/Unit Types	Possible values	Default	Mandatory	Description	Sample Value
1	url	url	string	None	X	Hard coded video url to play, url that appears on the LP over writes it	url: xyz.idomoo.com/videos/samples/VideoForPlayer.mp4
2	baseMovieURL	URL Prefix	string	None	X Mandatory in case that landing page link contains just video_id	Used when the Landing page link contain only the video id	baseMovieURL: 'xyz.idomoo.com/videos/'
3	movieExt	mp4 / hls	string	None	X Mandatory in case that landing page link contains just video_id	Used when the Landing page link contain only the video id	movieExt: 'mp4'

Player size

Player size should be compatible with video dimension.

#	Property	Data/Unit Types	Possible values	Default	Mandatory	Description	Sample Value
1	height	Integer in pixels	Number	360	X	Height dimension of the Player	https://www.idomoo.com/
2	width	Integer in pixels	Number	640	X	Width dimension of the Player	https://goo.gl/LxgrFt
3	vertical	Boolean	true or false	None	X	Set player to start in vertical mode	true

* Default height and width are compatible with video size of 360X640 , if your project have different video size adjust the player to get best user experience.

Analytics

Sent landing page buttons data to Idomoo analytics system.

#	Property	Data/Unit Types	Possible values	Default	Mandatory	Description	Sample Value
1	analytics	Array [button class, text to send when event happens, which event to count]	string	None	V	Holds data that is sent to Idomoo's analytics engine from landing page elements (usually call for action buttons)	"analytics": [["itm cta", "CTA1"], ["itm share facebook", "facebook,mouseover"]]

* 'click' is the default event that sends event.

* Each button that you want to report needs to be defined under the analytics property. see sample value on the table above where 'itm cta' and 'itm share facebook' are buttons classes on the landing page.

Autostart

#	Property	Data/Unit Types	Possible values	Default	Mandatory	Description	Sample Value
1	autostart	Boolean	0,1	1	X	Defines whether video begins play with page load or waits for user to press Play on all devices	0
2	autostart_mobile	Boolean	true or false	None	X	Defines whether video begins play with page load or waits for user to press Play on Mobile devices *	true
3	autostart_desktop	Boolean	true or false	None	X	Defines whether video begins play with page load or waits for user to press Play on desktop	false

Note that autostart overwrites the other autostart_desktop and autostart_mobile.

* autoplay on mobile device always starts on mute

Closed captions

#	Property	Data/Unit Types	Possible values	Default	Mandatory	Description	Sample Value
1	cc	array	Languages, baseCaptionLocation	None	X	Define the closed captions.	"#000000"

2	languages	array	string	None	X	Code appears on the button, label is the label, ext is the extensions. Default can be paired to one language only.	{ "label": "English", "code": "en", "ext": "vtt", "default": "true" }
---	-----------	-------	--------	------	---	--	--

* Video will start playing without captions in case no language set the default

* Captions are available for full service users only

Google analytics reporting

#	Property	Data/Unit Types	Possible values	Default	Mandatory	Description	Sample Value
1	ga	Google Analytics tracking id		Idomoo analytics account	X	Data sending to Google Analytics account	https://www.idomoo.com/
2	ga_enable	Boolean	true or false	true	X	Disable data sending to Google Analytics	false

Start on “mute”

Use when you want player on desktops to start on mute.

Note that autoplay on mobile device always starts on mute, so no need to configure it.

#	Property	Data/Unit Types	Possible values	Default	Mandatory	Description	Sample Value
1	start_mute	Boolean	True , false	true	X	Define Player to start muted.	start_mute= false

CTA overlays design- Thumbnails

'thumbnails' and 'thumbsOption' parameters except the following unit types.

Thumbnails size are correlated with player size; Thumbnail height is 25% of the video size, so for SD videos (640X360) the thumbnail height is 159 pixels.

#	Property	Data/Unit Types	Possible values	Default	Mandatory	Description	Sample Value
---	----------	-----------------	-----------------	---------	-----------	-------------	--------------

1	url	string	Accessible link	None	✓	A URL link to a web page that will be opened when user clicks on the image.	https://www.idomoo.com/
2	img	string	Accessible link	None	✓	Link to the displayed image (any web supported format).	https://goo.gl/LxgrFt
3	background	string	Hex color	None	✗	Define the button background.	"#000000"
4	text	string	string	None	✗	Set the text under the image.	"TEST"
5	border-radius	string	string	None	✗	set the border radius for image.	"5px"
6	position	Array of x,y position in pixels	string	each image will be shown on a different corner.	✗	specific XY position of the thumbnail on the Player.	{x: 20, y:30}
7	name	string	string	Thumbnail 1, Thumbnail 2, ... The word Thumbnail and a serial number According to the order	✗	The name that represented the click on the image in Analytics.	"Buy now"
8	thumbOptions	string	stop, pause	When not set image will be shown on stop & pause.	✗	Sets when thumbnails will not be displayed on (pause / stop)	hideOn: ['stop']

Code example

```

"thumbnails": [
  {
    "url": "http://www.google.com",
    "img": "http://idomoo.com/wp-content/themes/idomoo/img/logo.png"
  },
  {
    "url": "http://www.idomoo.com",
    "img": "http://idomoo.com/wp-content/themes/idomoo/img/logo.png",
    "name": "Buy_Now",
    "position": {
      "x": 5,
      "y": 20
    },
    "background": "#333333",
    "text": "TEST",
    "border-radius": "5px"
  }
]

```

```

    }
  ],
  thumbOptions:{
    hideOn: ['stop']
  }
}

```

Code example of Dynamic Thumbnails (Thumbnails to appear only under specific rule)

```

<div class="idm-player"></div>
<script>

  var param = location.search.split("?")[1];
  if (param !== undefined && param.split("=")[0] == "option1"){
    var thumbs = [ {
      "url":"http://www.idomoo.com",
      "background":"red",
      "text": "TEST",
      "border-radius": "5px"},
      {
        "url":"http://www.idomoo.com",
        "background":"#000000",
        "text": "TEST",
        "border-radius": "5px"}
    ];
  }
  else{
    var thumbs = [{
      "url":"https://www.google.com",
      "img":"https://goo.gl/LxgrFt"
    },
      {
        "url":"https://www.idomoo.com",
        "img":"https://goo.gl/LxgrFt"
      }
    ];
  }

  var myEnvironment = 'https://idoplayer.idomoo.com/19/';
  window.IdmEngineCallback = function(){
    Idm.Engine.init({
      domain: myEnvironment,
      autostart: '1',
      "thumbnails":thumbs
    });
  };
};

```

Start and finish images

#	Property	Data/Unit Types	Possible values	Default	Mandatory	Description	Sample Value
1	openingImage	Array { imageSuffix:", imageExtension:", imageURL:" }	See below	None	X	Customize the image that appears before the video starting to play.	openingImage: { imageSuffix: '_start' }
2	closingImage	Array { imageSuffix:", imageExtension:", imageURL:" }	See below	None	X	Customize the image that appears after the video finished playing.	closingImage: { imageURL:'https://goo.gl/LxgrFt' }
3	imageSuffix	String	See below	None	X	state which suffix to use (_end is what usually being configured by delivery, but user can state other suffix on API call)	imageSuffix: '_start'
4	imageExtension	String	jpg, gif	jpg	X	state extension	imageExtension:jpg
5	imageURL	url	string	None	X	Hard coded image to display	imageURL:'https://goo.gl/LxgrFt'

*URL is the strongest option so if user states it, this is what is displayed.

*If no "imageExtension:" jpg is default

```
imgOptions: {
  openingImage: {imageURL:'https://goo.gl/LxgrFt'},
  closingImage: {imageSuffix :'_end' }
}
```

Remove full screen button

#	Property	Data/Unit Types	Possible values	Default	Mandatory	Description	Sample Value
---	----------	-----------------	-----------------	---------	-----------	-------------	--------------

1	screen_button	Boolean	True , false	true	X	When screen_button: false the enlarge button will not appear on control bar. Double clicking on the player will enlarge it to full screen.	screen_button: false
---	---------------	---------	--------------	------	---	---	----------------------

Customizable player skin

Player skin CSS customization documentation can be found [here](#) and [here](#).

#	Property	Data/Unit Types	Possible values	Default	Mandatory	Description	Sample Value
1	css	string	Accessible link	None	X	Customize player skin using a link to an external CSS file.	'https://idomoo.com/lp/custom.css'

Survey

Create a survey using SurveyMonkey and integrate it with idomoo player.

#	Property	Data/Unit Types	Possible values	Default	Mandatory	Description	Sample Value
1	surveyMonkey	Array [SurveymonkeyID, % of video viewing required for the survey to appear]	code, percentage	None	X	Integrate a survey that was built in survey monkey	"surveyMonkey": ["XCKPGGZ", 15]

Customize error message

#	Property	Data/Unit Types	Possible values	Default	Mandatory	Description	Sample Value
1	sce	Array of type and text or type and img	See below	None	X	Configure image or text to be shown in case of error	sce:{ 'type': 'text', 'text': 'Oops something went wrong' }

2	type	string	image or text	None	X	Define the type of message.	'type': 'image'
3	img	url	string	None	X	Hard coded image to display	img:'https://goo.gl/LxgrFt'
4	text	string	Any	None	X	Hard coded text to display	'text': 'Oops something went wrong'

Image code example

```
sce:{
  'type' 'image',
  'img': 'http://goo.gl/gNsQWU'
}
```

Image code example

```
sce:{
  'type' 'text',
  'text' : 'Error! This is a custom error text message'
}
```

Chapters

Display the names of the scenes / chapters that used to build the video. Clicking on a scene/ chapter name will skip to the start point of it.

#	Property	Data/Unit Types	Possible values	Default	Mandatory	Description	Sample Value
1	chapters	Boolean	True , false	false	X	Show all scenes and allow user to skip to a specific point at the video	chapters: true

Player events

Buttons on landing page can affect the player to play / pause / stop

Note - This code should be implemented on the **landing page**.

```
<button id="test_btn1" onclick="Idm.Engine.playerEvent('play');">Play</button>
<button id="test_btn2" onclick="Idm.Engine.playerEvent('pause');">Pause</button>
<button id="test_btn3" onclick="Idm.Engine.playerEvent('stop');">Stop</button>
<button id="test_btn4" onclick="Idm.Engine.playerEvent('seek:4.01');">Seek</button>
```

Examples

You can find code examples at <https://player-info.idomoo.com/index.html>