

# Idomoo player - Developer guide

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## Configuration

### Step 1: Place Idomoo's Player script

Place the player's script above the player's div.

```
<script type="text/javascript" src="https://player.idomoo.com/latest/main.js"></script>
```

### Step 2: Place Player code

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

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

### Step 3: Add player\_options script (optional)

While the player's script (main.js) runs the player itself, the idmPlayerCreate() function initializes it with player\_options that holds customization options.

Player\_options can be defined on the landing page itself or on an external page.

If not added, the defaults are:

- size : 'hd',
- ratio: '16:9',
- autoplay: true,
- mute: false
- share\_button
  - download: true
  - copy: true
  - mail: true
  - whatsapp: true
  - facebook: false
  - twitter: false
- analytics\_env: 'us'

Basic configuration example :

```
<script>

  var player_options = {

    interactive: true,

    size: "SD",

    mute: true,

    cta_analytics: [

      ["idm-cta-btn1", "Click Me"],

      ["idm-cta-btn2", "Join Now"]

    ]

  }

  idmPlayerCreate(player_options, "idm-player");

</script>
```

## Simple Landing Page Implementation

```
<html>

<head>

  <script type="text/javascript" src="https://player.idomoo.com/latest/main.js"></script>

</head>

<body>

  <div id="idm_player" class="idm-player"></div>

  <div>

    <button class="idm-cta-btn1">Loved it</button>

    <button class="idm-cta-btn2">It cracked me down</button>

  </div>

  <script>

    var player_options = {

      interactive: true,

      size: "hd",

      autoplay: true,

      cta_analytics: [

        ["idm-cta-btn1", "Loved it"],

        ["idm-cta-btn2", "It cracked me down"]

      ]

    };

    idmPlayerCreate(player_options, "idm_player");

  </script>

</body>

</html>
```

## Customization options

All below options need to be defined in the LP code, inside the var player\_options script.

### Video to play

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

Property	Possible values	Data/Unit Types	Default	Mandatory	Description	Sample Value
src	url	string	None	X	Hard coded video url to play. <b>Stronger</b> than video link in the url	src: <a href="https://v.idomoo.com/videos/samples/VideoForPlayer.mp4">'xyz.idomoo.com/videos/samples/VideoForPlayer.m p4'</a>
build_url	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	build_url: <a href="https://v.idomoo.com/">"https://v.idomoo.com/"</a>  build_url for eu projects: <a href="https://e.idomoo.com/">"https://e.idomoo.com/"</a>  build_url for BT projects: <a href="https://b.pv.bt.com/">"https://b.pv.bt.com/"</a>
extension	mp4 / hls	string	mp4	X  Mandatory in case that landing page link contains just video_id	Used when the Landing page link contain only the video id	extension: "hls"

### Player size

Adjust player size to be compatible with video dimension to get the best user experience.

Property	Possible values	Data/Unit Types	Default	Mandatory	Description	Sample Value
size	sd/hd/fhd/wide/	string	hd	X	Size of the player	size: "hd"
width	Integer in pixels	number	1280	X	Width dimension of the Player	width: 1080

ratio	Number : number	string	16:9	x	Player's ratio	ratio: "1:1"
fluid_mode	true / false	Boolean	false	x	Uses the video width and video height to calculate the correct aspect ratio	true

\* Default height and width are compatible with video size of 1280X720 (Horizontal HD videos).

### Interactive

After defining on the storyboard one or more of the following options (player navigation / player action / interactive placeholder) interactive needs to be enabled on the player.

Property	Data/Unit Types	Possible values	Default	Mandatory	Description	Sample Value
interactive	Boolean	true / false	false	x	Defines whether video begins play with player load or waits for user to press "Play" on all devices	interactive: true

### Analytics

Sent landing page buttons data to the Idomoo analytics system.

Property	Data/Unit Types	Possible values	Default	Mandatory	Description	Sample Value
cta_analytics	Array [button class, text to send when event happens]	string	None	x	Holds data that is sent to Idomoo's analytics engine from landing page elements (usually call for action buttons)	cta_analytics: [ ["idm-cta-btn1", "Click Me"], ["idm-cta-btn2", "Join Now"] ]
analytics_env	string	us/bt	us	Mandatory for BT projects only	Defines which engine to catch the analytics reporting	analytics_env: "bt"

\* Each button that you want to report needs to be defined under the analytics property. see sample value on the table above where 'idm-cta-btn1' and 'idm-cta-btn2' are buttons classes on the landing page.

\* analytics\_env property should be specified only in cases of BT projects.

## Share options

Controls Player share button and each share option separately

Property	Data/Unit Types	Possible values	Default	Mandatory	Description	Sample Value
share_button	Boolean, Object	true / false, Object	{ download: true, copy: true, mail: true, whatsapp: true, facebook: false, twitter: false }	X	Controls share options displayed inside the player share menu. If set to "false", the player share button is hidden	share_button: { download: false, copy:false, mail: true, whatsapp: true, facebook: true, twitter: true } or share_button: false
share_button.download	Boolean	true / false	true	X	Show "download" share option	download: false
share_button.copy	Boolean	true / false	true	X	Show "copy" share option	copy: false
share_button.mail	Boolean	true / false	true	X	Show "mail" share option	mail: false
share_button.whatsapp	Boolean	true / false	true	X	Show "whatsapp" share option	whatsapp: false
share_button.facebook	Boolean	true / false	false	X	Show "facebook" share option	facebook: true
share_button.twitter	Boolean	true / false	false	X	Show "twitter" share option	twitter: true

\* If all share options are set to "false", the player share button is not shown.

### Video customization

After defining customizable parameters on the storyboard, the lightning button appears. This options control the customization menu appearance timing

Property	Data/Unit Types	Possible values	Default	Mandatory	Description	Sample Value
show_customise	String	"on_click", "on_start", "on_end"	"on_click"	x	Defines when the customization menu should appear: on video start, on video end or when user clicks the lightning button	show_customise: on_start

### Auto start

Property	Data/Unit Types	Possible values	Default	Mandatory	Description	Sample Value
autoplay	Boolean	true / false	true	x	Defines whether video begins play with player load or waits for user to press "Play" on all devices	autoplay: false

\* "autoplay" for videos with muted: false: automatic starting of video playback with sound depends on specific browser behaviour, in some common scenarios the autoplay is blocked.



## Closed captions

\* Captions are available for full service users only \*

Property	Data/Unit Types	Possible values	Default	Mandatory	Description	Sample Value
close_captions	array	Language s, baseCaptionLocation	None	✗	Define the closed captions.	<pre>close_captions: [   {     "srclang": "en",     "label": "English",     "src":     "https://s3.amazonaws.com/idoplayer-us.idomoo.com/player2.0/vtt/sample.vtt",     "default": "true"   },   {     "srclang": "sp",     "label": "Spain",     "src":     "https://s3.amazonaws.com/idoplayer-us.idomoo.com/player2.0/vtt/sample.vtt "   } ]</pre>
srclang	String	See below	None	✗	Define language	srclang: "en"
label	String	string	None	✗	Define the title	label: "English"
src	String	string	None	✗	Define outsource CC. If not defined, the video URL extension replaced with .vtt and used as captions source	<pre>src: "https://s3.amazonaws.com/idoplayer-us.idomoo.com/player2.0/vtt/sample.vtt "</pre>
default	Boolean	true/false	None	✗	Start with default	default: true

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

## Start and finish images

Property	Data/Unit Types	Possible values	Default	Mandatory	Description	Sample Value
opening_image	Array { image_suffix:", image_extension:", image_url:' }'	See below	None	X	Customize the image that appears before the video starts to play.	opening_image: { image_suffix: '_start' }
closing_image	Array { image_suffix:", image_extension:", image_url:' }'	See below	None	X	Customize the image that appears after the video finished playing.	closing_image: { image_url:'https://goo.gl/LxgrFt' }
Possible property keys' members of the first two objects above are image_suffix, image_extension, image_url:						
image_suffix	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)	image_suffix: '_start'
image_extension	String	jpg, gif	jpg	X	state extension	image_extension:jpg
image_url	url	string	None	X	Hard coded image to display	image_url:'https://goo.gl/LxgrFt'

\*\*"image\_url" is the strongest option, stating this will overwrite all other selections.

\*If no "image\_extension:" jpg is default

```
opening_image: {image_url:'https://goo.gl/LxgrFt'},
```

```
closing_image: {image_suffix: '_end' }
```

### Start on "mute"

Property	Data/Unit Types	Possible values	Default	Mandatory	Description	Sample Value
mute	Boolean	True , false	false	<b>x</b>	Mutes the video	mute: true

Set "mute" to true when you want the player to always auto start. See explanation [here](#)

### Control bar behaviour on pause

Configure the progress bar when the player is in "pause" state to fade out after 3 seconds.

When the user will hover on the player it will be visible again.

Property	Data/Unit Types	Possible values	Default	Mandatory	Description	Sample Value
fade_control_bar_on_pause	Boolean	True , false	false	<b>x</b>	When the player is in "pause" state, the progress bar will fade out after 3 seconds. When the user will hover on the player it will be visible again.  This will act exactly as the player acts in "play" state.	fade_control_bar_on_pause: true
click_to_pause	Text	"disable", "enable"	disable	<b>x</b>	Controls the player behavior on clicking the video frame area. If set to "enable", the video will be paused	click_to_pause: enable

### Disable control bar

Disable on control bar the option to fast forward /pause/ go backwards

Property	Data/Unit Types	Possible values	Default	Mandatory	Description	Sample Value
disabled_control_bar	Boolean	True , false	false	X	Prevent user to control the playback using the progress bar control	disabled_control_bar: true

### Customize error image

Idomoo provides a default error image, if you like to show the users other error messages this is the way to do it.

Property	Data/Unit Types	Possible values	Default	Mandatory	Description	Sample Value
set_error_message_image	url	string	Idomoo's default message	X	Hard coded image to display	set_error_message_image: 'https://image.shutterstock.com/z/stock-photo-colorful-flower-on-dark-tropical-foliage-nature-background721703848.jpg'

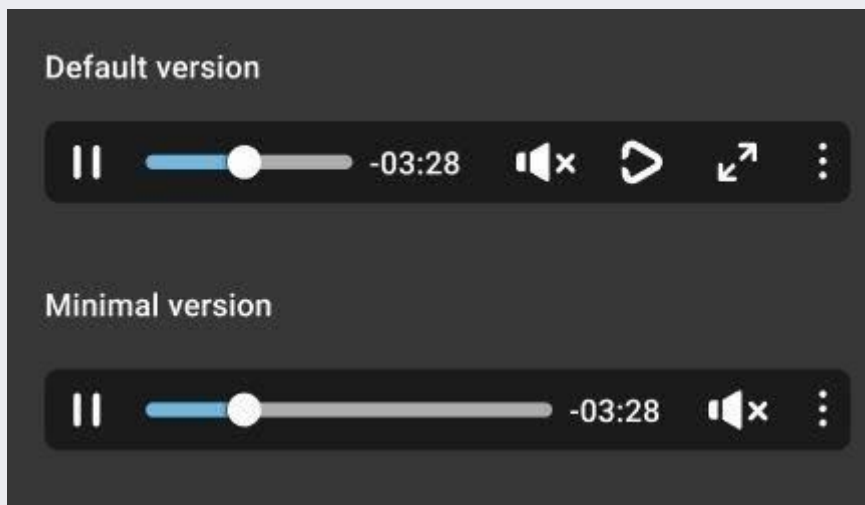
### Disable opening gif

Remove the opening animated gif that shown before the video load

Property	Data/Unit Types	Possible values	Default	Mandatory	Description	Sample Value
remove_gif	Boolean	True , false	false	X	Define Player not to show opening GIF	remove_gif: true

### Mobile minimal version

Define Player to show minimal control bar when loaded on mobile devices.



Property	Data/Unit Types	Possible values	Default	Mandatory	Description	Sample Value
minimal_version	Boolean	True , false	false	X	Define Player to show minimal control bar when loaded on mobile	minimal_version: true,

### Player Instance

The player instance object is created by the `idmPlayerCreate()` function. The instance is accessible on the hosting page by calling

```
var player = window[player_id];
```

Where `[player_id]` is an id attribute of the target `<div>` element, as described [here](#).

The Idomoo player is built on top of the `video.js` framework. The instance object exposes underlying `video.js` properties. For more information, see [video.js documentation](#)

## Interactive Events

After defining on the storyboard “perform an action = trigger event” with one or more of the following options (player navigation / player action / interactive placeholder), it is possible to subscribe to the events on the player instance object and define the event handler function.

```
var player = window[player_id];

player.ready(function(){

    player.on("userevent", function (event) {

        // Event handler function code goes here

    });

});
```

**event.value** object is passed to the handler function and contains custom event information:

Property	Data/Unit Types	Possible values	Description	Sample Value
event_id	String	As defined on the storyboard with the <u>Event Id</u> field	The values defined on the storyboard (including customizable parameters) are passed to the handler function. Could be used for advanced landing page functionality, responding to the user actions or video timeline events, for example: opening pop-ups, displaying messages, invoking APIs etc.	“event no 1”
resolution	String	“1920px” “1280px” “640px” Any other custom width, if set	Current video width in pixels	“1280px”
state	String	“playing” “paused” “ended”	Current video playback state	“paused”
time	Number	any number up to the video duration, in seconds	Current video playback time	1.345764

\* interactive: true needs to be set on the player settings

## APPENDIX A

### Multiple players in a single page example

More than one player can be added to a page as long as each player has its own id.

At the example below we have “first\_player” and “second\_player”

```
<body>

<script type="text/javascript" src="https://player.idomoo.com/latest/main.js"></script>

<div id="first_player"></div>

<div id="second_player"></div>

<script>

var player_options_first = {

  size: "hd",

  src: "https://materials.idomoo.com/2034/0000/72skl1v1fk32q1qpk362om3hk2mb39333d1o3g20r38e.mp4",

  interactive: true,

  autoplay: false,

  mute: true

};

var player_options_second = {

  size: "sd",

  src:

    "https://materials.idomoo.com/2034/0000/72skl1v1fk32q1qpk362om3hk2mb39333d1o3g20r38e.m3u8",

  autoplay: true

};

idmPlayerCreate(player_options_first, "first_player");

idmPlayerCreate(player_options_second, "second_player");

</script>

</body>
```