

PlayKit JS Navigation

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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.