**DwBP - 3 - Demo**

This demonstration will provide a framework on which to organize the new information that will be presented through the rest of this course. The subtitle, a spiral learning event, means that this will be the first time you will see these concepts, but not the last. We will spiral back on the topics and provide more details and depth. Don’t worry if not every detail is clear during this demo, as you will see more about the content later.

Let’s get started by first creating a new Brightcove Player in Studio.

* In the PLAYERS module select New Player
* Give it a name
* Click Save

Now publish a video using the player in the MEDIA module

* Click on a video to publish
* Click the Publish and Embed button then Web Player
* Select the player just created
* We’ll use Fixed sizing
* Aspect ratio of 16:9
* Set a width of 640
* Copy the ADVANCED code

We will use the advanced, also called in-page, code implementation as it is built for development.

In a standard HTML5 page, paste the code. Now we will format the code a bit for what many consider best practice indentation.

To be able to talk to the video-js HTML element, add an id attribute, in this case with a value of myPlayerID assigned to it.

We have to wait for the Brightcove Player to be loaded on the page before trying to communicate with it, and the getPlayer() and ready() methods allow us to do that.

We are going to get a reference to the player element using the logical name of myPlayer and assigning it the THIS keyword, which in the context of the getPlayer() and ready() methods is the player itself.

Browsers no longer allow autoplay of a video with an audible audio track, so using the muted() method will allow the video to play without a user interaction.

We are sure the player has loaded, but that does NOT automatically mean the video in the player is ready to play. To wait for that, we will use the on() method to wait for the **loadedmetadata** event to be dispatched, or fired as some say.

Finally, inside the event handler for the the **loadedmetadata** event, let’s start the video playing using the play() method.

That’s it for the code, let’s test to be sure it works. Great, the video autoplays just as we wanted.

That’s it for the demo, so we are now ready to move on and dig deeper into the code we just wrote.