Deployment notes:

1. Checkout (git) html5 version 1.9.4 to the on-prem if it does not exist
2. Create this folder in /html5/html5lib/v1.9.4/   
   /v1.9.4/mwEmbed/modules/StaticPlayer/
3. Create a folder named resources in the StaticPlayer folder
4. Stabilize a uiconf in your system using the studio. Save it and save its id number
5. Create a new HTML file named “template.html” in StaticPlayer and paste the sample HTML code in it (Named template.html)
6. Replace the partner id and the uiconf id to your partner and the id you got from #4. Make sure there is no entry\_id in the embed code
7. Open a client sniffer application (fiddler / Charles / browser developer-tool)
8. From a browser – browse to this template.html page.
9. Look in your sniffer for a php call to the **first** url that ends with mwEmbedLoader.php and copy the callback. It should show the Kaltura library version (Kaltura HTML5 Library v1.9.4)
10. Create a new file on the StaticPlayer/resources folder and name it mwEmbed.js. Paste the response from #9 into this file.
11. Save that .js file
12. Go to your template.html. replace the script at the header to point to that file from #10/#11. (toggle the 2 scripts at the header)
13. Open your sniffer again and refresh the page. Look again for first url that ends with mwEmbedLoader.php and copy the response. It should show mwi\_kalturaplayer0
14. Paste the content of this response to a file called “frameResponce.js” and save it to the resourcs folder from #3
15. Edit the template.html and change the function named getIframeUrl1 to getIframeUrl. Now both scripts that were using mwEmbedLoader.php are static javascript files.
16. Open your sniffer and refresh your page. Look for the next 2 calls for php that ends with load.php.
17. Copy the first response to a file called inFrameResources.js and the 2nd one to inFrameResources1.js. save both files to the resources folder.
18. inFrameResources.js will start with (function(window, undefined) {
19. inFrameResources1.js will start with mw.loader.implement("MD5",function($){
20. Go to the frameResponce.js and edit it. Look for 2 places that the load.php appears.
21. On the one that starts with “writeScript” – fix the path so it points to inFrameResources.js (E.G. writeScript(\"http:\/\/localhost\/html5.kaltura\/mwEmbed\/modules\/StaticPlayer\/resources\/inFrameResources.js\")
22. On the one that starts with “loadScript” – fix the path so it points to inFrameResources1.js (E.G. loadScript(\"http:\/\/localhost\/html5.kaltura\/mwEmbed\/modules\/StaticPlayer\/resources\/inFrameResources1.js\")
23. Save the file
24. Edit your template.html page. Remove the return in the jsCallbackReady function and uncomment the entry id line in the embed code. Add an entry id (String) to myEntryId and test the player.
25. For HTML test – uncomment mw.setConfig("Kaltura.LeadWithHTML5",true); and use a modern browser