Integrating Unicorn OnceUX and Unicorn HLS Plugin for Flash

Unicorn OnceUX™ enables client-side capability to incorporate interactive ads, insert ad overlays, hide player controls to prevent fast-forwarding through ads and much more.

The Unicorn HLS Plugin for Flash technology enables users to repurpose their HLS assets for Flash, making it easier to reach OSMF players and eliminating the need to create new versions of their content to reach the desktop.

Working POC:

<http://unicornmediabeta.com/OAS-FlashHLS/>

Working POC Source Files:

<https://github.com/Cmoosman/UMOnceUXFlashHLS/archive/master.zip>

Getting Started:

1. Download src files from Github link above
2. Unzip the following files to the website folder on your web server (local/remote):
3. Open IDE of choice and load the index.htm file
4. Make sure you have a basic understanding of OnceUX (more info here)
5. Make sure you have a basic understanding of Once HLS (more info here)
6. Open IDE of choice and load the index.htm file

Step 1. Make sure you have a valid Unicorn ONCEUX™ URL

Example URL construct:  
Host/Service/DeliveryType/RequestedFileType/DomainGUID/ApplicationGUID/MediaItemGUID/StartTime/EndTime/VirtualFileName?AdParams&Params

Step 2.

In the index.htm file locate the OASServiceURL variable, should be on line 386. Replace the demo URL with your OnceUX URL.

Example:

var OASServiceURL = "http://oas.unicornmedia.com/now/ads/vmap/adaptive/m3u8/b11dbc9b-9d90-4edb-b4ab-769e0049209b/0b4b1b29-f173-4f20-8cd6-5fe12a2e70b3/more?umtp=0";

Note – The query string parameter “?umtp” needs to be set to “0” so that client side tracking is enabled

Step 3.

In the success function of the AJAX call you will need to load your Flash player into the DOM. This is where we will load the M3U8 plugin via the Flash vars.

Example:

flashvars: { src: currentOnceURL, javascriptCallbackFunction: 'onJSBridge', **plugin\_M3U8Plugin: 'M3U8Plugin.swf**'}

Note – The plugin setup is already done in the demo project so you should be ready to load the page in a browser and be up and running.

Where to go from here

You should now have a successful implementation up and running that utilizes both the Unicorn Once More M3U8 Plugin and OnceUX Client side ad management. With a solid understanding of these two Unicorn technologies you should be able to implement a custom solution that fits your video/advertising needs quickly and efficiently.