# [Advanced users] Kaltura's open-source player

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> **This article is designated for advanced users.**

## About

Kaltura's v7 player is an open-source media player that supports video-on-demand and live streaming across web and mobile environments.

You can customize the player to match your organization's branding and user experience requirements. Developers can also use the source code to contribute to the project, or to build the player for offline environments, such as networks with no internet access.

Key capabilities include:

- Cross-platform playback for web, iOS, and Android
- Adaptive bitrate streaming
- Live streaming support
- Player plugins and extensions
- Customization using CSS (see Customize the player UI with CSS)

## Load the player from the Kaltura CDN

For the sites your viewers use, we recommend loading the player from Kaltura's content delivery network (CDN), with the `uiconf_id` of a player you set up in Player Studio. The embed URL uses this format.

```
https://cdnapisec.kaltura.com/p/{partnerId}/embedPlaykitJs/uiconf_id/{uiconfId}
```

When you load the player this way, it gets its configuration from Player Studio, including which plugins and UI elements are turned on. It also gets Kaltura's bug fixes and security updates automatically.

## Open-source availability

The player source code is available on GitHub. The web player is built from several modules, each in its own repository:

- kaltura-player-js: the high-level player wrapper, which brings the other modules together

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- playkit-js: the core playback engine
- playkit-js-ui: the UI component library
- playkit-js-providers: the integration with the Kaltura back end

The mobile players have their own repositories:

- iOS: kaltura-player-ios and playkit-ios
- Android: kaltura-player-android and playkit-android

> 
> We don't recommend self-hosting the player on the sites your viewers use. A self-hosted player isn't connected to Player Studio, so it doesn't get your Player Studio configuration, automatic bug fixes and security updates, or standard plugin loading.

Developers can:

- Download the player source code
- Build the player library using the provided build instructions
- Customize player functionality and appearance
- Host the player library in their own environment

To self-host the player, build the player library and host the resulting files on a web server or CDN that your viewers can access.

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