



We have a widget that is embedded in websites. The widget uses an API with content managed in our CMS (Django). The concept is for users to be able to navigate through a ski area virtually, by playing linked YouTube videos. Examples are:

<https://player.pisteview.com/#55b3c6fe41d68428cd934027006425959104a8f6>

This widget has a near complete ski resort included. Users click on the augmented reality icons to load new videos that link their journey through the ski area.

<https://player.pisteview.com/#17da66b871b333924e656ba681517b110e62a4c3>

This widget has 360 videos included. The 360 videos are exactly the same as the 1080 videos except they are spherical. The user can switch between views. The option for 360 videos only shows when there are 360 videos accompanying the 1080 videos in the cms and for users whose browsers can play 360 videos.

We have some developments that we want completing and additionally are looking for technical support.

Issue 1 – the video should stop 1 second before the end of the video. At the moment the videos don't stop 1 second before the end, instead they play until the very end and then the pause canvas activates (this 'pause canvas' is designed to overlay the YouTube suggested videos that appear). This means that the end icons are not visible, and the user doesn't have a great experience of loading the new videos. So on this first video:

<https://player.pisteview.com/#55b3c6fe41d68428cd934027006425959104a8f6>

The video should pause at 0:21 / 0:22

Issue 2 – when we unpublish a widget, the frame of it is showing on the webpage. An example is here: <https://www.stuben-arlberg.at/en/winter/piste-view/>

There should be no player showing on this page since we no longer work with this customer.

Issue 3 – when the player loads, the default branding colour is shown and then a short time later it takes the assigned colour. The assigned brand colour should be displayed on the player widget as soon as it loads.

Issue 4 – browser compatibility. Generally, the problems we see are on safari, both MacOS and iOS. The solution might be to have a play button to begin the play process, but we would like to have some solutions proposed.

Issue 5 – banners should show at the bottom of the widget – this data is included in the API which feeds this player:

<https://player.pisteview.com/#17da66b871b333924e656ba681517b110e62a4c3>

Eventually we want to add google AdSense adverts to this area but at the moment we would like the banners to display.

Issue 6 – we need navigation icons to show on our 360 videos. Our previous developer managed to add them but as you scrolled around on the video, the icons drifted off their fixed locations. The current API does not include the data feed for 360 navigation icons. But as soon as we get a solution then our cms developer will add the necessary cms fields and then add the data to the API.