Cordova plugin for Ooyala IMA player

This plugin support both iOS and android platform.
This plugin exports one function for creating player object. By using 'createPlayer' function, you will get player object which has many functions to control player.

GETTING PLAYER OBJECT

You can get player object by invoking 'createPlayer' function.
'createPlayer' function get 2 parameters - pcode and domain.
It returns a player object which has about 50 functions for controlling player and a message bus object(mb) that is used to monitor events trigger from player.

syntax: function createPlayer(pcode, domain)

If createPlayer function is successfully invoked, 'PLAYER_CREATED' event will be triggered. This is the first event that is sent after player creation. It provides the opportunity for any other modules to do their own initializations. You can call any of player object functions in handler of this event.

LISTENING TO EVENT

Player object contains a message bus object called mb. You can use the mb object and register events you want to listen to by using 'subscribe' function.

syntax : function subscribe(event_name, subscriber, handler)

event_name : name of event to monitor
subscriber : name of module that monitor the event
handler : event handler function

Example :

// Get player object
player = window.ooyalaIMA.createPlayer('cf6121d0b92d4760917dae9b93ae92f1', 'http://www.ooyala.com');

// Handle 'PLAYER_CREATED' event
player.mb.subscribe('PLAYER_CREATED', 'cordova-app',

```
    function(result) {
        if (result) {
            // Set embed code
            player.setEmbedCode('h1aG5kcTrQz1rq8L2Pw6qF0Zn9zhmnAk', null, null);

            // Play video
            player.play(null, null);
        }
    });
```

FUNCTIONS FOR PLAYER

Once get a player object, use the following functions to control player.

Name	Description	Params	Return	Platform
setEmbedCode	Reinitializes the player with a new embedCode.	Embed code, success callback, failure callback	*Function return:* Nothing *Success callback params:* 'true' is returned as a callback parameter if operation is done successfully. otherwise 'false' is returned. *Failure callback params:* 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	*Function return:* Nothing *Success callback params:* 'true' is returned as a callback parameter if operation is done successfully. otherwise 'false' is returned. *Failure callback params:* error string is returned.	Android, iOS
setEmbedCodeWith AdSetCode	Reinitializes the player with a new	Embed code, adSetCode,	*Function return:* Nothing	Android, iOS

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

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

getState	Gets the player's current state State values: INIT, LOADING, READY, PLAYING, PAUSED, COMPLETED, SUSPENDED, ERROR	Success callback, failure callback	*Function return:* Nothing *Success callback params:* State string is returned *Failure callback params:* error string is returned	Android, iOS
pause	Pauses the current video.	Success callback, failure callback	*Function return:* Nothing *Success callback params:* success string is returned *Failure callback params:* error string is returned	Android, iOS
play	Plays the current video.	Success callback, failure callback	*Function return:* Nothing *Success callback params:* success string is returned *Failure callback params:* error string is returned	Android, iOS
playWithInitialTime	Plays the current video with an initial time	timeInMillis, success callback, failure callback	*Function return:* Nothing *Success callback params:* success string is returned *Failure callback params:* error string is returned	Android, iOS
seek	Sets the current playhead time of the player (same as setPlayheadTime).	timeInMillis, success callback, failure callback	*Function return:* Nothing *Success callback params:* success string is returned *Failure callback params:* error string is returned	Android, iOS
isPlaying	Get whether the player is playing	success callback, failure callback	*Function return:* Nothing	Android, iOS

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

			Failure callback params: error string is returned	
getAvailableClosed CaptionsLanguages	Get the available closed captions languages	Success callback, failure callback	*Function return:* Nothing *Success callback params:* JSONArray of available languages *Failure callback params:* error string is returned	Android, iOS
setClosedCaptionsL anguage	Set the closed caption with given language	language(string), success callback, failure callback	*Function return:* Nothing *Success callback params:* success string is returned *Failure callback params:* error string is returned	Android, iOS
setClosedCaptionsP resentationStyle	Set the closed captions presentation style	style(string), success callback, failure callback values of style parameter: OOClosedCaption PopOn, OOClosedCaption RollUp, OOClosedCaption PaintOn	*Function return:* Nothing *Success callback params:* success string is returned *Failure callback params:* error string is returned	Android, iOS
getBitrate	Get the current bitrate	Success callback, failure callback	*Function return:* Nothing *Success callback params:* Bitrate value (string) is returned *Failure callback params:* error string is returned	Android, iOS

resetAds	This will reset the state of all the ads to "unplayed" causing any ad that has already played to play again.	Success callback, failure callback	*Function return:* Nothing *Success callback params:* success string is returned *Failure callback params:* error string is returned	Android, iOS
skipAd	Skips the currently playing ad (if one is playing. does nothing if not)	Success callback, failure callback	*Function return:* Nothing *Success callback params:* success string is returned *Failure callback params:* error string is returned	Android, iOS
setCustomAnalytics Tags	Sets a tag for custom analytics	Tags(JSON array), success callback, failure callback	*Function return:* Nothing *Success callback params:* success string is returned *Failure callback params:* error string is returned	Android, iOS
getMetadata	Get metadata for current root item	Success callback, failure callback	*Function return:* Nothing *Success callback params:* Meta data(JSON object) is returned *Failure callback params:* error string is returned	Android, iOS
seekable	Whether or not the Videos that player plays are seekable	Success callback, failure callback	*Function return:* Nothing *Success callback params:* 'true' is returned as a callback parameter if operation is done successfully. otherwise 'false' is returned.	Android, iOS

			Failure callback params: error string is returned	
setSeekable	Set whether videos played by this OoyalaPlayer are seekable (default is true)	Seekable(boolean), success callback, failure callback	*Function return:* Nothing *Success callback params:* success string is returned *Failure callback params:* error string is returned	Android, iOS
setAdsSeekable	Set whether ads played by this OoyalaPlayer are seekable (default is false)	Seekable(boolean), success callback, failure callback	*Function return:* Nothing *Success callback params:* success string is returned *Failure callback params:* error string is returned	Android, iOS
getSeekStyle	Get the seek style	Success callback, failure callback	*Function return:* Nothing *Success callback params:* Seekstyle(string) is returned Values: NONE, BASIC, ENHANCED *Failure callback params:* error string is returned	Android, iOS
getClosedCaptionsLanguage	Get the current closed caption language	Success callback, failure callback	*Function return:* Nothing *Success callback params:* Current closed caption language is returned *Failure callback params:* error string is returned	Android, iOS
getActionAtEnd	Get what the player will do at the end of playback.	Success callback, failure callback	*Function return:* Nothing *Success callback params:*	Android, iOS

			actionAtEnd(string) is returned values: CONTINUE, PAUSE, STOP, RESET *Failure callback params:* error string is returned	
setActionAtEnd	Set what the player should do at the end of playback.	actionAtEnd(string), success callback, failure callback values of 'actionAtEnd': values: CONTINUE, PAUSE, STOP, RESET	*Function return:* Nothing *Success callback params:* success string is returned *Failure callback params:* error string is returned	Android, iOS
getAuthToken	Get the authToken for the current player.	Success callback, failure callback	*Function return:* Nothing *Success callback params:* Token(string) is returned *Failure callback params:* error string is returned	Android, iOS
isFullscreen	Returns true if in fullscreen mode, false if not.	Success callback, failure callback	*Function return:* Nothing *Success callback params:* 'true' is returned as a callback parameter if operation is done successfully. otherwise 'false' is returned. *Failure callback params:* error string is returned.	Android, iOS
setFullscreen	Set fullscreen mode	Fullscreen(boolea	*Function return:* Nothing	Android,

		n), success callback, failure callback	*Success callback params:* success string is returned *Failure callback params:* error string is returned	iOS
getEmbedCode	Get the embedCode for the current player.	Success callback, failure callback	*Function return:* Nothing *Success callback params:* Embed code(string) is returned *Failure callback params:* error string is returned	Android
getCustomDRMData	Get the customDRMData for the current player.	Success callback, failure callback	*Function return:* Nothing *Success callback params:* Custom DRM Data(string) is returned *Failure callback params:* error string is returned	Android
setCustomDRMData	Set the customDRMData for the current player.	DRMdata(string), success callback, failure callback	*Function return:* Nothing *Success callback params:* success string is returned *Failure callback params:* error string is returned	Android
suspend	Suspend the current video (can be resumed later by calling resume).	Success callback, failure callback	*Function return:* Nothing *Success callback params:* success string is returned *Failure callback params:* error string is returned	Android
resume	Resume the current video from a	Success callback, failure callback	*Function return:* Nothing	Android

	suspended state		*Success callback params:* success string is returned *Failure callback params:* error string is returned	
isAdPlaying	Get whether the player is playing Ad	Success callback, failure callback	*Function return:* Nothing *Success callback params:* 'true' is returned as a callback parameter if operation is done successfully. otherwise 'false' is returned. *Failure callback params:* error string is returned.	Android
seekToPercent	Seek to the given percentage	Percentage(int), success callback, failure callback	*Function return:* Nothing *Success callback params:* success string is returned *Failure callback params:* error string is returned	Android
getBufferPercentage	Get the current item's buffer percentage	Success callback, failure callback	*Function return:* Nothing *Success callback params:* Buffer percentage(int) is returned *Failure callback params:* error string is returned.	Android
getPlayheadPercentage	Get the current item's playhead time as a percentage	Success callback, failure callback	*Function return:* Nothing *Success callback params:* Percentage(int) is returned *Failure callback params:* error string is returned.	Android

displayClosedCaptionText	Display given closed caption text	captionText(string), success callback, failure callback	*Function return:* Nothing *Success callback params:* success string is returned *Failure callback params:* error string is returned	Android
getCuePointsInMilliSeconds	Get cue points in milliseconds	Success callback, failure callback	*Function return:* Nothing *Success callback params:* JSON Array(integer) is returned. *Failure callback params:* error string is returned.	Android
getCuePointsInPercentage	Get cue points in percentage	Success callback, failure callback	*Function return:* Nothing *Success callback params:* JSON Array(integer) is returned. *Failure callback params:* error string is returned.	Android
adsSeekable	Whether or not the ads are seekable	Success callback, failure callback	*Function return:* Nothing *Success callback params:* 'true' is returned as a callback parameter if operation is done successfully. otherwise 'false' is returned. *Failure callback params:* error string is returned	iOS

FUNCTIONS FOR IMA MANAGER

Name	Description	Params	Return	Platform

setAdUrlOverride	Manually load an IMA Vast URL to initialize the IMA Manager.	url, success callback, failure callback	*Function return:* Nothing *Success callback params:* Success string is returned *Failure callback params:* error string is returned.	Android, iOS
setAdTagParameters	Specify a map of Ad Tag parameters that will be appended to the ad tag This will not override already set parameters.	Tag parms (JSON object), success callback, failure callback	*Function return:* Nothing *Success callback params:* Success string is returned *Failure callback params:* error string is returned.	Android, iOS

EVENTS

Following events are triggered from Ooyala player.

Name	Description	Callback params	platform
ADS_PLAYED	A set of ads have played.	X	Android, iOS
CONTENT_TREE_FETCHED	A content tree was fetched.	X	Android, iOS
DOWNLOADING	Player is downloading content.	X	Android, iOS
EMBED_CODE_CHANGED	The player's embed code has changed	Embed code of current asset	Android, iOS
ERROR	An error has occured.	Error string	Android, iOS
FULLSCREEN_CHANGED	The fullscreen state has changed	Boolean value indicating current fullscreen state of player	Android, iOS
METADATA_FETCHED	The metadata (typically set in Backlot) was retrieved.	Meta data (JSON object)	Android, iOS
PAUSED	The player was paused.	X	Android, iOS
PLAYBACK_READY	The player has indicated that it is in a playback ready state. All preparations are complete, and the	X	Android, iOS

	player is ready to receive playback commands (such as play, seek, and so forth). The default UI shows the Play button (it displays the non-clickable spinner before this point).		
PLAYED	The video was played.	X	Android, iOS
PLAYER_CREATED	A player was created. This is the first event that is sent after player creation. It provides the opportunity for any other modules to do their own initializations.	X	Android, iOS
PLAYING	A video is playing.	X	Android, iOS
PLAY_FAILED	An error has occured.	Error string	Android, iOS
SEEKED	This signifies that the player has finished seeking to the requested position.	X	Android, iOS