Cleeng Roku SDK Documentation

Target Audience:

Target audience of this SDK documentation, is application developer(s) from Cleeng's clients with video content & who would like to publish a Roku channel with less development efforts.
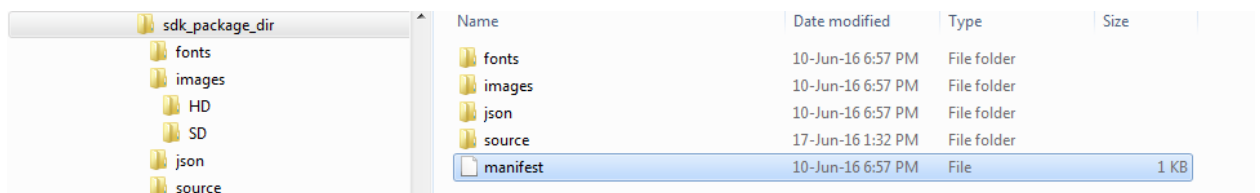
Installation:

You can simply download the SDK zip file & run the channel with default graphic assets that have been supplied with this SDK.

If you are new to Roku please refer the question "What do I need to know to use Cleeng's Roku SDK ?" in below FAQ section.
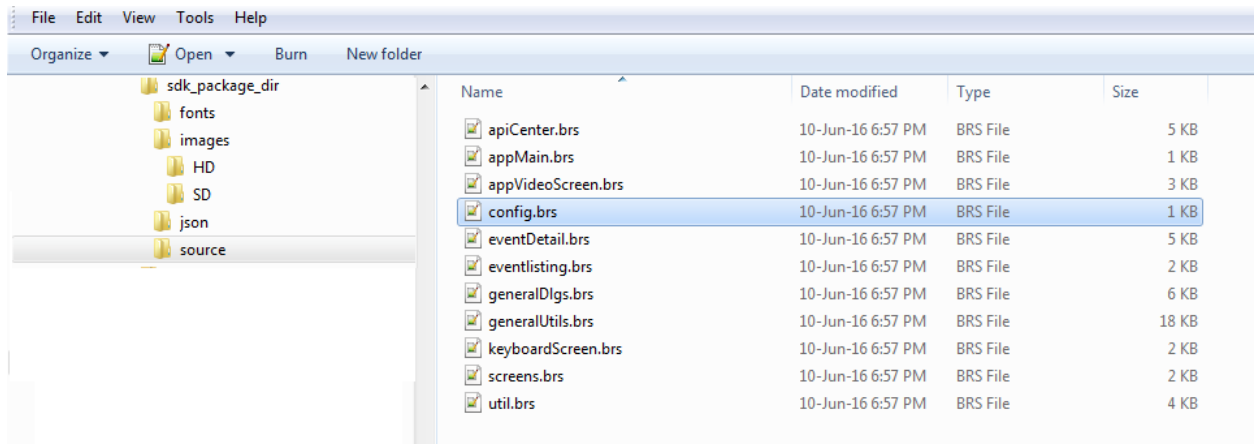
Configuration:

There are two main configuration files:

1. *manifest* file (located in the top level in the package). This is a mandatory file by Roku platform & contains information like build version, channel name, path of splash screen.

Name	Date modified	Type	Size
fonts	10-Jun-16 6:57 PM	File folder	
images	10-Jun-16 6:57 PM	File folder	
json	10-Jun-16 6:57 PM	File folder	
source	17-Jun-16 1:32 PM	File folder	
manifest	10-Jun-16 6:57 PM	File	1 KB

sdk_package_dir
- fonts
- images
  - HD
  - SD
- json
- source

2. *config.brs* (This is the main config file of this SDK)

As shown above In the SDK, under "source" directory your will find the file *config.brs* for changing following key config values.

eventUrl

Currently this eventUrl is pointing to a JSON data file supplied with the package as package/json/events.json

You can edit this file to your changes. Ideally, you would place this file on some server & point its http url

Please note that this JSON data contains the events to be shown & the basic properties of events such as its title as to be displayed, corresponding event/offer id in Cleeng's system, start/end time etc. Off course you can make it a dynamic data using any server side technology (e.g. php)

eventSource

eventSource can take two values "pkg" or "server"

If you are referring the eventUrl above from a http server the value needs to be "server"

errorMessage

These are the text messages that end user will see in the work-flow in the scenarios like failed authentication. You can change these as you want.

FAQs

What is Cleeng Roku SDK ?

Cleeng-Roku-SDK is primarily a layer on [Roku SDK](#) to help you quickly build a Roku channel with offer/events that you have in your Cleeng account. The SDK has some added code over Roku-SDK for accessing Cleeng's Server APIs.

What language is it written into ?

The SDK is written in BrightScript language which is used for writing applications on Roku platform. To know more about the language please visit [BrightScript Reference](#)

What are the main functions of this SDK ?

- Display LIVE/VOD events as available in source (Refer "Config Parameters" section below)
- Allow end-users to link account for watching the content. For this users are authenticated with Cleeng's receipt/transaction number they provide(which they will have in their email)
- Persist the successful result of a/c linking.
- Allow users to logout(de-link account)

How does user authentication work for entitled users ?

User authentication is done using [Cleeng's APIs](#) against the receipt number of provided by user. The Cleeng API are also used to ensure that only one Roku device is authorized for one receipt number.

What do I need to know to use Cleeng's Roku SDK ?

You would need below three to start with

1. Roku developer account

2. Know how to load & run a channel build (e.g. this SDK) on a Roku device in DEV mode.

3. Change/replace (Graphics/Tex) you need & verify changes. Refer the next question in FAQ about "minimum changes to do"

Below are further details

- You can register an a/c with Roku at http://www.roku.com & enroll your registered account as developer account. This does not have cost.
- You need to know some basic knowledge like how to set a Roku device in DEV mode, how to side load a in-develop build & how to see debug logs. You can find this basic & much more information at https://sdkdocs.roku.com/display/sdkdoc/Developer+Guide

What minimum changes do I need to make in this SDK to use ?

1. Replace the default graphics images (PNG / JPEG format) provided with SDK as per below specification

Splash Screen

<package_dir>/image/HD/splash.png (1280x720)

<package_dir>/image/SD/splash.png (720x480)

Overhang Banner

<package_dir>/image/HD/overhang_slice.png (1280x138)

<package_dir>/image/SD/overhang_slice.png (720x68)

Channel icon

<package_dir>/image/HD/icon_focus.png (336x210)

<package_dir>/image/SD/icon_focus.png   (248x140)

Apart from above, some other images are required to be uploaded when you submit the Channel to Roku for public listing.

- o FHD Icon (540x405)
- o HD Icon (290x218)
- o SD Icon (214x144)
- o Screenshot(s) (Min 1, Max 6) (1280x720)

Ok, I am ready now. How can I publish my Roku channel ?

A package needs to be created from channel build & it is submitted to Roku Channel store for QA purposes. While submitting channel's details such as its public name, category, screenshots, geo-restrictions for the channel (if any) are prompted for. Once Roku QA approves the Channel it becomes available for end users to download on their respective devices.

For more details on this please refer [Roku's Instructions on Packaging & Publishing](#).

Ok, I have more queries !

We would be happy to entertain any query/issue related to Cleeng Roku SDK at roku@cleeng.com but if the query is related to Roku/BrightScript language we encourage you to check below reference links.

References

https://sdkdocs.roku.com/display/sdkdoc/Roku+SDK+Documentation

https://sdkdocs.roku.com/display/sdkdoc/BrightScript+Language+Reference

https://sdkdocs.roku.com/display/sdkdoc/BrightScript+Component+Reference

https://developers.cleeng.com/v3/Reference