

The MultiScreen Video Player



nexxPLAY Integration

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Table of Contents

Integration Guidelines.....	3
Instantiating and preparing the player.....	5
Notifications	6
Player SDK Method summary	7
Include Android Spinkit	9

The MultiScreen Video Player

Integration Guidelines

This section shows how to integrate the media player into an Android app. The App *NexxPlayerTestSdk* delivered also as source code with this SDK is an example of integration. The App contains a launcher activity *MainActivity* used to start *PlayerActivity*. The later uses NexxPlayer SDK to create a player, providing the rendering surface and a notification listener.

Copy "sdkrelease.aar" into "libs" directory of the application. Android Studio must be instructed to search "libs" folder for repositories (in *build.gradle*):

```
repositories {  
    ...  
    flatD  
    ir {  
        dirs 'libs'  
    }  
    ...  
}
```

The library must be then compiled into the app (see app/build.gradle)

```
dependencies {  
    ...  
    compile(name:'sdkrelease', ext:'aar')  
    ...  
}
```

The MultiScreen Video Player

Since the NexxPlayer SDK library uses thirdparty components which could not be included with *sdkrelease.aar*, they must be also included into the build. Be sure that your *build.gradle* contains also these lines:

```
repositories
{ mavenCentral()
```

```
...
  maven { url "https://repo.spring.io/release" }
  maven { url "https://repo.spring.io/
milestone" } maven { url "https://
... repo.spring.io/snapshot" }
}
```

```
dependencies {
```

```
...
  compile 'com.google.code.gson:gson:2.3.1'
  compile 'org.springframework.android:springandroidresttemplate:2.0.0.M1'

  compile('org.simpleframework:simplexml:2.7.1') { exclude group: 'stax', module: 'staxapi'
    exclude group: 'xpp3', module: 'xpp3'
  }
```

```
  compile 'com.noveogroup.android:androidlogger:1.3.1' compile ,org.apache.mina:mina-
  statemachine:2.0.9'
```

```
// if using ima:
```

```
  compile 'com.google.ads.interactivemedia.v3:interactivemedia:3.2.1'
  compile 'com.google.android.gms:play-services-ads:8.4.0'
}
```

The MultiScreen Video Player

Instantiating and preparing the player

Create the NexxPlayer object providing API by calling the factory method within your Activity:

```
this.nexxPlayerAndroid = NexxFactory.createNexxPlayer(this);
```

The NexxPlayer needs several views. All these views must be injected using their setters as follows. The root view is the view group where the media player control layout (the player skin) is shown.

```
ViewGroup root = (ViewGroup) findViewById(R.id.root);  
this.nexxPlayerAndroid.setViewRoot(root);
```

The surface view shows the media.

```
this.nexxPlayerAndroid.setSurfaceView(surfaceView);
```

The debug view is optional and shows debugging information.


```
this.nexxPlayerAndroid.setDebugTextView(debugTextView);
```

Player state shows the current state of the player (Buffering, Playing, etc.)

```
this.nexxPlayerAndroid.setPlayerStateTextView(playerStateTextView);
```

Finally the subtitle view shows subtitles, for the case that media provides some.

```
this.nexxPlayerAndroid.setSubtitleView(subtitleView);
```



The MultiScreen Video Player

Notifications

Application may subscribe for receiving notifications from the player calling:

```
NexxPlayerNotification.Listener listener = ...  
this.nexxPlayer.addEventListener(listener);
```

where listener is a custom class implementing *NexxPlayerNotification.Listener*.

The MultiScreen Video Player

Player SDK Method summary

Modifier and type	Method and description
void	enableCordova() Enable Cordova mode.
MediaData	getMediaData() Obtain an object containing metadata of the current media item.
void	overrideAdProvider (java.lang.String providerCode) Manually set the VAST Provider Code (as defined within nexxOMNIA).
void	overrideAutoPlay (AutoPlayMode mode) Specifies how the autoplay should behave.
void	overrideAutoPlayNext (AutoPlayNextMode mode) Specifies how autonext should behave.
void	overrideBanner (java.lang.String url, int interval) Manually set the VAST Banner URL AND the interval in Minutes.
void	overrideExitPlayMode (ExitPlayMode mode) Specifies what happen at exit.
void	overrideMenu (MenuVisibilityMode mode) Specifies how the menu should be shown.
void	overrideMidroll (java.lang.String url, int interval) Manually set the VAST MidRoll URL AND the Interval in Minutes.
void	overridePostroll (java.lang.String url) Manually set the VAST PostRoll URL

The MultiScreen Video Player

Modifier and type	Method and description
void	overridePreroll (java.lang.String url) Manually set the VAST PreRoll URL
void	overrideStartMuted (MutedMode mode) whether or not to start muted.
void	setPlayLicence (int playLicence) Specify domain that should be used
void	setWebURLRepresentation (String url) Set web url for given media to add in vast url
void	setDataMode (tv.nexx.android.player.omnia.datamode.DataMode dataMode) Set static or usual method to receive data. by default, API is set.
void	clearCaches () Clear all caches
void	overrideVASTData (java.lang.String providerCode, java.lang.String urlPreroll, java.lang.String urlMidroll, int intervalMidroll, java.lang.String urlPostroll, java.lang.String urlBanner, int intervalBanner) Manually define all URLs, Provider Data and intervals within one Call, see above.
void	startPlay (java.lang.String cid, java.lang.String client, PlayMode playMode, java.lang.String param, int startPosition, int startItem)
void	swap (java.lang.String param)

The MultiScreen Video Player

Modifier and type	Method and description
void	swapComplex(PlayMode playMode, java.lang.String param, int startPosition, int startItem) Complete Reset of Player with new Modes.
void	swapToPos(int newPosition)
void	setLoaderSkin(tv.nexx.android.player.control.LoaderSkin skin) Set loading indicator which should be used. Possible values: DEFAULT, METRO, MATERIAL, DOUBLE_BOUNCE DOUBLE_BOUNCE will be available if <i>Android-Spinkit</i> is included into your project. Read more in section below. MATERIAL is only available for devices running ≥ 21 , there is a fallback to DEFAULT

Include Android Spinkit

In order to use the LoaderSkin *DOUBLE_BOUNCE* you need to add the following lines to your build.gradle:

```
dependencies {
    ...
    compile 'com.github.ybq:Android-SpinKit:1.0.5'
}
```