

Cordova plugin for Ooyala IMA player

This plugin support both iOS and android platform.

FUNCTIONS FOR PLAYER

This plugin exports following functions.

Name	Description	Params	Return	Platform
createPlayer	Create player with pcode and domain. If player is create successfully 'PLAYER_CREATED' event is fired.	Pcode, domain	Player object	Android, iOS
setEmbedCode	Reinitializes the player with a new embedCode.	Embed code, success callback, failure callback	<u>Function return:</u> Nothing <u>Success callback params:</u> 'true' is returned as a callback parameter if operation is done successfully. otherwise 'false' is returned. <u>Failure callback params:</u> error string is returned.	Android, iOS
setEmbedCodes	Reinitializes the player with the new embedCodes (as an array).	Embed codes (JSON array), Success callback, Failure callback Ex:) ["code1", "code2", "code3"], successHandler, failureHandler	<u>Function return:</u> Nothing <u>Success callback params:</u> 'true' is returned as a callback parameter if operation is done successfully. otherwise 'false' is returned. <u>Failure callback params:</u> error string is returned.	Android, iOS

setEmbedCodeWithAdSetCode	Reinitializes the player with a new embedCode and sets the ad set dynamically.	Embed code, adSetCode, success callback, failure callback	<p><u>Function return:</u> Nothing</p> <p><u>Success callback params:</u> 'true' is returned as a callback parameter if operation is done successfully. otherwise 'false' is returned.</p> <p><u>Failure callback params:</u> error string is returned.</p>	Android, iOS
setEmbedCodesWithAdSetCode	Reinitializes the player with the new embedCodes (as an array) and sets the ad set dynamically.	Embed codes(JSON Array), adSetCode, success callback, failure callback	<p><u>Function return:</u> Nothing</p> <p><u>Success callback params:</u> 'true' is returned as a callback parameter if operation is done successfully. otherwise 'false' is returned.</p> <p><u>Failure callback params:</u> error string is returned.</p>	Android, iOS
setExternalId	Reinitializes the player with a new external ID	External id, success callback, failure callback	<p><u>Function return:</u> Nothing</p> <p><u>Success callback params:</u> 'true' is returned as a callback parameter if operation is done successfully. otherwise 'false' is returned.</p> <p><u>Failure callback params:</u> error string is returned.</p>	Android, iOS
setExternalIds	Reinitializes the player with the new external IDs (as an array)	External IDs(JSON Array), success callback, failure callback	<p><u>Function return:</u> Nothing</p> <p><u>Success callback params:</u> 'true' is returned as a callback parameter if operation is done</p>	Android, iOS

			successfully. otherwise 'false' is returned. <u>Failure callback params:</u> error string is returned.	
changeCurrentItem	Sets the current video in a channel, if the video is present.	Embed code, success callback, failure callback	<u>Function return:</u> Nothing <u>Success callback params:</u> 'true' is returned as a callback parameter if operation is done successfully. otherwise 'false' is returned. <u>Failure callback params:</u> error string is returned.	Android, iOS
getPlayheadTime	Gets the current playhead time (the part of the video currently being accessed).	Success callback, failure callback	<u>Function return:</u> Nothing <u>Success callback params:</u> Integer value(time in milliseconds) is returned <u>Failure callback params:</u> error string is returned.	Android, iOS
getDuration	Gets the duration of the asset.	Success callback, failure callback	<u>Function return:</u> Nothing <u>Success callback params:</u> The duration in milliseconds is returned <u>Failure callback params:</u> error string is returned.	Android, iOS
setPlayheadTime	Sets the current playhead time of the player (same as seek).	timeInMillis, success callback, failure callback	<u>Function return:</u> Nothing <u>Success callback params:</u> Success string message is returned.	Android, iOS

			<u>Failure callback params:</u> error string is returned.	
getState	Gets the player's current state.	Success callback, failure callback	<u>Function return:</u> Nothing <u>Success callback params:</u> State string is returned <u>Failure callback params:</u> error string is returned	Android, iOS
pause	Pauses the current video.	Success callback, failure callback	<u>Function return:</u> Nothing <u>Success callback params:</u> success string is returned <u>Failure callback params:</u> error string is returned	Android, iOS
play	Plays the current video.	Success callback, failure callback	<u>Function return:</u> Nothing <u>Success callback params:</u> success string is returned <u>Failure callback params:</u> error string is returned	Android, iOS
playWithInitialTime	Plays the current video with an initial time	timeInMillis, success callback, failure callback	<u>Function return:</u> Nothing <u>Success callback params:</u> success string is returned <u>Failure callback params:</u> error string is returned	Android, iOS
seek	Sets the current playhead time of the player (same as setPlayheadTime).	timeInMillis, success callback, failure callback	<u>Function return:</u> Nothing <u>Success callback params:</u> success string is returned <u>Failure callback params:</u> error string is returned	Android, iOS
isPlaying	Get whether the	success callback,	<u>Function return:</u> Nothing	Android,

	player is playing	failure callback	<p><u>Success callback params:</u> 'true' is returned as a callback parameter if operation is done successfully. otherwise 'false' is returned.</p> <p><u>Failure callback params:</u> error string is returned</p>	iOS
isShowingAd	Get whether the player is playing ad	Success callback, failure callback	<p><u>Function return:</u> Nothing</p> <p><u>Success callback params:</u> 'true' is returned as a callback parameter if operation is done successfully. otherwise 'false' is returned.</p> <p><u>Failure callback params:</u> error string is returned</p>	Android, iOS
nextVideo	Change the current video to the next video in the Channel or ChannelSet.	<p>whatToDo (int value), success callback, failure callback</p> <p>on iOS platform whatToDo is meaningless</p>	<p><u>Function return:</u> Nothing</p> <p><u>Success callback params:</u> 'true' is returned as a callback parameter if operation is done successfully. otherwise 'false' is returned.</p> <p><u>Failure callback params:</u> error string is returned</p>	Android, iOS
previousVideo	Change the current video to the previous video in the Channel or ChannelSet.	<p>whatToDo (int value), success callback, failure callback</p> <p>on iOS platform whatToDo is</p>	<p><u>Function return:</u> Nothing</p> <p><u>Success callback params:</u> 'true' is returned as a callback parameter if operation is done successfully. otherwise</p>	Android, iOS

		meaningless	'false' is returned. <u>Failure callback params:</u> error string is returned	
getAvailableClosedCaptionsLanguages	Get the available closed captions languages	Success callback, failure callback	<u>Function return:</u> Nothing <u>Success callback params:</u> JSONArray of available languages <u>Failure callback params:</u> error string is returned	Android, iOS
setClosedCaptionsLanguage	Set the closed caption with given language	Language(string), success callback, failure callback	<u>Function return:</u> Nothing <u>Success callback params:</u> success string is returned <u>Failure callback params:</u> error string is returned	Android, iOS
setClosedCaptionsPresentationStyle	Set the closed captions presentation style	Presentation style(string), success callback, failure callback	<u>Function return:</u> Nothing <u>Success callback params:</u> success string is returned <u>Failure callback params:</u> error string is returned	Android, iOS
getBitrate	Get the current bitrate	Success callback, failure callback	<u>Function return:</u> Nothing <u>Success callback params:</u> Bitrate value (string) is returned <u>Failure callback params:</u> error string is returned	Android, iOS
resetAds	This will reset the state of all the ads to "unplayed" causing any ad that has	Success callback, failure callback	<u>Function return:</u> Nothing <u>Success callback params:</u> success string is returned	Android, iOS

	already played to play again.		<u>Failure callback params:</u> error string is returned	
skipAd	Skips the currently playing ad (if one is playing. does nothing if not)	Success callback, failure callback	<u>Function return:</u> Nothing <u>Success callback params:</u> success string is returned <u>Failure callback params:</u> error string is returned	Android, iOS
setCustomAnalytics Tags	Sets a tag for custom analytics	Tags(JSON array), success callback, failure callback	<u>Function return:</u> Nothing <u>Success callback params:</u> success string is returned <u>Failure callback params:</u> error string is returned	Android, iOS
getMetadata	Get metadata for current root item	Success callback, failure callback	<u>Function return:</u> Nothing <u>Success callback params:</u> Meta data(JSON object) is returned <u>Failure callback params:</u> error string is returned	Android, iOS
seekable	Whether or not the Videos that player plays are seekable	Success callback, failure callback	<u>Function return:</u> Nothing <u>Success callback params:</u> 'true' is returned as a callback parameter if operation is done successfully. otherwise 'false' is returned. <u>Failure callback params:</u> error string is returned	Android, iOS
setSeekable	Set whether videos played by this	Seekable(boolean), success	<u>Function return:</u> Nothing	Android, iOS

	OoyalaPlayer are seekable (default is true)	callback, failure callback	<u>Success callback params:</u> success string is returned <u>Failure callback params:</u> error string is returned	
setAdsSeekable	Set whether ads played by this OoyalaPlayer are seekable (default is false)	Seekable(boolean), success callback, failure callback	<u>Function return:</u> Nothing <u>Success callback params:</u> success string is returned <u>Failure callback params:</u> error string is returned	Android, iOS
getSeekStyle	Get the seek style	Success callback, failure callback	<u>Function return:</u> Nothing <u>Success callback params:</u> Seekstyle(string) is returned <u>Failure callback params:</u> error string is returned	Android, iOS
getClosedCaptionsLanguage	Get the current closed caption language	Success callback, failure callback	<u>Function return:</u> Nothing <u>Success callback params:</u> Current closed caption language is returned <u>Failure callback params:</u> error string is returned	Android, iOS
getActionAtEnd	Get what the player will do at the end of playback.	Success callback, failure callback	<u>Function return:</u> Nothing <u>Success callback params:</u> actionAtEnd(string) is returned <u>Failure callback params:</u> error string is returned	Android, iOS
setActionAtEnd	Set what the player should do at the end	actionAtEnd(string), success	<u>Function return:</u> Nothing	Android, iOS

	of playback.	callback, failure callback	<u>Success callback params:</u> success string is returned <u>Failure callback params:</u> error string is returned	
getAuthToken	Get the authToken for the current player.	Success callback, failure callback	<u>Function return:</u> Nothing <u>Success callback params:</u> Token(string) is returned <u>Failure callback params:</u> error string is returned	Android, iOS
getEmbedCode	Get the embedCode for the current player.	Success callback, failure callback	<u>Function return:</u> Nothing <u>Success callback params:</u> Embed code(string) is returned <u>Failure callback params:</u> error string is returned	Android
getCustomDRMData	Get the customDRMData for the current player.	Success callback, failure callback	<u>Function return:</u> Nothing <u>Success callback params:</u> Custom DRM Data(string) is returned <u>Failure callback params:</u> error string is returned	Android
setCustomDRMData	Set the customDRMData for the current player.	DRMdata(string), success callback, failure callback	<u>Function return:</u> Nothing <u>Success callback params:</u> success string is returned <u>Failure callback params:</u> error string is returned	Android
suspend	Suspend the current video (can be resumed later by	Success callback, failure callback	<u>Function return:</u> Nothing <u>Success callback params:</u>	Android

	calling resume).		<p>success string is returned</p> <p><u>Failure callback params:</u> error string is returned</p>	
resume	Resume the current video from a suspended state	Success callback, failure callback	<p><u>Function return:</u> Nothing</p> <p><u>Success callback params:</u> success string is returned</p> <p><u>Failure callback params:</u> error string is returned</p>	Android
isFullscreen	Returns true if in fullscreen mode, false if not.	Success callback, failure callback	<p><u>Function return:</u> Nothing</p> <p><u>Success callback params:</u> 'true' is returned as a callback parameter if operation is done successfully. otherwise 'false' is returned.</p> <p><u>Failure callback params:</u> error string is returned.</p>	Android
setFullscreen	Set fullscreen mode	Fullscreen(boolean), success callback, failure callback	<p><u>Function return:</u> Nothing</p> <p><u>Success callback params:</u> success string is returned</p> <p><u>Failure callback params:</u> error string is returned</p>	Android
isAdPlaying	Get whether the player is playing Ad	Success callback, failure callback	<p><u>Function return:</u> Nothing</p> <p><u>Success callback params:</u> 'true' is returned as a callback parameter if operation is done successfully. otherwise 'false' is returned.</p>	Android

			<u>Failure callback params:</u> error string is returned.	
seekToPercent	Seek to the given percentage	Percentage(int), success callback, failure callback	<u>Function return:</u> Nothing <u>Success callback params:</u> success string is returned <u>Failure callback params:</u> error string is returned	Android
getBufferPercentage	Get the current item's buffer percentage	Success callback, failure callback	<u>Function return:</u> Nothing <u>Success callback params:</u> Buffer percentage(int) is returned <u>Failure callback params:</u> error string is returned.	Android
getPlayheadPercentage	Get the current item's playhead time as a percentage	Success callback, failure callback	<u>Function return:</u> Nothing <u>Success callback params:</u> Percentage(int) is returned <u>Failure callback params:</u> error string is returned.	Android
displayClosedCaptionText	Display given closed caption text	captionText(string), success callback, failure callback	<u>Function return:</u> Nothing <u>Success callback params:</u> success string is returned <u>Failure callback params:</u> error string is returned	Android
getCuePointsInMilliseconds	Get cue points in milliseconds	Success callback, failure callback	<u>Function return:</u> Nothing <u>Success callback params:</u> JSON Array(integer) is returned. <u>Failure callback params:</u>	Android

			error string is returned.	
getCuePointsInPercentage	Get cue points in percentage	Success callback, failure callback	<p><u>Function return:</u> Nothing</p> <p><u>Success callback params:</u> JSON Array(integer) is returned.</p> <p><u>Failure callback params:</u> error string is returned.</p>	Android
adsSeekable	Whether or not the ads are seekable	Success callback, failure callback	<p><u>Function return:</u> Nothing</p> <p><u>Success callback params:</u> 'true' is returned as a callback parameter if operation is done successfully. otherwise 'false' is returned.</p> <p><u>Failure callback params:</u> error string is returned</p>	iOS

FUNCTIONS FOR IMA MANAGER

Will be added soon.

EVENTS

Following events are triggered from Ooyala player.

Name	Description	Callback params	platform
authTokenChanged			
ADS_CLICK			
ADS_PLAYED			
AD_AUTHORIZATION_FETCHED			
AD_CONFIG_READY			
AUTHORIZATION_FETCHED			
BITRATE_CHANGED			
BUFFERED			
BUFFERING			

CONTENT_TREE_FETCHED			
CONTROLS_HIDDEN			
CONTROLS_SHOWN			
DESTROY			
DOWNLOADING			
EMBED_CODE_CHANGED			
ERROR			
FIRST_AD_FETCHED			
FULLSCREEN_CHANGED	The fullscreen state has changed	Boolean value indicating current fullscreen state of player	Android
METADATA_FETCHED			
MIDROLL_PLAY_FAILED			
MIDROLL_STREAM_PLAYED			
PAUSED	The player was paused.	X	Android
PLAYBACK_READY	<p>The player has indicated that it is in a playback ready state.</p> <p>All preparations are complete, and the player is ready to receive playback commands (such as play, seek, and so forth).</p> <p>The default UI shows the Play button (it displays the non-clickable spinner before this point).</p>		
PLAYED	The video was played.	X	Android
PLAYER_CREATED	<p>A player was created. This is the first event that is sent after player creation.</p> <p>It provides the opportunity for any other modules to do their own initializations.</p>	X	Android
PLAYHEAD_TIME_CHANGED			
PLAYING	A video is playing.	X	Android
PLAY_FAILED			
PRELOAD_STREAM			

SEEKED	This signifies that the player has finished seeking to the requested position.	X	Android
SINGLE_AD_PLAYED			
SIZE_CHANGED			
STREAM_PAUSED			
STREAM_PLAYED			
STREAM_PLAYING			
STREAM_PLAY_FAILED			
VOLUME_CHANGED			