

## PlayKit JS Info

Last Modified on 10/27/2022 12:23 pm IDT

PlayKit JS Info 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-info.git cd playkit-js-info 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/playkit-info.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: { "playkit-js-info": { } } ... }; var player = KalturaPlayer.setup(config);
player.loadMedia(...); </script>
</div>
```

### Documentation

The info plugin's purpose is to expose the visual view of the entry information which is currently used by the player instead of digging in the logs.

When the plugin is included in the player an info icon will be displayed and if the user clicks on an overlay will be opened with the following data

- Entry Name

- Entry Description
- Broadcasted Date - For webcast entries

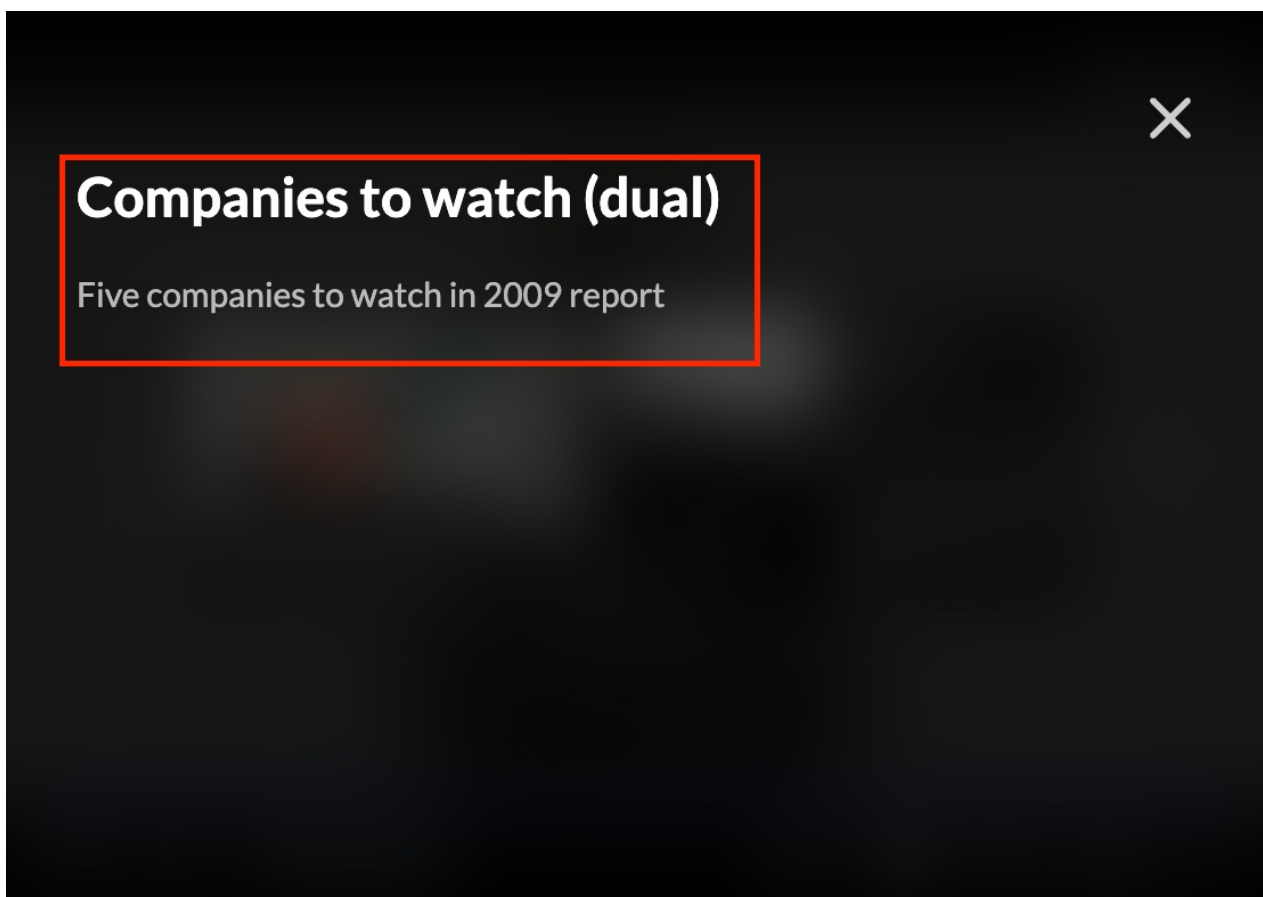
## Configuration

In order to enable the plugin it should be mentioned in the plugins section on the uiconf or on the player setup code. no special config is required except this.

## Config Example

```
plugins: { "playkit-js-info": {} }
```

## UI Examples



Example:

### Info 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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