



PlayKit JS Navigation

PlayKit JS Navigation 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-navigation.git cd playkit-js-navigation 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-kaltura-cuepoints.js"></script>
<!--PlayKit cuepoints plugin-->
<script type="text/javascript" src="/PATH/TO/FILE/playkit-ui-managers.js"></script>
<!--PlayKit ui-managers plugin-->
<script type="text/javascript" src="/PATH/TO/FILE/playkit-navigation.js"></script>
<!--PlayKit navigation 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: { navigation: { ... }, uiManagers: { ... }, kalturaCuepoints: { ... }, } ... }; var
player = KalturaPlayer.setup(config); player.loadMedia(...); </script>
</div>
```

Documentation

The navigation plugin configuration can be found here:

- [Configuration](#)



Navigation plugin dependencies can be found here:

- [Dependencies](#)

And 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

This project is licensed under the AGPL-3.0 License - see the [LICENSE.md](#) file for details

Commands

Run dev server: `yarn dev` ;

Bump version: `yarn release` ;

Configuration

Configuration Structure

```
//Default configuration
"navigation" = {};
//Plugin params
"navigation" = { expandOnFirstPlay?: boolean, // optional position?: string, // optional expandMode?: string, // optional itemsOrder?: object< string, number > // optional
}
```

`config.expandOnFirstPlay`



Type: boolean

Default: right

Description: if plugin should automatically opens on first play.

config.position

Type: 'right' | 'left' | 'top' | 'bottom'

Default: right

Description: expand mode of side panel ('alongside', 'hidden', 'over', default 'alongside').

config.expandMode

Type: string

Default: alongside

Description: expand mode of side panel ('alongside', 'hidden', 'over', default 'alongside').

config.itemsOrder

Type: object< string, number >

Default: { "All": 0, "Chapter": 1, "Slide": 2, "Hotspot": 3, "AnswerOnAir": 4, }

Change tab order: navigation = {...itemsOrder: { "Slide": 1, "All": 4, "AnswerOnAir": 3, "Chapter": 5, "Hotspot": 2, }, ...}

Description: define order of Tabs (min value at the left) and Items inside group (min value at the top). itemsOrder also uses as tabs filter (all items that not included in "itemsOrder" object will be filtered out) (default: { "All": 0, "Chapter": 1, "Slide": 2, "Hotspot": 3, "AnswerOnAir": 4, }).

Additional flashvars

"playkit-navigation":"Version" (check latest version of navigation plugin)

Dependencies

Plugin dependencies:

[Cue Points](#)

[UI Managers](#)

Dev env

Node version: up to 14+

If nvm installed: `nvm use` change version of current terminal to required.

`[template("cat-subscribe")]`