**DwBP - 2 - Setting Up to Develop with Brightcove Player**

We’ll want to take just a minute to be sure you have an environment ready to begin doing your development with Brightcove Player. Here is a list of the basics you will need.

First is a Video Cloud account. And by the way, a trial account will work for what we do in this course.

You will also need some kind of editor in which to write code. You will see later I use Atom from GitHub, but any editor will do.

If you're going to test using the iframe implementation of the player, which we'll discuss later, you will need a local web server. XAMPP, WAMP and MAMP are free options. I will be using MAMP.

If you want to practice with the student files we utilized during this course, you can get them out on GitHub. Here you see the URL to the GitHub repo, as well as a Bitly shortened version. Be sure to get the latest version, as I do revise the materials occasionally.

Another key element in getting ready to do development is knowing the location of the documentation. There are three basic kinds of documentation for Brightcove Player, the standard docs, the samples and the API docs.

This is the Home page for Brightcove Player documentation. Here we have various kinds of content from conceptual overviews, to feature explanations and step-by-step hands on activities.

Here are samples that have been written based on requests from customers. For instance, the most popular sample is implementing a download video button.

Also available are the API docs. These docs are built dynamically from the actual player source code and updated regularly. These docs show the properties, methods, and events for the classes that make up the player.

For instance, here in the actual Player class API, you see what you would most likely expect. Like a method for play and an event for when the video has ended.

That wraps up the prep information. In the next video you’ll see a demonstration of using code to control Brightcove Player.