

External applications overview in Video Portal

Last Modified on 04/11/2026 2:20 pm IDT

 This article is designated for administrators.

About

Also known as Applications Interoperability, this feature connects different Video Portal and Kaltura Application Framework (KAF)-based applications within the same Kaltura account.

It allows users to view, share, and manage content across apps without switching platforms.

Shared components and workflows

My Media

My Media shows all content a user owns or was added to as a collaborator. This section appears across all KMS and KAF apps as long as the same user ID is used.

- In Video Portal, user ID is set via the [Auth module](#) (authentication method).
- In KAF, it's set via the [Hosted module](#) during setup.

Admins must ensure user IDs match across apps to allow consistent access to My Media.

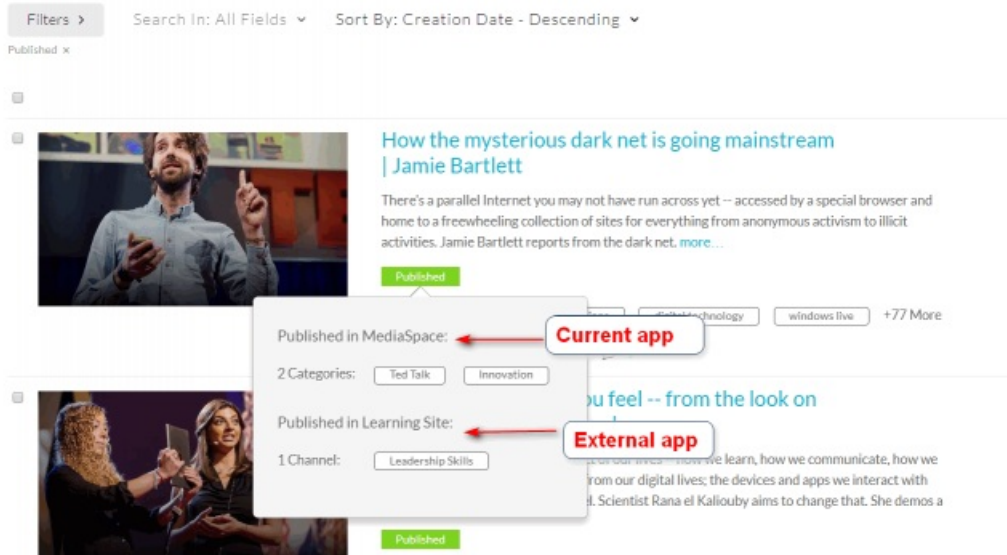
Display publish

This feature lets users see where their media is published - not just in the current app, but in any other connected app under the same partner ID.

You configure this in the [Categories module](#).



This setup applies only to the app you're configuring. Repeat in each destination app as needed.



Lecture capture scheduling

Admins can schedule recordings (for example, via Kaltura Classroom) and publish them automatically to course galleries or channels. These schedules are shared across apps.

To allow scheduled recordings from KMS to appear in other KAF apps:

- Ensure the root categories are enabled as described in the [Kaltura Scheduling Administrators Guide](#).

LMS behavior notes:

- If content is embedded using **BSE** in an LMS, the player will remain visible unless manually removed from the LMS page.
- Kaltura automatically adds media to the in-context category when:
 - The owner embeds it via BSE.
 - Any user watches it.

To disable this auto-publish behavior:

- Set **autoRepublish** to 'No'.



If **autoRepublish** is set to 'Yes', even private media may be re-added to a category when played by an authorized user.