Onboarding Instructions for Web SDK

Purpose

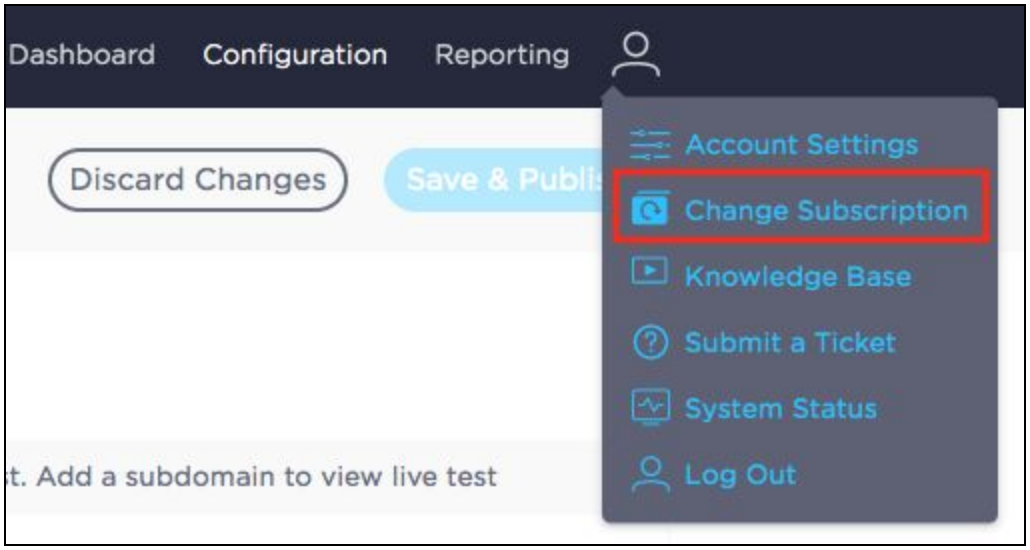
To show the Web SDK licensees how to set up the Speedtest Custom settings and access the Web SDK

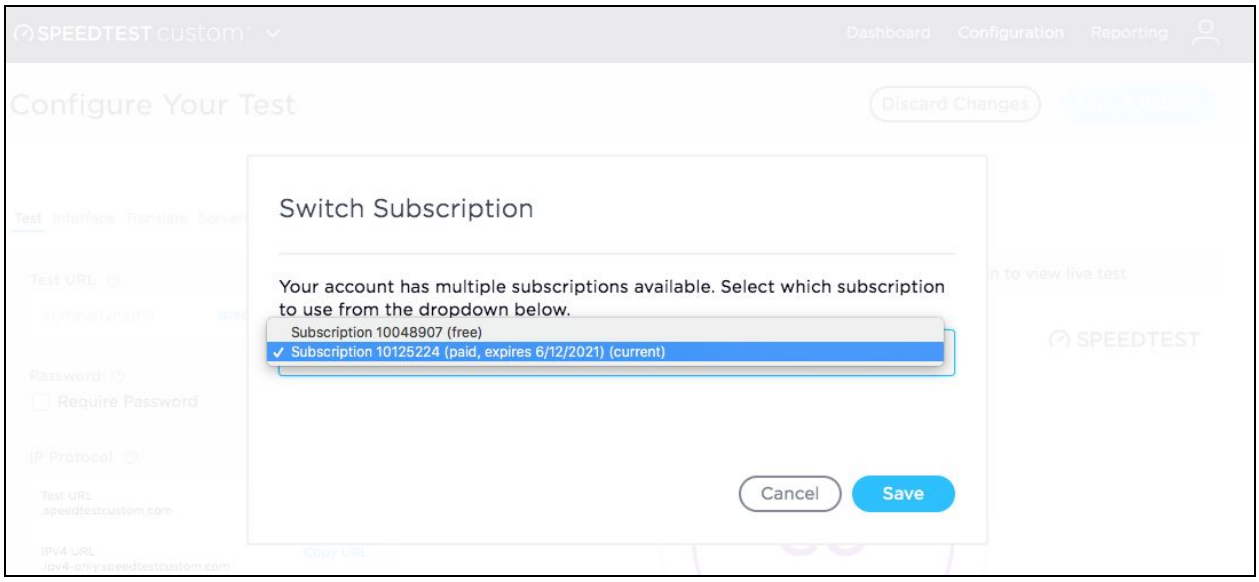
Accessing Speedtest Custom

The Web SDK is served through a specific Speedtest Custom subscription to allow the licensee to manage their server list and access information about their Web SDK license. You should have received an email from your Ookla contact that includes the zip file with the SDK demo and the SDK package. Server management and access to your Web SDK license key occur out of our Speedtest Custom product, which is why you need access to that portal.

Logging into Speedtest Custom

- If you have not previously used Speedtest Custom, you should have an email in your inbox welcoming you to Speedtest Custom. Please follow the instructions in that email to set up your password and access Speedtest Custom.
- If you already have a Speedtest Custom account, access Speedtest Custom by going to https://account.speedtestcustom.com/dashboard and log in using the username and password that you have previously created with Speedtest Custom.
- Once logged in, change the view to display the Web SDK subscription by selecting the user icon in the upper right hand corner and then selecting which subscription you want to access.

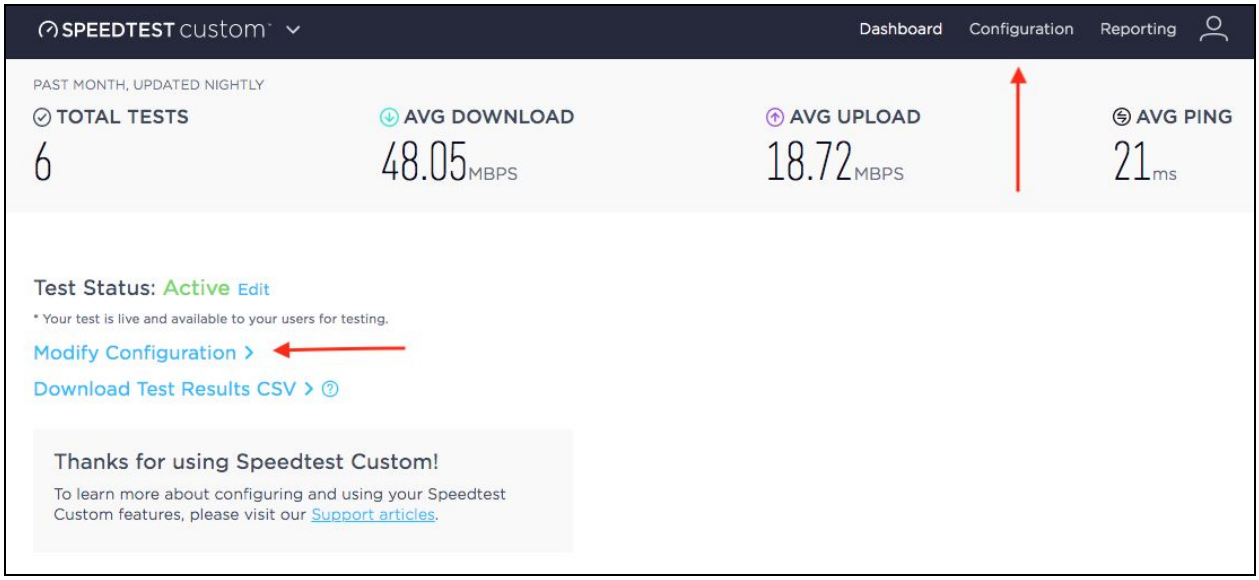

Dashboard
Configuration
Reporting
Discard Changes
Account Settings
Change Subscription
Knowledge Base
Submit a Ticket
System Status
Log Out
t. Add a subdomain to view live test


SPEEDTEST custom
Dashboard
Configuration
Reporting
Configure Your Test
Discard Changes
Switch Subscription
Your account has multiple subscriptions available. Select which subscription to use from the dropdown below.
Subscription 10048907 (free)
Subscription 10125224 (paid, expires 6/12/2021) (current)
Cancel
Save

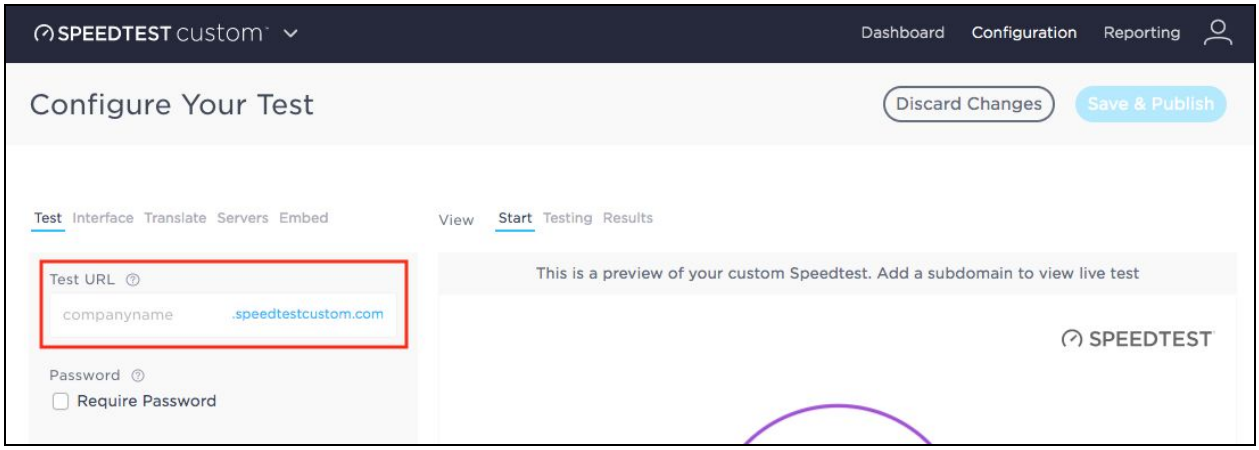
Using Speedtest Custom to set up your Web SDK

Adding an SDK Base URL

Upon accessing Speedtest Custom, you will see this page. Select one of the “Configuration” options to add and/or modify your servers:



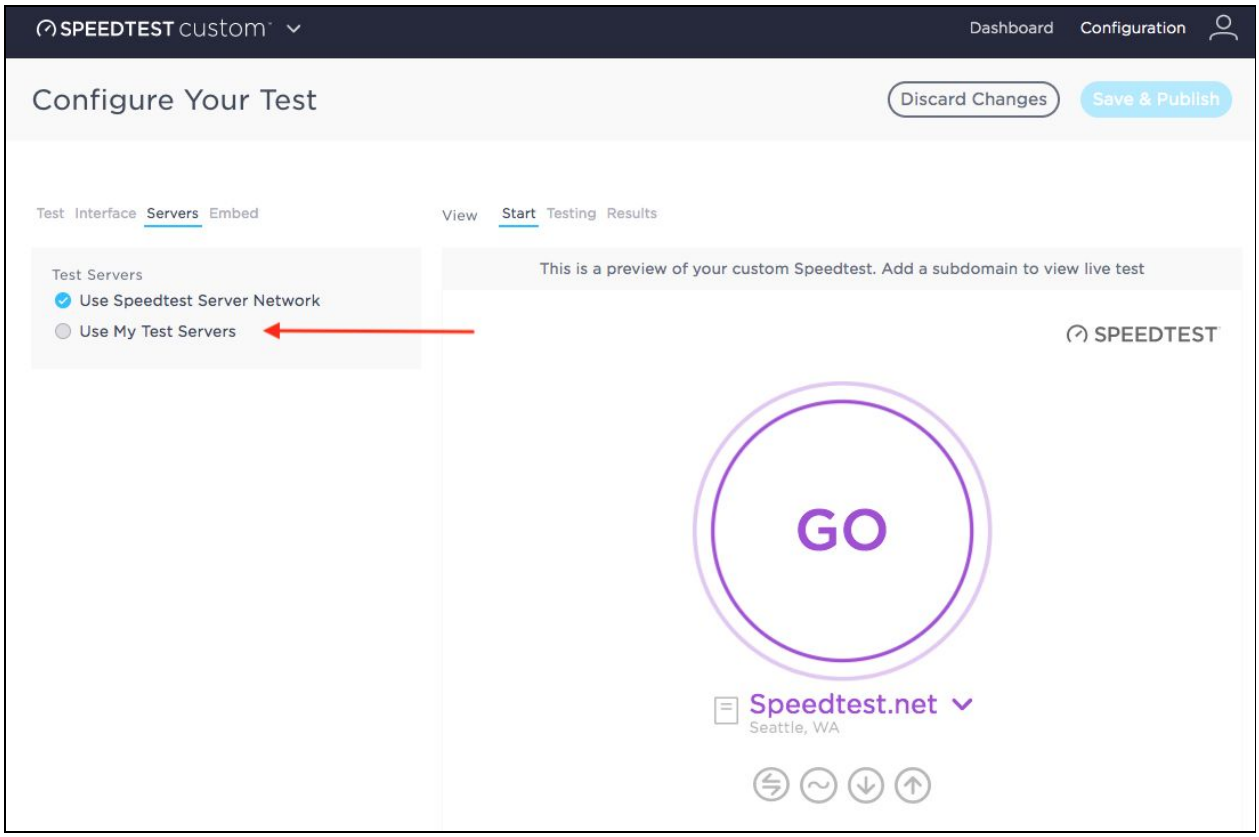
The first tab you will see upon entering the Test Configuration screens is the “Test” tab. The first step will be to enter a “Test URL” of your choice. This test URL will be the base URL that you will direct the SDK towards and will run the test mechanism on the backend.



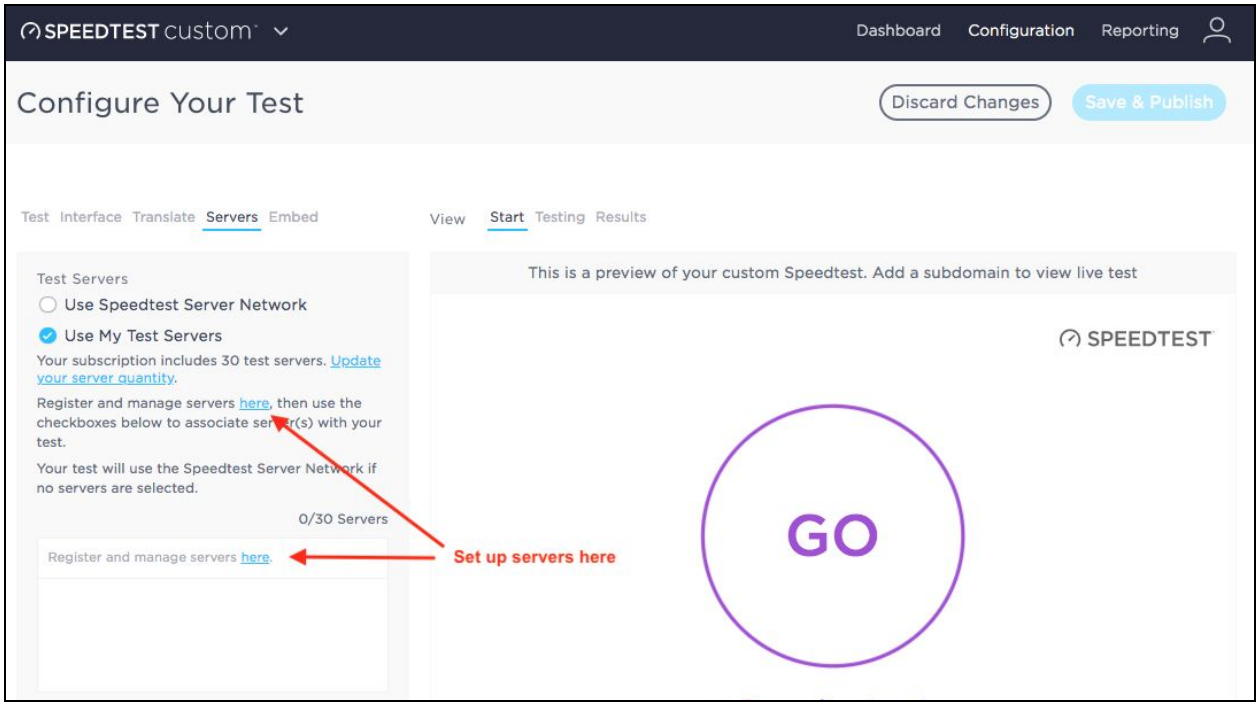
This Test URL is different from the Web SDK URL you should have already provided to Ookla that will be used for your website displaying the test to your users. We will explain where to view this URL further in the document.

Adding Servers

To add servers to use during the test, select the “Servers” tab and then select “Use My Test Servers” to set up the servers you will test to for the Web SDK:



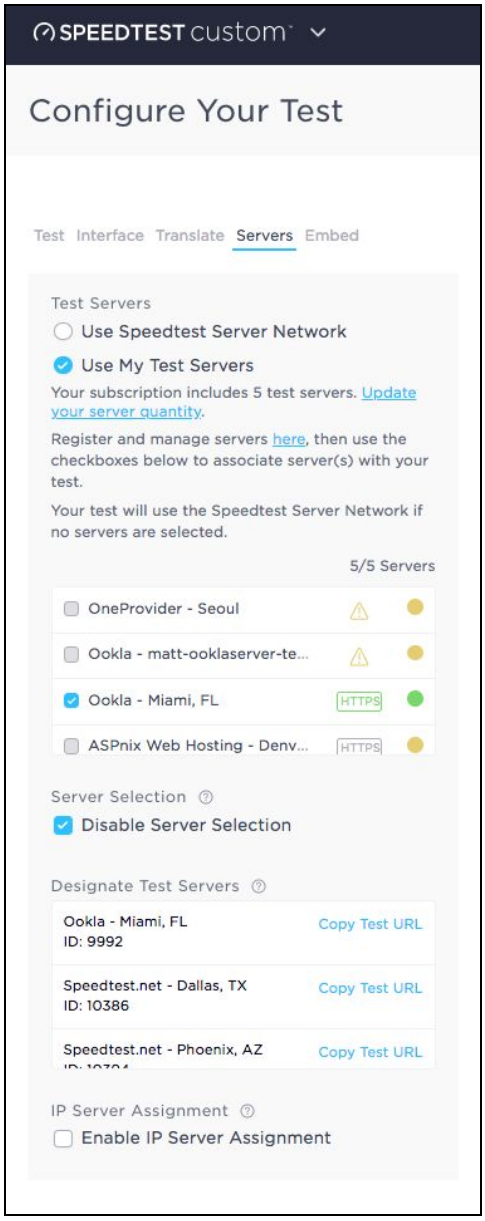
To start, you have the ability to add up to 30 test servers. If you need more, please contact your Technical Account Manager or the Support Team to add more servers. To register and manage your servers click on one of the two links and follow the instructions.



If you need further assistance, please access this article in our Speedtest Custom Knowledge Base on configuring your servers.

If you already have servers in Speedtest Custom, then the servers in your account will also be included in the server list.

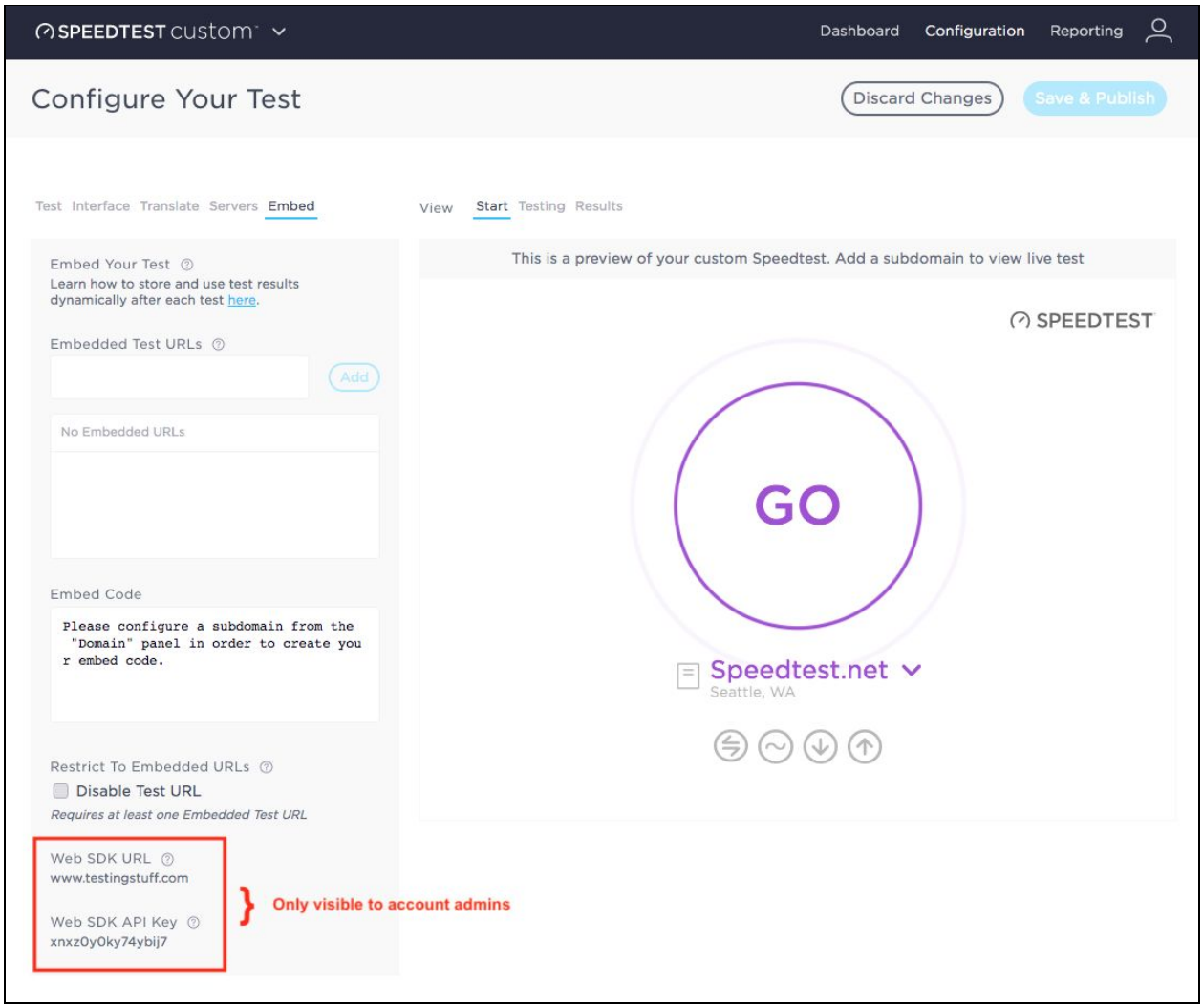
Once your servers are added, you will see a list like this:



Select the servers that you want to use for the Web SDK and they will appear in the “Designate Test Servers” section under the “Servers” tab. If you already use servers for Speedtest Custom, you can decide whether you want to use those servers for Web SDK as well or keep the server pools separate by designating SDK-only servers.

Accessing the Web SDK License Key and URL

In the “Embed” tab, you will see the Web SDK License Key and the Web SDK URL that you provided to your relationship manager. The SDK License Key can be used on both the demo and the SDK. The SDK URL is the external facing URL where your test will be displayed to your users.



In future versions, you will be able to regenerate the API keys and edit the URL, but for now, please work with your Technical Account Manager or the Technical Server Engineers on the support team to assist you with making any changes.

Accessing the Web SDK

You should have received the .zip file with the SDK-tester demo application. This package also includes the most recent SDK package that you can open and use. Refer to the README or the technical document located in the SDK .zip file you received to outline the SDK functionality.

The API key and Web SDK URL that are needed for the SDK to function are found on the Embed tab. Also, do not forget to set up a base Speedtest Custom URL to refer to in the SDK in order for the test to function properly (see Adding an SDK Base URL above).

Accessing the Web SDK Results

There are several ways to use the Web SDK to get results into your workflow:

At the time of test, in code

This is the fastest way to work with results, depending on the use case. The result data is available at the time of the test in the invoking environment. This allows you to surface information to the user immediately or push the data to an API you control.

Data feed includes: serverid, testmethod, source, configs, sdkBaseUrl, shortTests, latencyProtocol, downloadProtocol, uploadProtocol, host, port, serverVersion, serverBuild, ping, jitter, guid, closestPingDetails, serverSelectionMethod, uploadMeasurementMethod, upload, download, hash, clientip, supplementalData

More information can be found in the JSON Schema section of the Web SDK Technical Document.

Immediately following test, via fetch API

This method allows you to call Ookla's backend to retrieve a test previously taken via the Result GUID. The result is available immediately upon successful posting to Ookla's API for most of the data, and within seconds usually is further enriched with data from Ookla's data enrichment pipelines. The fetch will retrieve the same data as time of test, plus a couple of new fields with augmented information from Ookla's enrichment pipeline.

An example use case for using this result retrieval method is one where you save only the result GUID to a database and allow the user to show the result again later by querying the fetch API when the user asks for the historical result.

Data feed includes: resultId, testConfigurationId, guid, customerId, serverId, resultDate, latency, jitter, locationId, place, ispId, postalCode, geoipSourceId, isSpoofed, serverSelection, userAgent, browserName, browserVersion, osName, osVersion, serverName, serverSponsor, ispName, ispNameRaw, latitude, longitude, country, city, region, countryId, regionId, cityId, ipAddress, upload, download, paidTest, sessionId, testId

More information can be found in the Method section (`lookupSpeedtestResult`) the Web SDK Technical Document

Immediately following test, via real time feeds

This method is a direct pipeline from Ookla's data warehouse into your warehouse via several methods including AWS SQS queue or AWS S3 (webhooks planned for future iteration). The data is available after Ookla ingests the data and enriches it using the data enrichment pipelines. This result retrieval method is a good option if you do not wish to maintain any client-side logic or client-facing APIs, but only wish to access the results in your backend system. This method only requires a single entry point into your data warehouse via server-to-server transfer from Ookla's AWS warehouse opposed to many end-user client devices.

Data feed includes: Test ID, Result date, IP (masked by default, but can be unmasked if DPA is signed), Country, Region, City (if available), Lat (3 decimal degrees), Lng (3 decimal degrees), Server Name, Server Sponsor, Browser Name, Browser Version, User Agent, ISP Name, ISP Name Raw, Operating System, Download, Upload, Latency, Jitter, Supplemental Data

More information can be found in Web SDK Real-time FAQs