

# Brightcove AEM Connector v5.1 Quickstart

October 31, 2017

This document briefly describes getting started with the v5.1 Brightcove AEM Connector. The Connector can be downloaded from the following link:

<https://github.com/coresecure/Adobe-AEM-Brightcove-Connector/releases>

The brightcove-all-5.1.x-AEM62-AEM63-SNAPSHOT.zip file available on GitHub is built for AEM 6.2 and AEM 6.3. All source code is available on GitHub if you would like to build a snapshot for another AEM version.

Installation of the Connector is similar to installation of the v4.1/v4.2 Connector described [here](#). If you are new to the Brightcove AEM Connector we recommend you read that document prior to proceeding.

Because this version of the Connector has just been released, it is recommended to install the connector on a development server that is configured as similarly as possible to your production server and work with it enough to be sure that it meets your needs in terms of both functionality and stability before deploying it on a production server. Also, the Connector is open source and any usage of the Connector falls under this [License](#).

## Key Changes

Compared to the v4.x Brightcove AEM Connector, the v5.1 now supports Touch UI while maintaining support for Classic UI. The Connector no longer allows legacy SmartPlayer Flash players to be embedded on web pages, but existing SmartPlayers on existing web pages are not impacted.

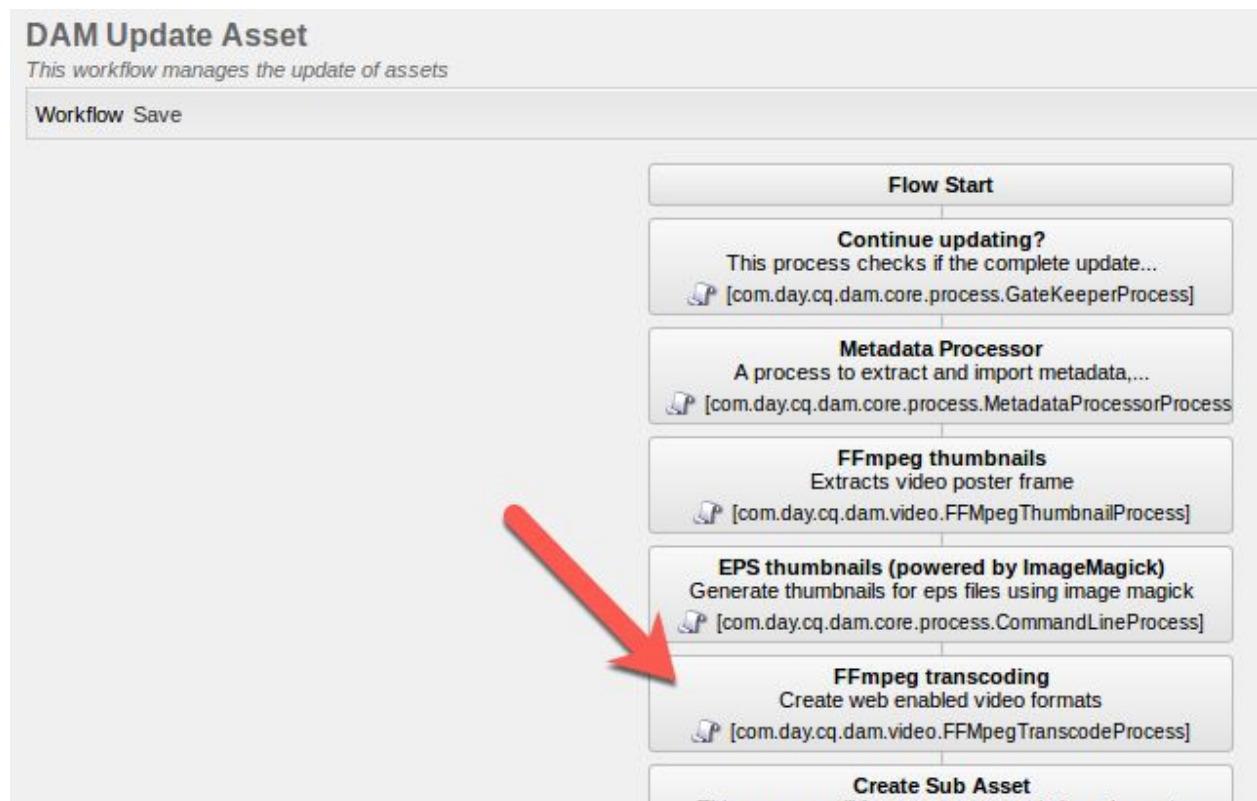
One other notable change in this version of the AEM Connector is that it now uses the built-in Digital Asset Manager (DAM) in AEM meaning that every video in your Brightcove account will have a matching video object in the AEM DAM and metadata will be synchronized between AEM and Brightcove. If you prefer, you will now be able to keep a copy of your master video in AEM by uploading the video to the AEM DAM first. However, even when keeping your master video in AEM, all renditions used for streaming your video will only be stored in Brightcove, not in the AEM DAM, and all video stream delivery will continue to use Brightcove ensuring the delivery quality you are accustomed to and expect from Brightcove.

# Installation and Configuration

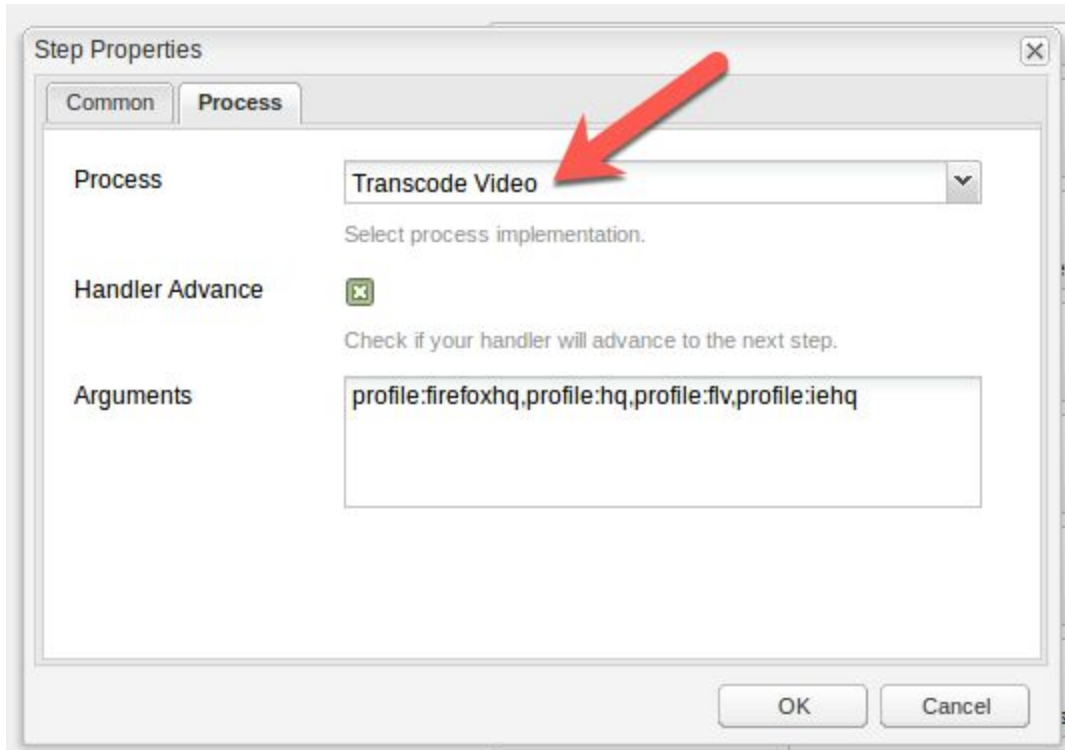
Briefly, the Connector can be installed following the steps below:

1. Verify FFMPEG is installed and in the search path as it is used by the AEM DAM.
2. Disable video transcoding in the DAM Update Asset workflow unless you have a need for transcoded videos in the DAM. Otherwise, transcoding will slow down the system and FFMPEG is known to hang on some videos. To disable transcode, browse to [/cf#/etc/workflow/models/dam/update\\_asset.html](/cf#/etc/workflow/models/dam/update_asset.html).

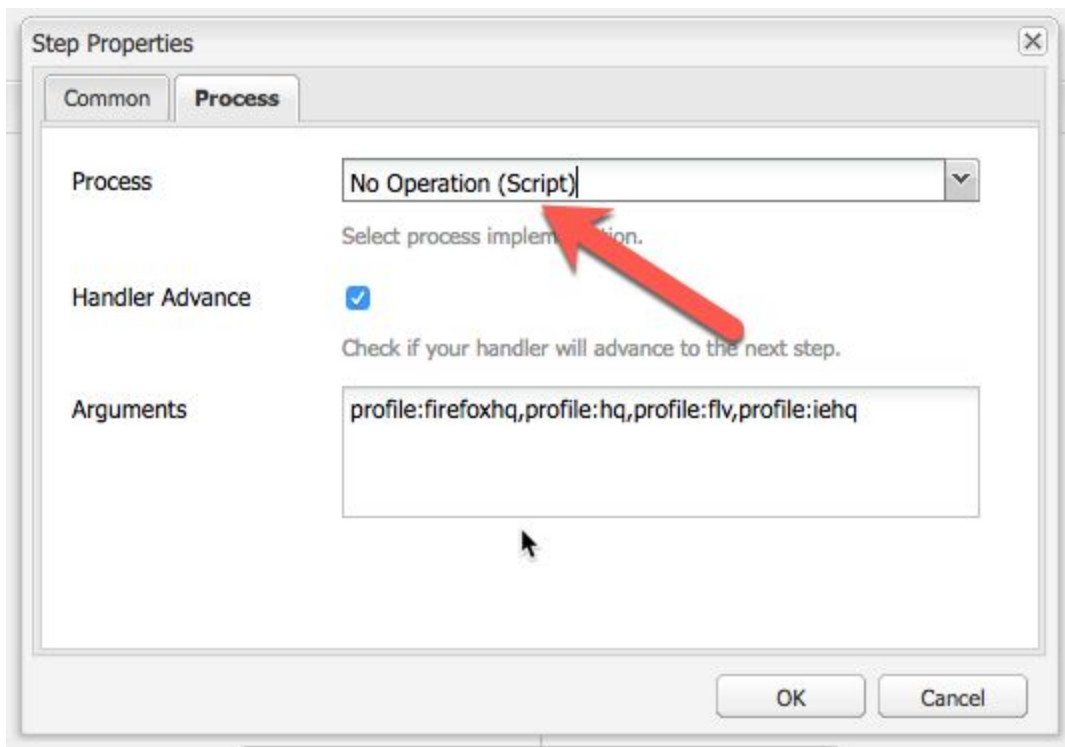
First, double click on FFmpeg transcoding.



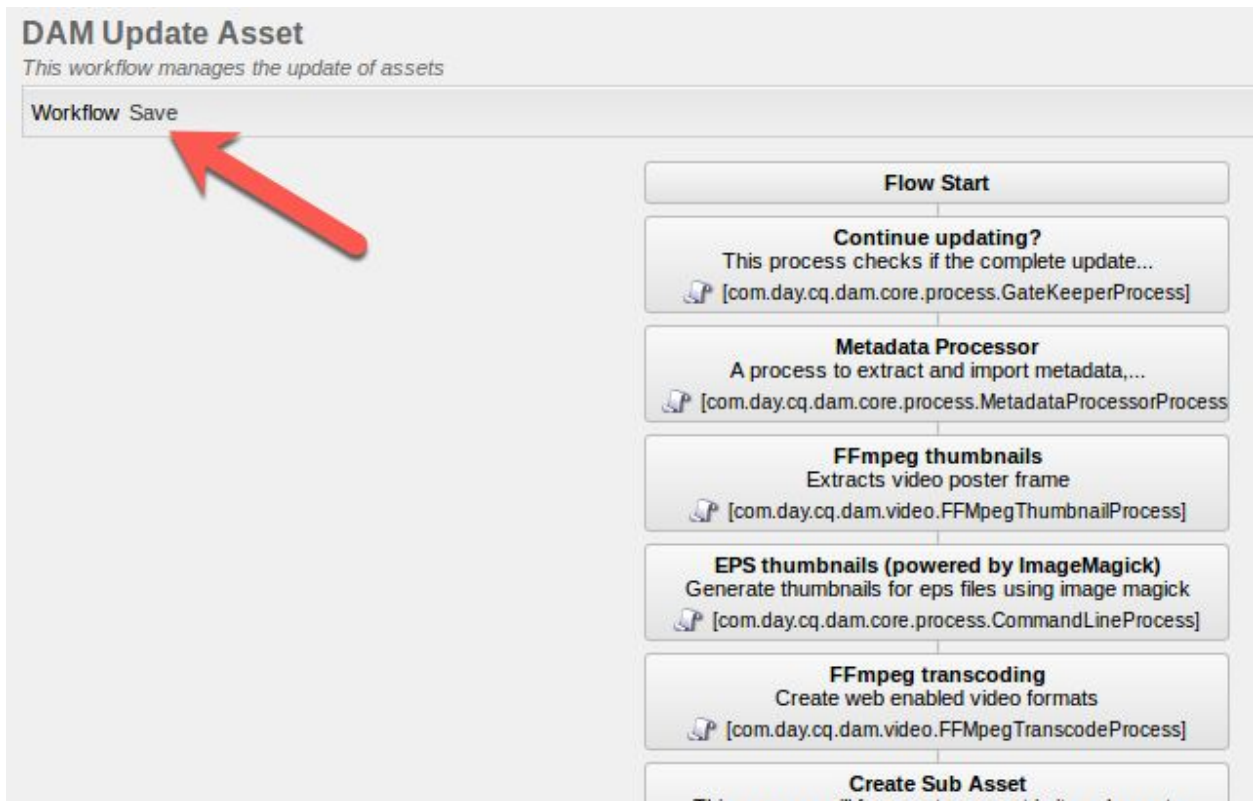
Next, change "Transcode Video"



to "No Operation (Script)"



and click OK and then click Save.



2. Set up a dev instance if you do not already have one with

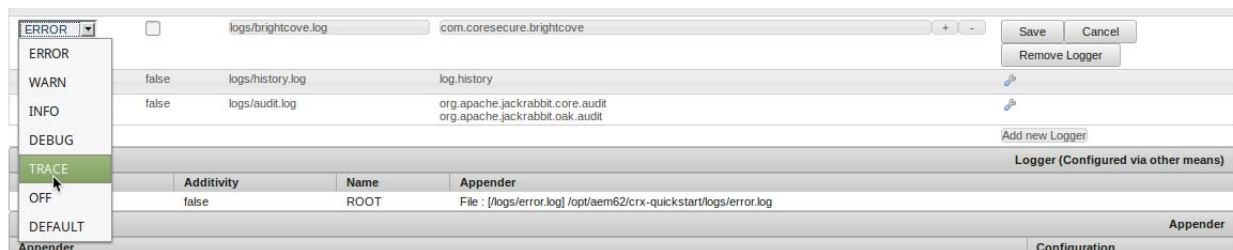
```
java -Xmx1400M -jar AEM_6.2_Quickstart.jar
```

If you use this Quickstart, your AEM instance will be hosted at: <http://localhost:4502> by default.

3. Upload and install the Connector snapshot zip file using /crx/packmgr.

4. Verify the package is installed cleanly and is "Active" at /system/console/bundles. Search for 'Brightcove'.

5. Enable TRACE level messages on logs/brightcove.log at /system/console/slinglog for easier debugging of any issues that may arise.



For production instances, change the level back to INFO.

6. Setup the user account/group that will use the Connector at /useradmin. Note that starting with AEM 6.2 the 'admin' user is not by default part of the 'administrators' group. If you will be using the Connector as admin, drag the admin user to administrators group Members tab and click save. Otherwise choose the group that you will allow to access the Connector and then make sure the user account you will be using is a member of that group.

7. Configure the Connector at /system/console/configMgr. Search for 'Brightcove Service' and click on the "+". Create API credentials for the connector at [Brightcove API Authentication page](#) similar to the example shown below:

#### Exposed Brightcove APIs

Analytics	Audience	CMS	Dynamic Ingest	Ingestion Profiles	Players
<input type="checkbox"/> Read	<input type="checkbox"/> Read	<input checked="" type="checkbox"/> Notifications	<input checked="" type="checkbox"/> Create	<input checked="" type="checkbox"/> Configuration Read	<input checked="" type="checkbox"/> Read
	<input type="checkbox"/> Read/Write	<input checked="" type="checkbox"/> Playlist Read	<input checked="" type="checkbox"/> Push Files	<input type="checkbox"/> Configuration Read/Write	<input type="checkbox"/> Read/Write
		<input checked="" type="checkbox"/> Playlist Read/Write		<input checked="" type="checkbox"/> Read	
		<input checked="" type="checkbox"/> Video Read		<input type="checkbox"/> Read/Write	
		<input checked="" type="checkbox"/> Video Read/Write			

Below are suggested values for the configuration form:

- Account Alias: enter a name for the account to be displayed in the Connector
- Account ID: enter your Brightcove publisher ID
- Client ID: enter your Brightcove client ID from the [Brightcove API Authentication page](#)
- Client Secret: enter your Brightcove client Secret
- Allowed Groups: specify the group that will access the Connector
- Players Store Path: keep default value
- Default Video Player ID: keep default value or choose another player ID
- Default Video Player Key: deprecated, leave blank or use value from previous connector
- Default Playlist Player ID: enter a player ID enabled for playlists if you plan to use playlists
- Default Playlist Player Key: deprecated, leave blank or use value from previous connector
- Proxy server: leave blank or enter proxy if you were previously using a proxy
- Dam Integration Path: keep default value
- Default Asset Thumbnail PNG: keep default value

8. Set up player pages using the Classic UI at /siteadmin#/content or using Touch UI at /sites.html/content. Add "brightcovetools" folder and then add "players" folder under brightcovetools. This will match the Players Store Path in the default configuration mentioned above. Inside players folder add or Create a New Page of type 'Brightcove Player Page'. Edit

properties of the new player page with right button->Properties in Classic UI or by selecting the player page in Touch UI and clicking on Properties. Select your Brightcove account and then select a player. If accounts do not display in the Account pulldown, go back and check your Brightcove credentials entered at `/system/console/configMgr` and verify that your user ID is actually a member of the group specified in the Allowed Groups entered at `/system/console/configMgr`.

## Usage

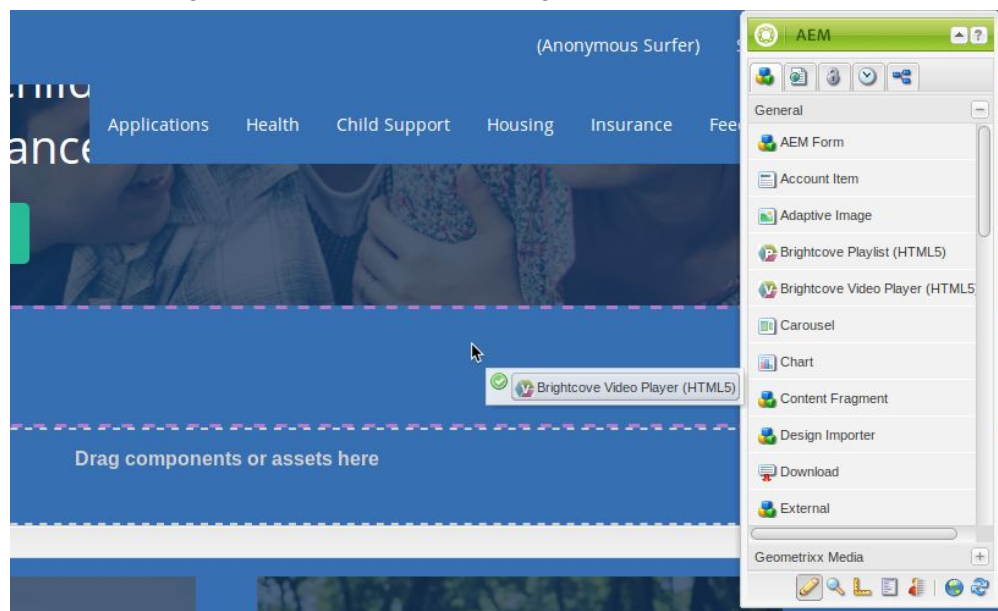
The Brightcove AEM Connector consists of following components: video player publishing, video content management, and an administrative page.

### Video Player Publishing

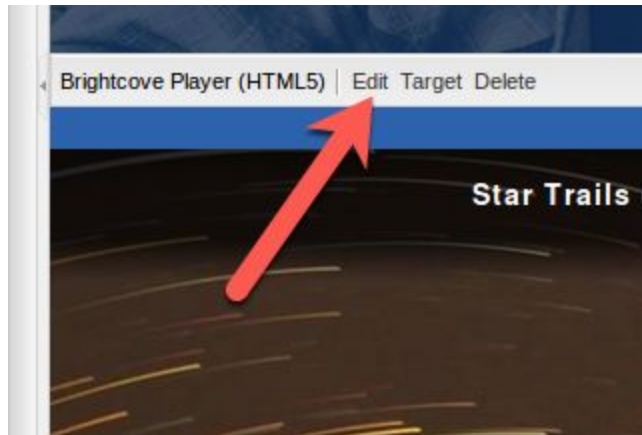
Video player publishing allows the user to drag a Brightcove player component onto a web page and then select the Brightcove account, video, and player for that component. This component was available in the v4.2 Connector in Classic UI mode only. In the v5.1 Connector, this component is available in both Classic UI mode and Touch UI mode. Another change from v4.2 is the legacy Smartplayer components are no longer available; only the HTML5 Brightcove player components are available now. Existing web pages with the legacy SmartPlayer components may still contain those components, but new legacy SmartPlayer components cannot be added to a web page.

### Classic UI Player Component

Embed a player on a page by opening a web page from `/cf#/content/`. Drag a Brightcove player component onto the page from the popup on the right.



Once the component is embedded on the page, click the edit icon.



Next, select the Brightcove account, the video, and the player to use.

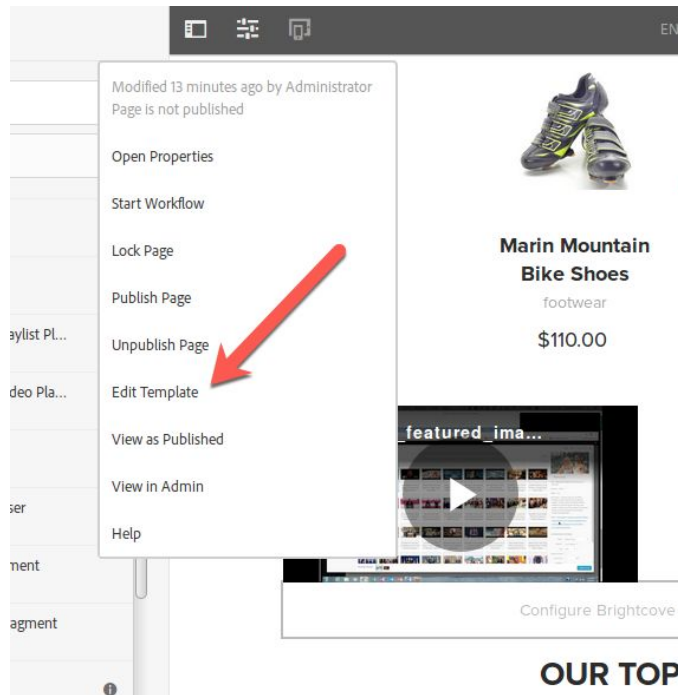
A screenshot of the 'Edit Component' dialog box. It has two tabs: 'Media' and 'Advanced'. The 'Media' tab is selected. Inside the dialog, there are three labeled fields: 'Account:\*' with a dropdown menu showing 'BC Tim Baldwin 1 [4875109344001]', 'Video:\*' with a search input field containing 'Enter search query', and 'Player:' with a search input field containing 'Enter search query'. Each field has a dropdown arrow on the right.

If the player is left blank, it will use the default video or playlist player specified on the Brightcove configuration page at </system/console/configMgr>.

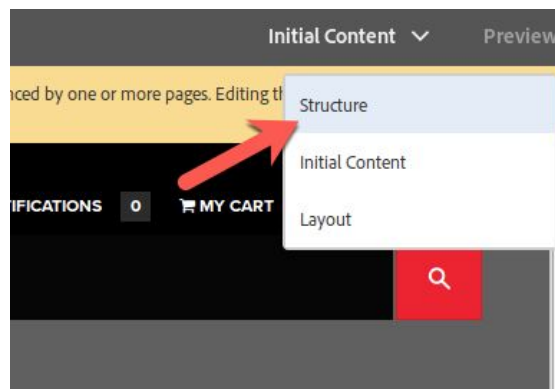
### Touch UI Player Component

Before embedding player components in Touch UI, they need to be enabled in the page template. First, open a web page from </editor.html/content/> and edit the page template.

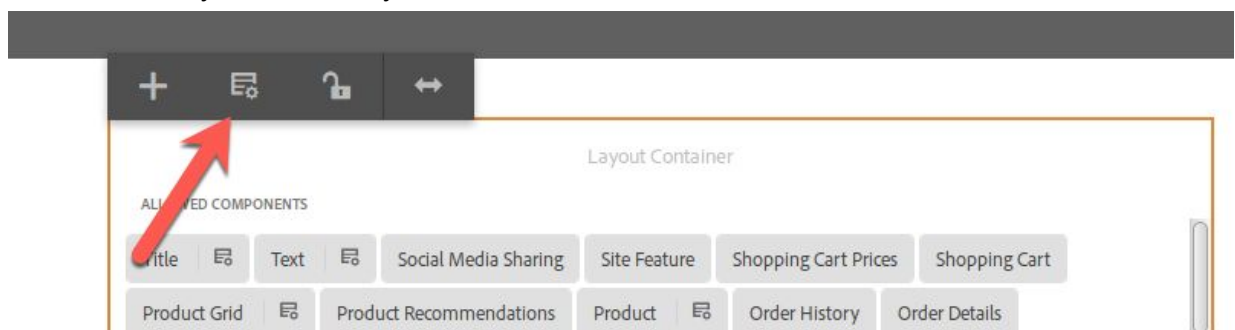




Next select Structure from the pull-down in the upper right corner..

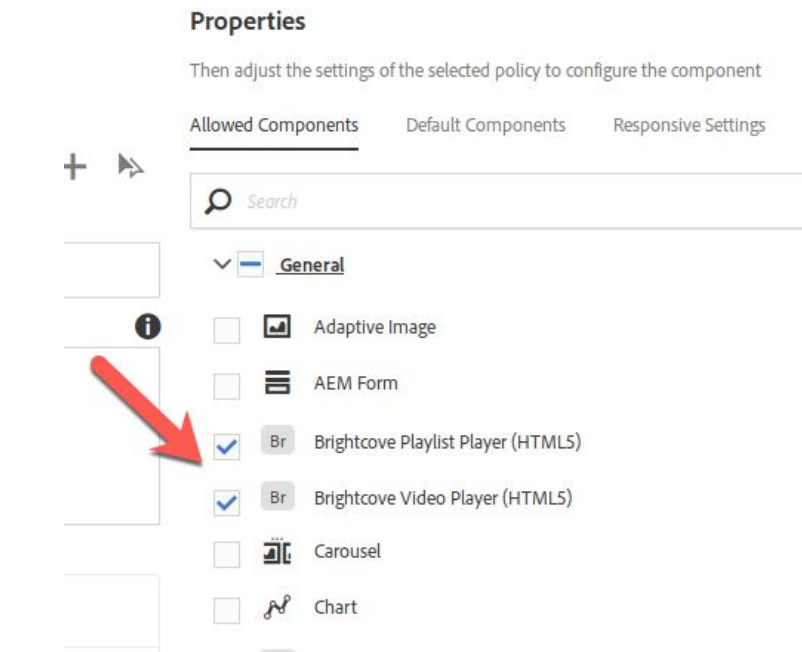


Select the Policy icon on a Layout Container.

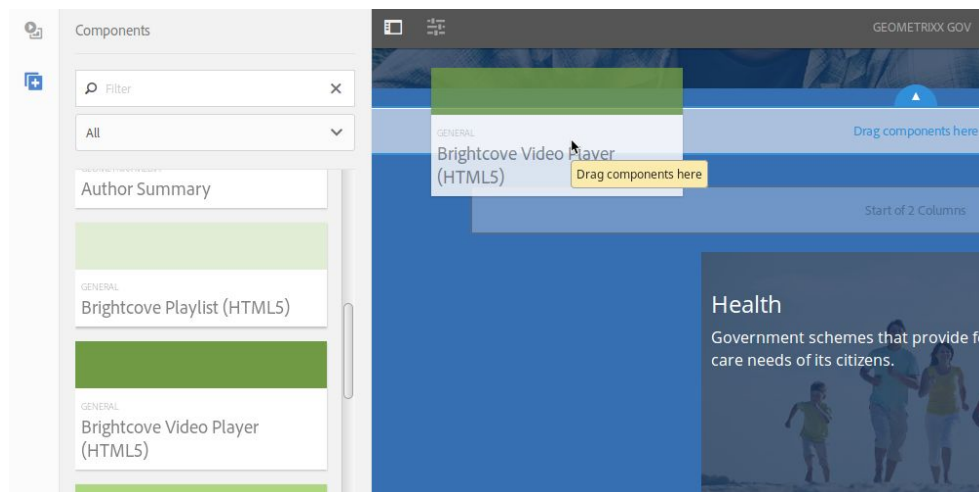




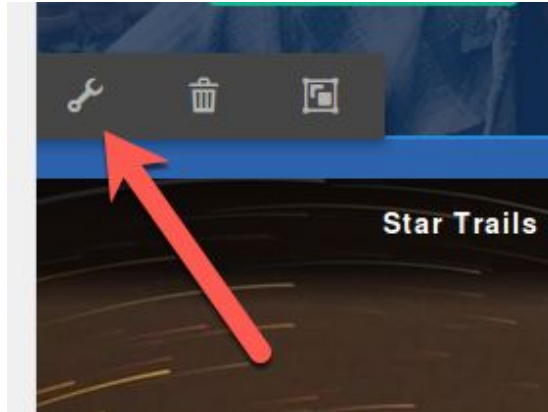
Under Allowed Components, open the General item and enable the Brightcove player components.



With the Brightcove player components enabled, you can now embed a player on a page. Drag a Brightcove player component onto the page from the component section on the left.



Once the component is embedded on the page, click the edit icon.



Next, select the Brightcove account, the video, and the player to use.

A screenshot of a web application window titled "Edit dialog". It has two tabs: "Media" (selected) and "Advanced". Under the "Media" tab, there are three labeled input fields: "Account:\*" with a dropdown menu showing "BC Tim Baldwin 1 [4875109344001]", "Video:\*" with a text input field containing "Enter search query", and "Player:" with a text input field containing "Enter search query". Each input field has a small downward arrow icon on its right side.

If the player is left blank, it will use the default video or playlist player specified on the Brightcove configuration page at </system/console/configMgr>.

## Video Synchronization

Video content management in the v5.1 Connector uses the AEM DAM to upload videos to Brightcove and update metadata in Brightcove. In previous versions of the connector the administrative page at </brightcove/admin> was used for this purpose.

If new videos are being uploaded directly to Brightcove and/or if metadata is being edited directly in Brightcove, with Brightcove Studio for instance, the "SYNC DATABASE" button on the Brightcove administration page at </brightcove/admin> will synchronize new videos or updated metadata from Brightcove into the AEM DAM. This database sync can be setup to execute on a schedule as well. Note that video assets imported from Brightcove into the DAM will not copy the original video into the AEM DAM but instead will use the Brightcove thumbnail as a

placeholder for the asset. Thus, the AEM database size will not grow substantially when importing videos from Brightcove.

New videos can also be uploaded to the AEM DAM directly and then they will be synchronized to Brightcove during the Publish operation in AEM. When a video is uploaded to the AEM DAM and then synchronized with Brightcove, that original video file is stored in the AEM DAM. For some implementations it is preferred to keep the “master” video in the AEM database while for other implementations it is not preferred because the size of the AEM database will grow too quickly. If you do not want the original video stored in the AEM DAM, you can simply delete the video in the AEM DAM after it has been synchronized to Brightcove and it will be imported from Brightcove with the thumbnail image placeholder during the next synchronization, triggered by the “SYNC DATABASE” button on the Brightcove administrative page.

## Video Content Management

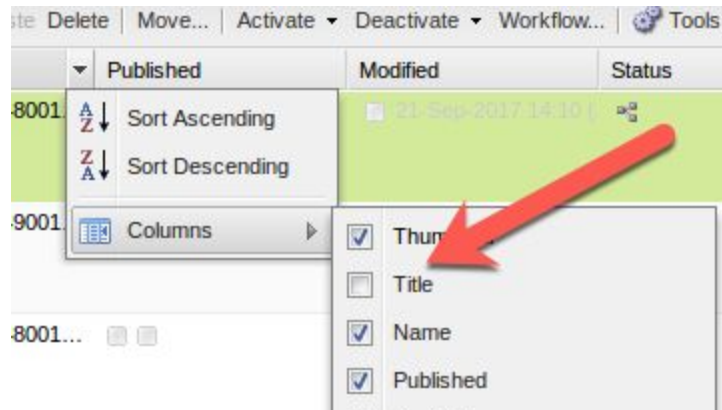
The Connector uses the AEM DAM to upload new videos to Brightcove and synchronize metadata changes to Brightcove.

### Setup

Before using the AEM DAM with Brightcove for the first time, the DAM Integration Path folder structure as specified on the Brightcove configuration page at `/system/console/configMgr` needs to be created. The default is `/content/dam/brightcove_assets` if you do not change it on the configuration page.

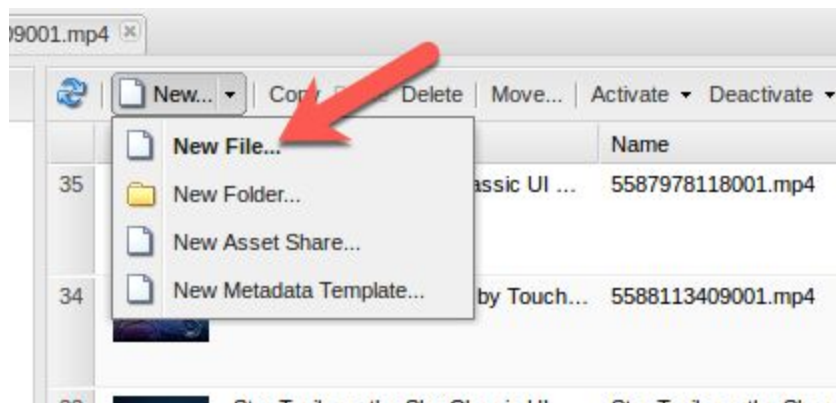
In Classic UI the folders can be created at `/damadmin#/content/dam`. In Touch UI the folders are created at `/assets.html/content/dam`. Alternatively, the “SYNC DATABASE” button on the administrative page at `/brightcove/admin` will create the necessary folders in the AEM DAM and import any videos that already exist in the Brightcove account. If you do not want to sync some or all videos in Brightcove, those videos with the tag `AEM_NO_DAM` will not be synced into the AEM DAM.

Also, if you are using the AEM DAM in Classic UI, enable the Title field as shown below when viewing `/damadmin#/content/dam`:

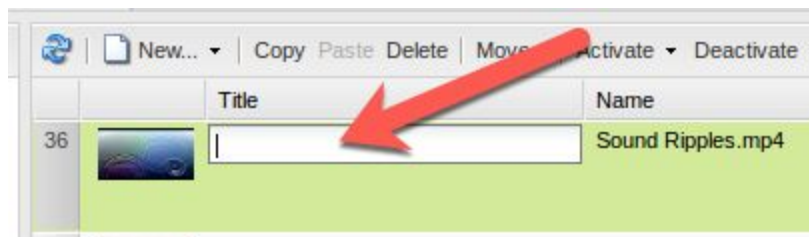


## Uploading New Videos in Classic UI

To upload a new video in the Classic UI, browse to `/damadmin#/content/dam/brightcove_assets`, open the folder for the Brightcove account you wish to use, and click New->New File.



After uploading, edit the Title field or, if left blank, it will be set to the name of the video file upload to the DAM upon publish to Brightcove and sync from Brightcove. The Title field can be edited in the DAM asset list view by clicking on the Title field for the new asset



or by opening the new asset and editing the Title field

Sound Ripples.mp4

Brightcove Asset Metadata

Title

Short Description

Long Description

and saving.

On Time

Off Time

Use Restrictions

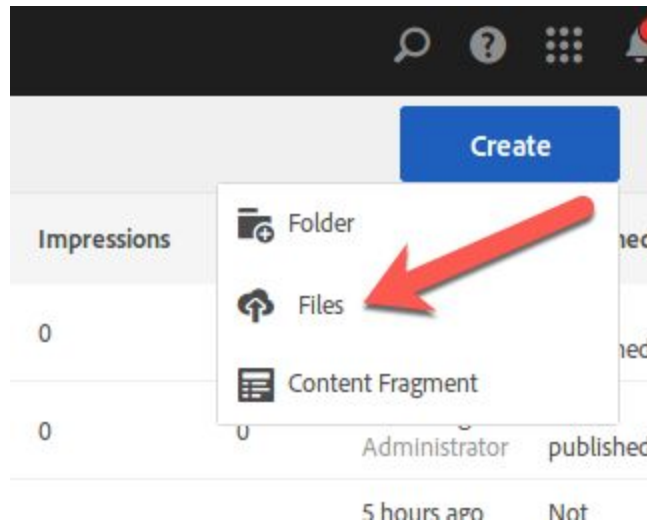
Save Reset

Other metadata fields are optional, except possibly Brightcove Custom Fields. However, due to a limitation in the AEM Classic UI, Brightcove Custom Fields, for which support was added in the 5.1 version of the Connector, are not able to be edited in the Classic UI so you would need to use Touch UI instead. At this point the video exists in the AEM DAM only. To synchronize the video to Brightcove, select the new asset in the asset list view and click Activate to publish the video to Brightcove.

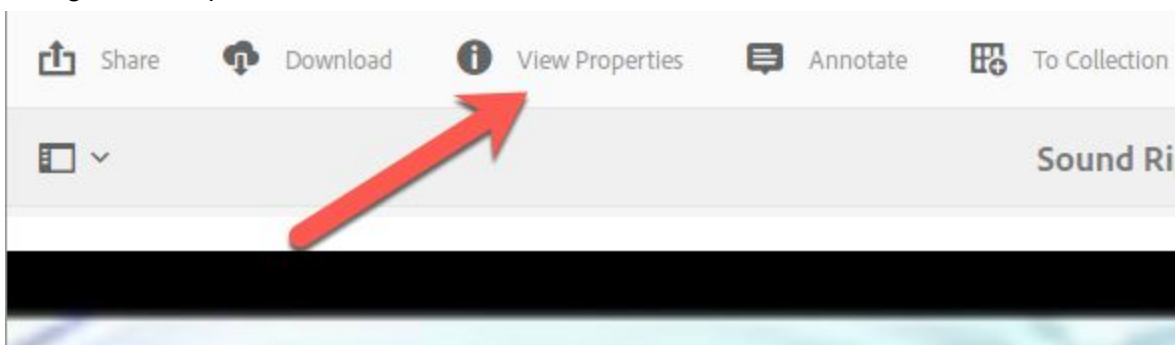
	Title	N	Published
35	Star Trails on the Sky Classic UI ...	55 978118001.mp4	
34	Sound Ripples Uploaded by Touch...	558 13409001.mp4	

### Uploading New Videos in Touch UI

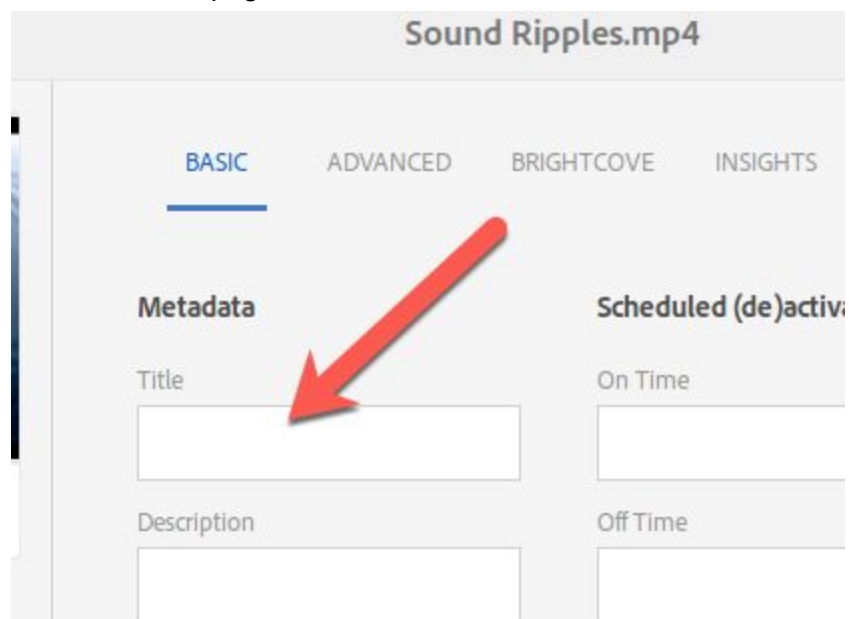
To upload a new video in the Touch UI, browse to `/assets.html/content/dam/brightcove_assets/`, open the folder for the Brightcove account you wish to use, and click Create->Files.



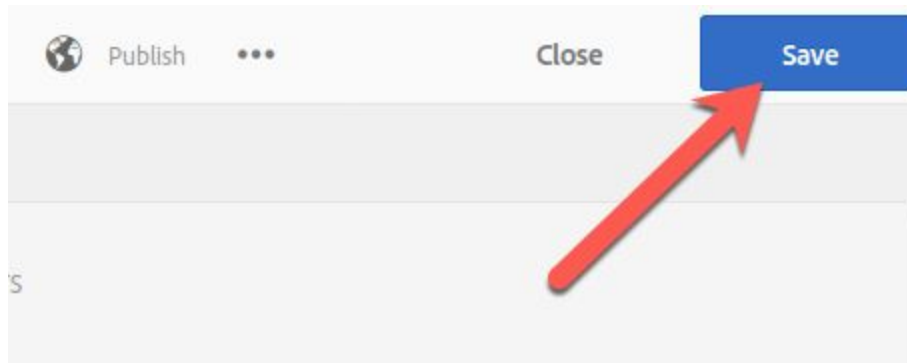
After uploading, edit the Title field if desired. The Title field is edited by opening the new asset, selecting View Properties,



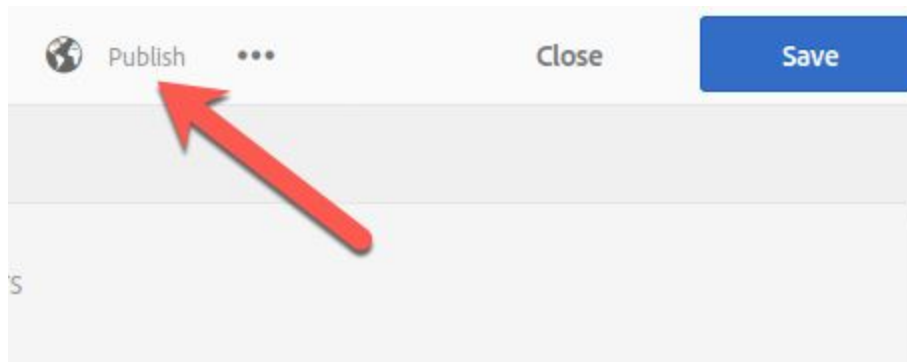
editing the Title field on BASIC page,



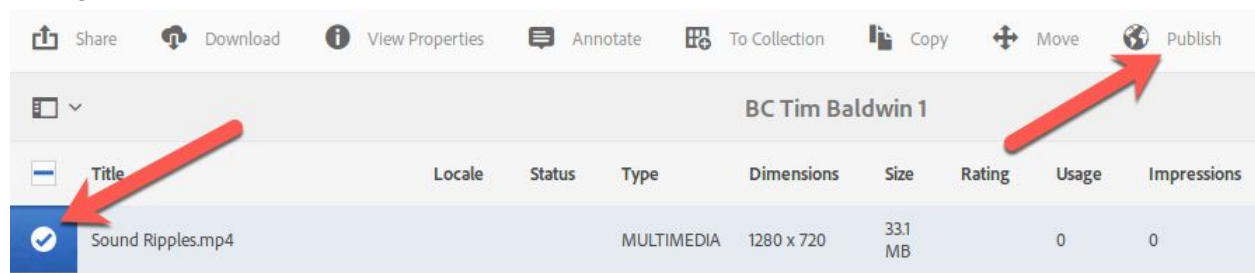
and saving.



Other metadata fields are optional, except possibly Brightcove Custom Fields. At this point the video exists in the AEM DAM only. To synchronize the video to Brightcove, select Publish inside the asset view



or select the new asset in the List, Card, or Column view and click Publish to publish the video to Brightcove.



## Brightcove Administration

In previous versions of the Connector, the Brightcove Administration page at </brightcove/admin> was used to upload videos to Brightcove and edit metadata for those videos. With the new support for the AEM DAM, the Brightcove Admin page is now generally used to only view data in the Brightcove account. For example, the Brightcove admin page shows the videos in the Brightcove account in real-time using direct API calls to Brightcove and could be used to confirm



that a new video was uploaded to Brightcove or that metadata was synchronized to Brightcove by the publish process in the AEM DAM.

To verify playback from Brightcove, videos can be previewed on this Brightcove Admin page



using the default video and playlist players specified on the Brightcove configuration page at `/system/console/configMgr`.

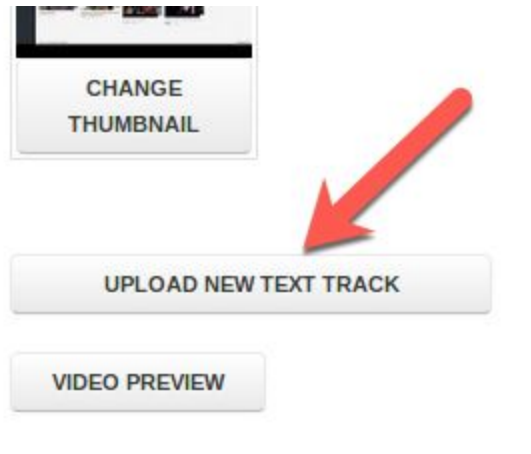
The Brightcove Admin page also contains a “SYNC DATABASE” button which will initiate the synchronization process from Brightcove to the AEM DAM. To synchronize, choose the Brightcove account you wish to synchronize and press the “SYNC DATABASE” button.

A screenshot of the Brightcove Admin interface. At the top, there is a navigation bar with 'ALL VIDEOS' and 'ALL PLAYLISTS' tabs. To the right of these tabs is a 'SYNC DATABASE' button, which is highlighted with a red arrow. Below the navigation bar, there is a search bar and a dropdown menu showing '4875109344001'. A red arrow points to this dropdown menu. Below the search bar, there is a table of videos. The table has columns for 'Video Name', 'Last Updated', 'Reference Id', and 'ID'. The first row is 'add\_brightcovecustom\_list' with a last updated date of 6/8/2017 and an ID of 5464850364001. The other rows are 'Aerial\_Shot\_of\_Glacier\_Area\_Free\_Stock\_Footage', 'Caminandes 3 Llamigos - Funny 3D Animated Short [Full HD,1920x1080p]', and 'Close Falls Timelapse'. To the right of the video list, there is a sidebar with a 'CHANGE POSTER' button and a 'Last Updated: 6/8/2017' timestamp.

This synchronization process can be automated via a cron job so that the manual operation is not necessary.

### Adding Text Tracks to a Video

Currently text tracks can only be added to a video via the Brightcove Admin page at `/brightcove/admin`. Text tracks are added via the Upload New Text Track button.



Supporting text tracks uploaded as renditions in the DAM is on the roadmap to be implemented at a later time..

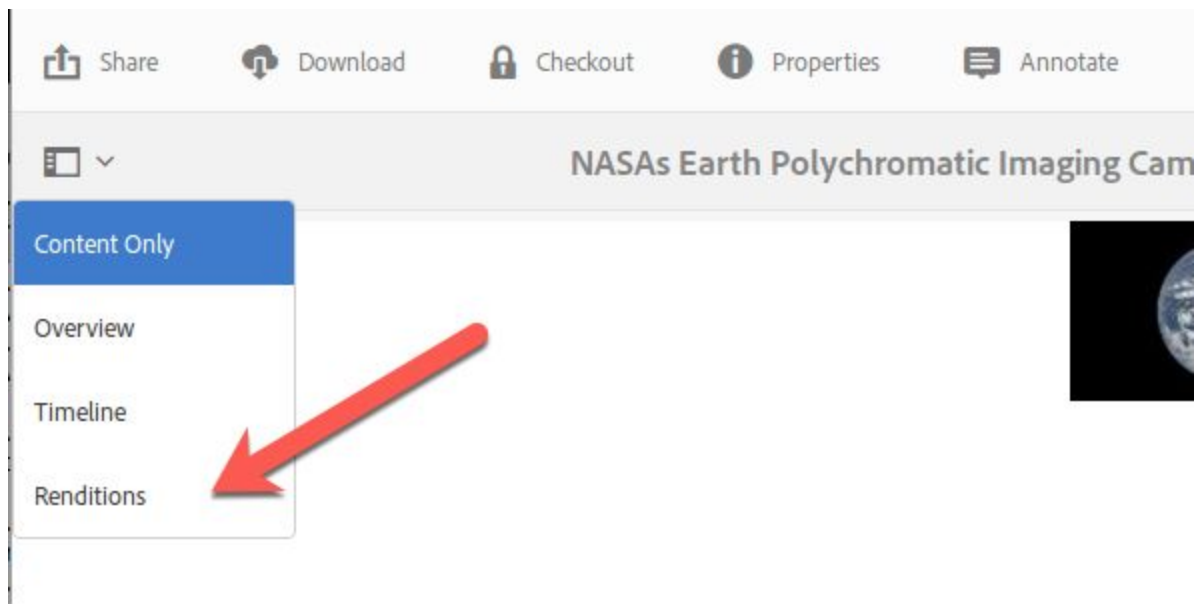
### Changing Thumbnail and Poster Images

Thumbnail and poster images can be updated in Brightcove by overwriting the renditions named `brc_thumbnail.png` and `brc_poster.png` in a video asset in the DAM. In the Classic UI, browse to `/damadmin#/content/dam/brightcove_assets` and open a video asset and click Upload under the Renditions tab.

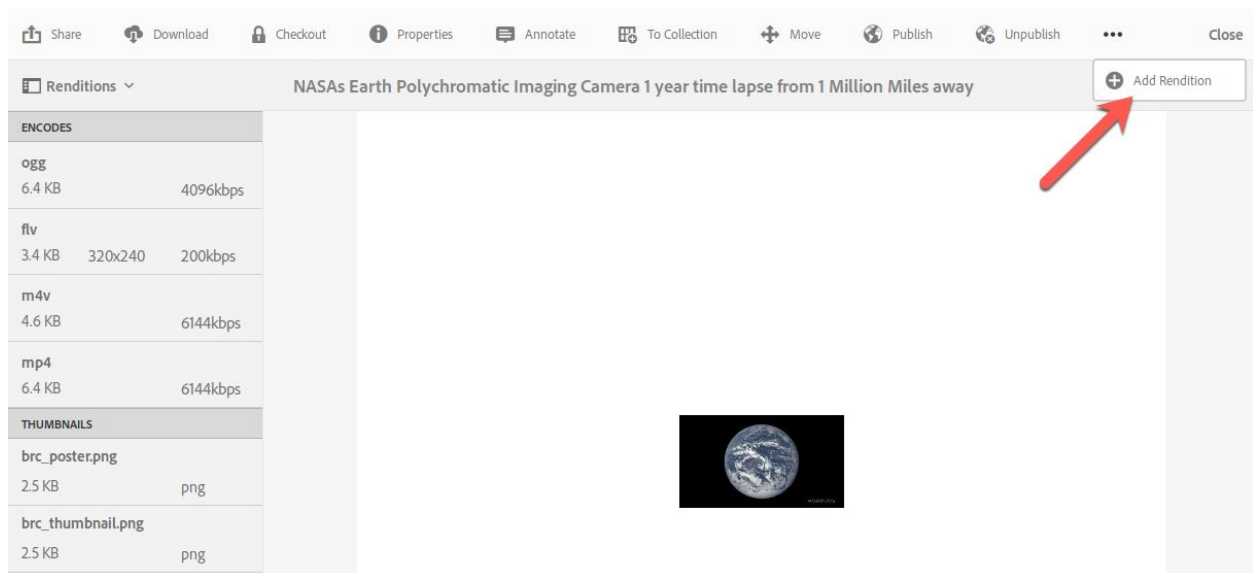


After uploading brc\_thumbnail.png or brc\_poster.png, Save and Activate the asset to upload the new thumbnail and poster images to Brightcove.

In Touch UI browse to `/assets.html/content/dam/brightcove_assets/` and open a video asset. Click Renditions as shown below.



Next click Add Rendition and upload a file named `brc_thumbnail.png` or `brc_poster.png` and then Publish the asset to upload the new thumbnail and poster images to Brightcove.



Thumbnail and poster images can also be uploaded to Brightcove from a remote HTTP URL via the Brightcove Admin page at `/brightcove/admin`.



CHANGE POSTER



CHANGE  
THUMBNAIL