

## PlayKit JS Bumper

PlayKit JS Bumper is written in [ECMAScript6](#), statically analyzed using [Typescript](#), and transpiled in ECMAScript5 using [Babel](#).

### Getting Started

#### Prerequisites

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

#### Installing

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

```
git clone https://github.com/kaltura/playkit-js-bumper.git cd playkit-js-bumper 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/kaltura-player.js"></script>
<!--Kaltura player-->
<script type="text/javascript" src="/PATH/TO/FILE/bumper.js"></script>
<!--PlayKit info plugin-->
<div id="player-placeholder" style="height:360px; width:640px"> <script type="text/javascript">  var
playerContainer = document.querySelector("#player-placeholder");  var config = {    ...    targetId: 'player-
placeholder',    plugins: {      "bumper": {
"url": "<BUMPER URL>"
    }    }    ...    };  var player = KalturaPlayer.setup(config);  player.loadMedia(...); </script>
</div>
```

### Documentation

The bumper plugin's purpose is to give the application a way to display a short clip before/after the main entry playback. Allow the player to display a short clip before the main entry. (Channel id, Sponsored by and more)

#### Configuration

In order to enable the plugin you can give the following config parameters while [url](#) it

is the only "must" key to make the plugin work

### **id**

default = "" - The bumper container div id

### **url**

the url of the bumper video

### **clickThroughUrl**

URL to a website that will be opened when clicking on the bumper screen

### **position**

default [0] - bumper before video playback, it receives an array that configured whether bumper will be shown on playback start, playback end or both => [0], [-1], [0, -1]

### **disableMediaPreload**

default = false, when using main video tag we will want it to be true

### **playOnMainVideoTag**

default = false, may be used as true on TV's, ios plays inline = false or ios native full screen mode.

## Default Config Json Example

```
plugins: { bumper: { id: "", url: "", clickThroughUrl: "", position: [],  
  disableMediaPreload: false, playOnMainVideoTag: false } }
```

Example:

## Bumper Plugin Example

### Coding style tests

We use ESLint [recommended set](#) with some additions for enforcing [Flow] types and other rules.

See [ESLint config](#) for full configuration.

We also use [.editorconfig](#) to maintain consistent coding styles and settings, please make sure you comply with the styling.

## Contributing

Please read [CONTRIBUTING.md](#) for details on our code of conduct, and the process for submitting pull requests to us.

## Versioning

We use [SemVer](#) for versioning. For the versions available, see the [tags on this repository](#).

## License

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[template("cat-subscribe")]

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