

PlayKit JS 360 & VR

Overview

This guide will walk you through the configuration of the VR plugin for the PlayKit JS Player for developers.

The Kaltura Player supports 360° video on both desktop and mobile devices for any kind of motion: mouse, touch, device motion, and keyboard keys.

This plugin is dependent on [three.js](#) library.

The player will be informed that it deals with 360/VR media which is part of the Kaltura player config sources (using providers population the sources with the hints below)

metadata must contain `"tags": "360"` and `"vr": {}` which is not null

In case the app is using `setMedia` instead of `load media` `tags` and `vr` attributes are expected to be populated by the app.

```
{
  "sources": {
    "options": {},
    "metadata": {
      "tags": "360"
    },
    "hls": [],
    "dash": [],
    "id": "",
    "duration": 362,
    "type": "Vod",
    "poster": "",
    "dvr": false,
    "vr": {},
    "captions": []
  }
}
```

Getting Started

Prerequisites

The plugin requires [PlayKit JS Player](#) to be loaded first.

Installing

First, clone and run [yarn](#) to install dependencies:

```
git clone https://github.com/kaltura/playkit-js-vr.git cd playkit-js-vr yarn install
```

Building

Then, build the player

```
yarn run build
```

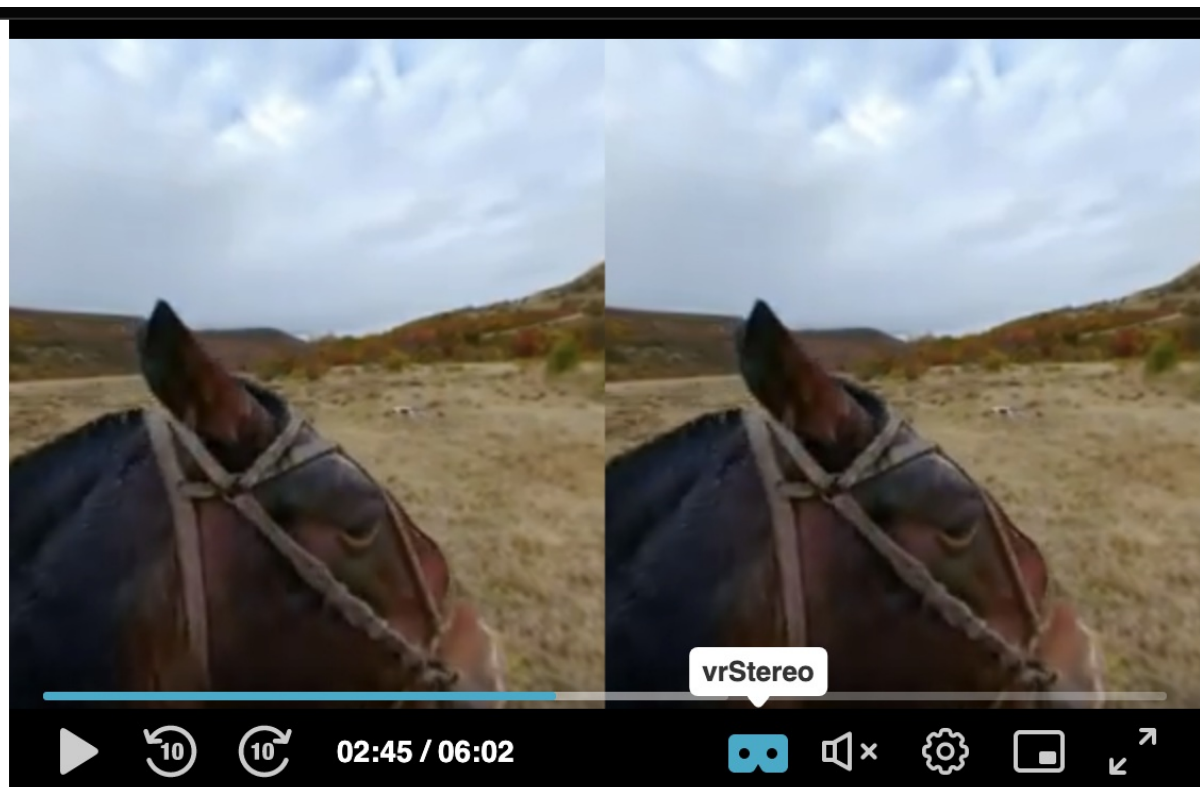
Embed the library on your test page

Finally, add the bundle as a script tag on your page, and initialize the player

```
<script type="text/javascript" src="/PATH/TO/FILE/playkit.js"></script>
<!--PlayKit player-->
<script type="text/javascript" src="/PATH/TO/FILE/playkit-vr.js"></script>
<!--PlayKit VR plugin-->
<div id="player-placeholder" style="height:360px; width:640px"> <script type="text/javascript"> var
playerContainer = document.querySelector("#player-placeholder"); var config = { ... plugins: { vr: {
toggleStereo: true } } ... }; var player = playkit.core.loadPlayer(config);
playerContainer.appendChild(player.getView()); player.play(); </script>
</div>
```

Features

- The Player will load on stereo mode
- Enable toggle VR/stereo mode button.



- Change the sensitivity of the motion using moveMultiplier attribute. by default is 0.15 .

- Change the sensitivity of the device itself, using deviceMotionMultiplier attribute. by default is `1`.
- Change the camera options - The projection mode is designed to mimic the way the human eye sees. It is the most common projection mode used for rendering a 3D scene. [CameraOptions](#).

```
"vr": {  "startInStereo": false,    "toggleStereo": false,    "moveMultiplier": 0.15,
"deviceMotionMultiplier": 1,    "cameraOptions": {    "fov": 75,    "aspect": 1.777, // (width/height)
"near": 0.1,    "far": 1000    },  },
```

Configuration attributes

VR_STEREO_MODE_CHANGED

- VR Plugin Player Event -

VR_NOT_SUPPORTED

- VR Plugin Player Error code -

Example

VR Plugin Example



