
Player: Functional Specification

Optik Migrations

Player UI Screens

The media player is composed of 2 types of UI screens:

1) UI Player Controls

Allows users to control their content



remote button:

- Press OK

2) PEEKs

Allows users to browse for content



All peek scenarios mapped out [here](#)

Auto-dismiss

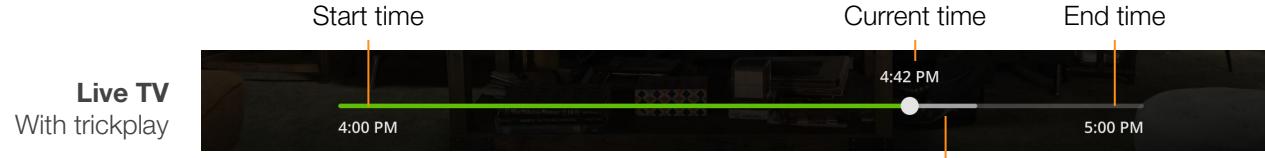
Both screen types automatically dismiss after 5 seconds of inactivity (user does not press any remote buttons)

Exception: If player is left on pause, the UI controls stay on screen

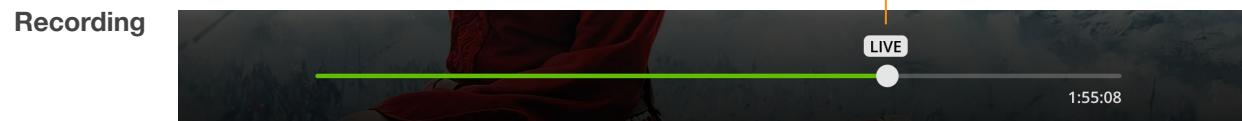
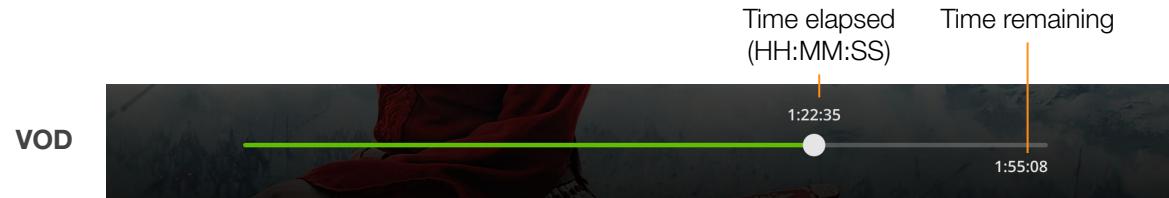


UI Player Controls

Progress Bars



Live stream progress available to user



Text indicator when user is at Live point

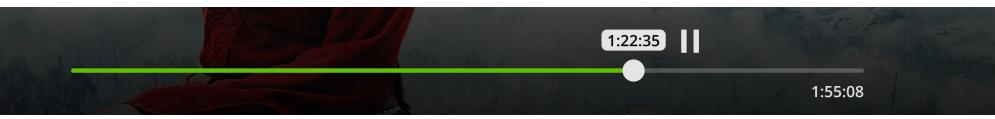
UI Player Controls: Trickplay Bar Functionality



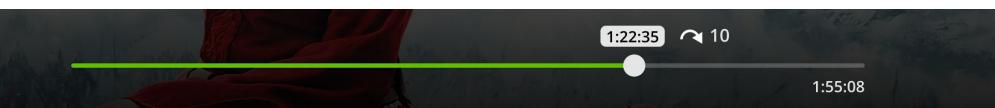
Press 1x
[Play/Pause]



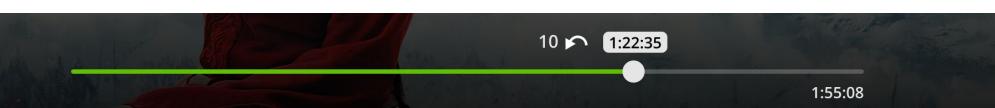
Press 1x
[Skip FW]



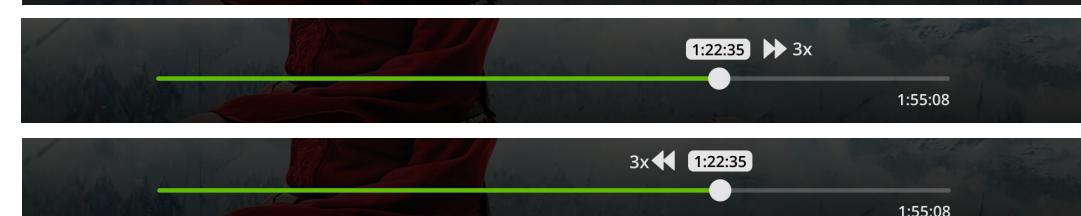
Press 1x
[Skip back]



Press 1x, 2x or 3x
[FFW]



Press 1x, 2x or 3x
[RW]



Video Stream Only: Skip Functionality

When only video stream is present on screen and there are **no UI player controls up**, the skip uses the following patterns:

Press 1x
[Skip FW] or
[Skip back]



If trickplay is available

- If video is playing or paused
 - Skip Reverses in 10 -second intervals or fast-forwards in 30-second intervals for On Demand movies, live TV and recorded programs
 - Video will resume playback from new time

If trickplay is not available

- Video continues playing
- A toast appears informing the user the that action is not available ([see chart](#))

Video Stream Only: Skip Functionality

When only video stream is present on screen and the **UI player controls is up**, the skip uses the following patterns:

[Play/pause] or [OK]
then

Press 1x
[Skip FW] or
[Skip back]



If trickplay is available

- If video is playing or paused
 - Skip Reverses in 10 -second intervals or fast-forwards in 30-second intervals for On Demand movies, live TV and recorded programs
 - UI Player controls will show [time stamp] with skip icon
 - Skip FW on the right of [time stamp]
 - Skip backwards on left of [time stamp]
 - Video will resume playback from new time & UI player will dismiss

If trickplay is not available

- Video continues playing
- A toast appears informing the user the that action is not available ([see chart](#))

Video Stream Only: trickplay Functionality

When only video stream is present on screen and the **no UI player controls up**, the trickplay uses the following patterns:

Press 1x
[rewind] or [fast forward]



If trickplay is available

- If video is playing or paused
 - UI Player controls will appear with current [time stamp] with trickplay icon
 - Fast forward on the right of [time stamp]
 - rewind on left of [time stamp]
 - Repeatedly press the rewind or fast-forwards button to choose from 3 speeds.
 - User must press [play/pause] to stop the rewind/FF
 - Video will resume playback from new time & UI player will dismiss

If trickplay is not available

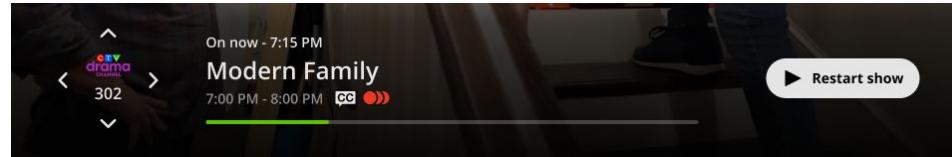
- Video continues playing
- A toast appears informing the user the that action is not available ([see chart](#))



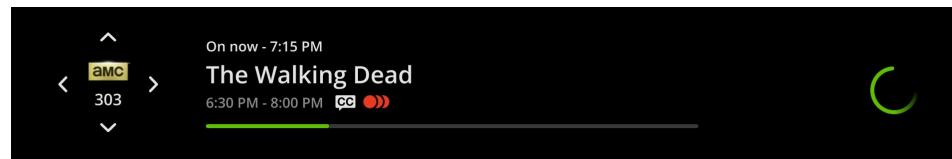
PEEKs

Channel Peek

Live player
Current channel



Live player
Transition + loading



[Channel zapping figma](#)

Remote interaction:

Channel up or Channel down

User is able to zap through channels when channel's program is restartable, there will be a [restart] cta. This CTA should already be in focus, if the user wants to start from beginning they can press [OK]

If the user does not press [OK], they will be start at current broadcast time.

channel peek will auto-dismiss if there is no interactivity

Live TV Channel Number Input

Number input

When a user begins using the remote number buttons from any video stream instance (VOD, Live TV, Restart) within the TELUS application (does not trigger when another UI is up), feedback reflecting the numbers selected will appear instantaneously in green text. There is a maximum of 4 numbers that can be input.

Channel switch is triggered once the user:

- Presses the maximum of 4 numbers
- Presses 1-3 numbers and then goes 3 seconds with no activity
- Presses 1-3 numbers and then presses the [OK] button

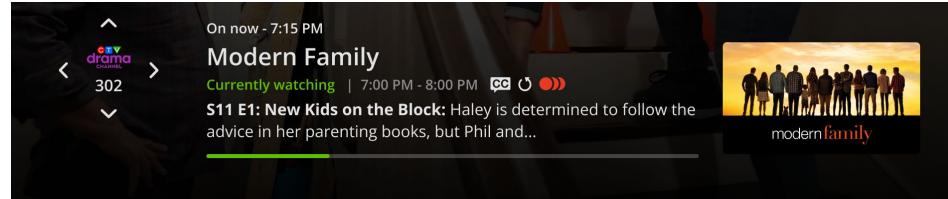


Follow through actions:

- If the channel number is open and valid, when the channel switch occurs, the green number turns white, and the channel zapping UI (next slide) is layered on top. The gradient remains on screen the entire time.
 - If asset is playable, it plays the stream
 - If asset is not playable (ex. unsubscribed), it displays a full screen error
- If the channel number does not exist in the lineup, when the channel switch occurs, it will tune into the next available channel (ex. if user inputs channel 712 and it does not exist, channel 713 will be displayed)

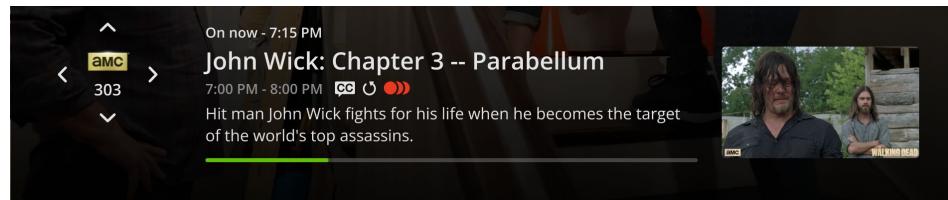
Browse Peek Metadata types

Live player
Series



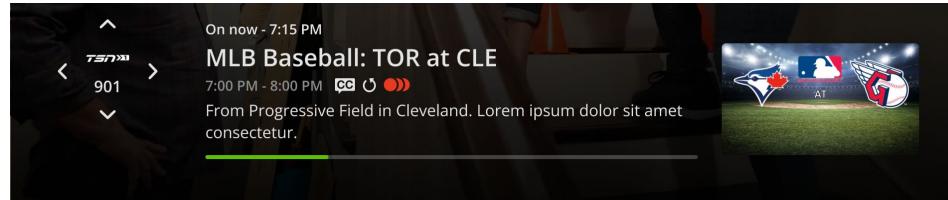
Remote interaction:
Up & down D pad

Live player
Single Program



User is able to browse adjacent channels' content without leaving the current channel playing in the background

Live player
Sports



If user is interested, press OK will tune the user to the channel

Browse peek will auto-dismiss if there is no interactivity

Browse Peek: Landing and navigation

Landing

When prompted, the Browse peek always displays the On now program of the currently playing channel (even if user is in the Just missed program).

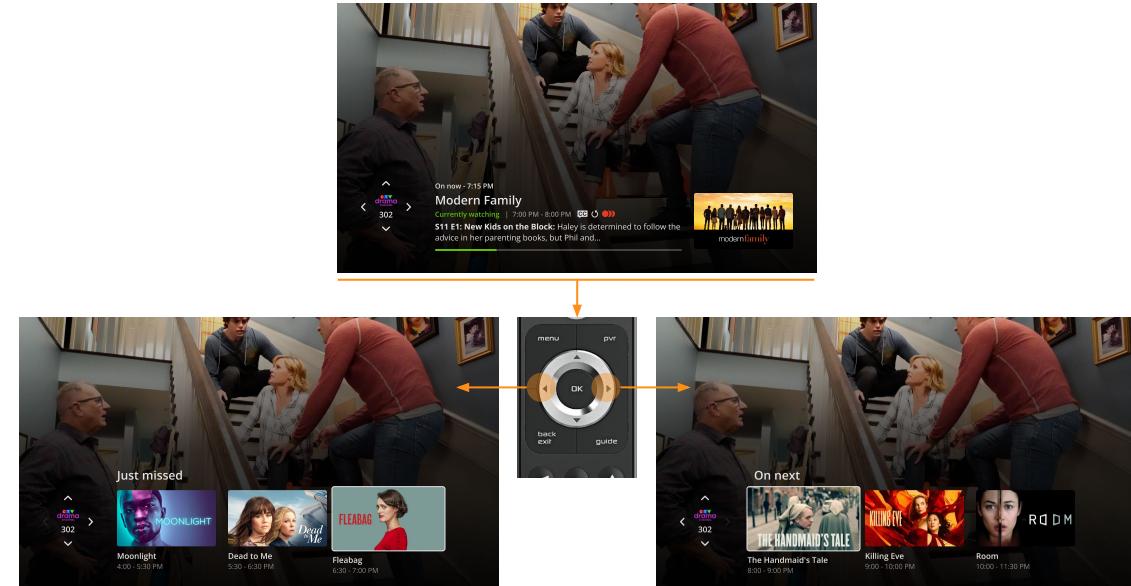
Navigation

After the UI has been triggered, users can navigate:

- **[Up & Down D-pad]** to browse the channel lineup
- **[Left & Right D-pad]** to switch between the Just missed, On now and On next columns for the active channel

Subscribed Channel Lineup

Browse peek should only include subscribed channels. Unsubscribed channels should be removed.



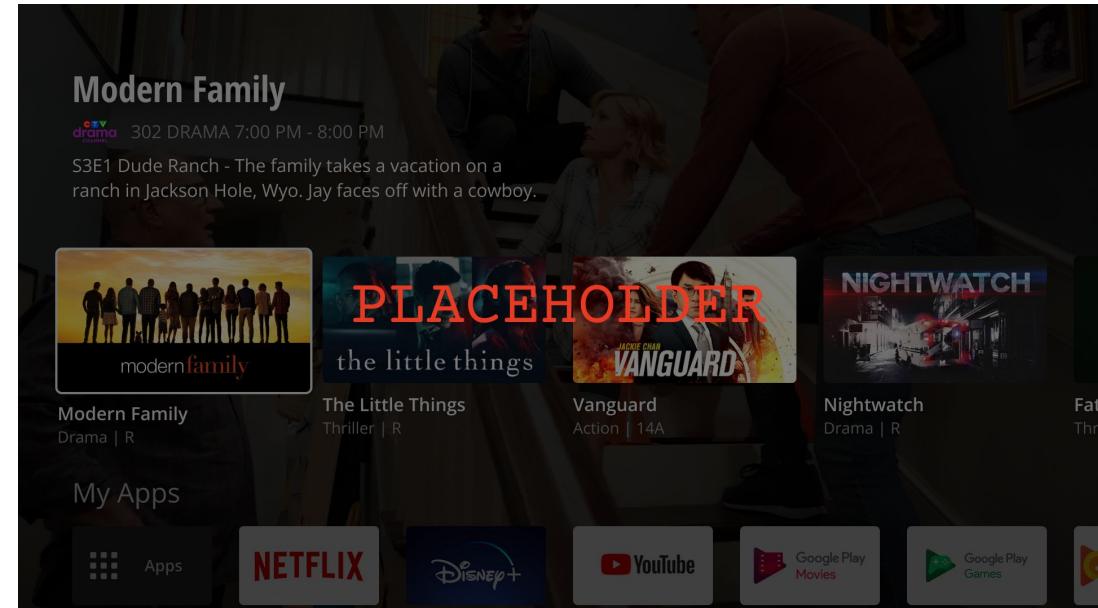
All Peek scenarios & variants mapped in [Figma](#)

Home screen shortcut

Left D pad

Within the live player, press left D pad to load home screen

Press & hold Back to dismiss home to return to video stream



Sleep check

VOD Binge bar

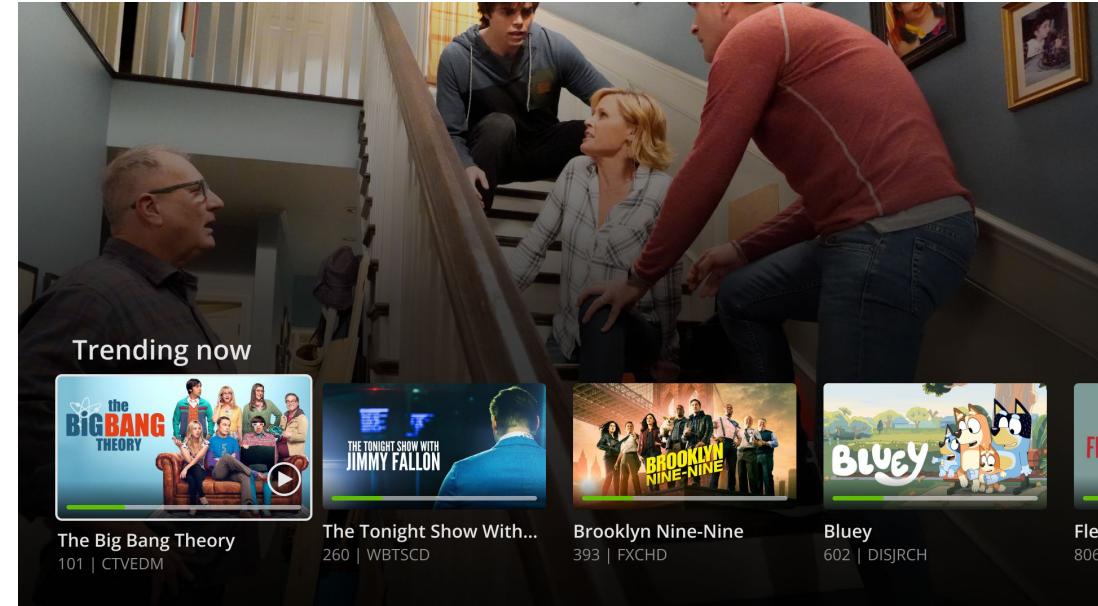
Trending swimlane

Right D pad

With in the live player, press right D pad to view trending programs airing

After a 3-second pause from the last input, the channel will automatically tune in.

Or press Back to dismiss trending now UI



Player: Functional Specification

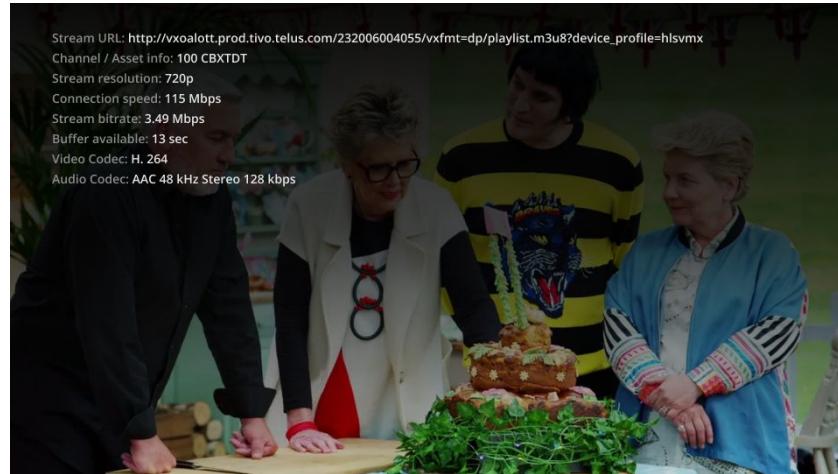
Check with Bernard if this will be in the full project

VOD series - episode list



Performance Statistics

Video performance stats



Figma link: <https://www.figma.com/file/qDFdWzmKEwpdYh7RDbqTxz/Player>

CE agent (via phone or chat) instructs the user access video performance stats for debugging purposes

Remote combination: **OREGON TBD**

While the video performance stats occupy the screen, additional D pad button presses should not prompt the player UI)

Stream data to display

- Channel/ Asset info
- Stream, URL
- Stream resolution
- Connection speed
- Stream bitrate
- Buffer Available
- Video Codec
- Audio Codec

Press Back will dismiss the overlay to video

Video continues to playback in behind the curtain

Settings: Previous button

Setting logic

- User preference is stored locally and will not change across boxes/apps*
- Default setting for Previous is display last 4 assets
- User has the ability to choose between stripe of 4 assets or toggle between current and previous watched program

		Custom launcher	BYOD
Panel 1	Category	Button preferences	
	List item	Previous button	
Panel 2	Title	Previous button	
	Description	Your remote's previous button allows you to quickly access recently viewed programs. Manage your preferred button settings for all profiles on this device.	The player's previous button allows you to quickly access recently viewed programs. Manage your preferred button settings for all profiles on this device.
	List item	Last 4 programs Choose from a list of the 4 most recently watched programs	
	List item	Previous channel Tune to the last live TV channel watched	

WIP below

Access Points

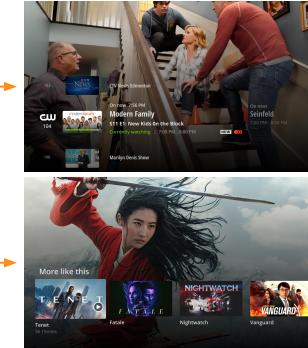
There will always be 2 ways to access content containers:

- 1) From video stream only: Shortcut remote button down will open content container



Live TV content container
[Up & Down D-pad] are used to mimic the directions that the Mini-EPG can scroll

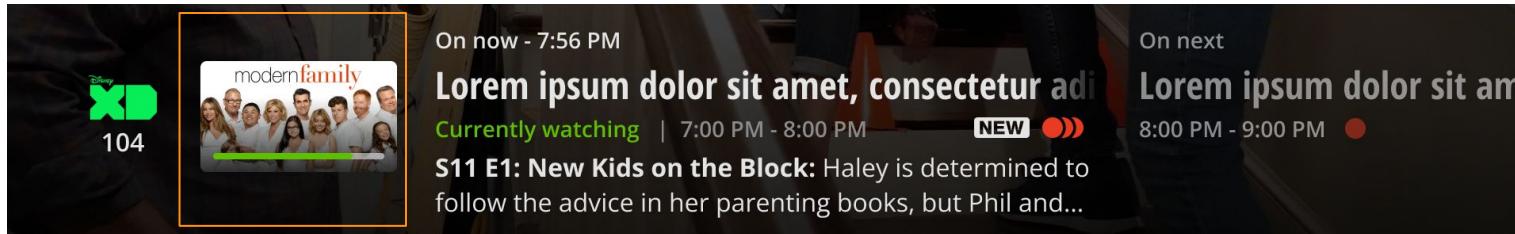
VOD content containers
[Down D-pad] is used to reflect the direction that the container comes from



- 2) From UI player control: On screen button will open the content container (see previous slide of string and type)



Live TV Mini-EPG: Active Channel In Focus Showcard



Asset	Context	Play	Progress bar	OOH icon	Image reference	Follow through action on click
On now	Currently watching	-	✓	-		Closes player control UI
	Playback available	✓	✓	-		Opens asset in player
On next	Upcoming	-	-	-		Opens details page
OOH	OOH	-	-	✓		OOH toast appears

Live TV Mini-EPG: Active Channel In Focus Metadata



	Area	Max lines	Truncation	On now	On next
1	Context String	1	N/A	On now - [Current time in HH:MM AM/PM]	On next - [Current time in HH:MM AM/PM]
2	Title	1	Gradient	Single Program or Series Title	Single Program or Series Title
3	Metadata	1	N/A	<u>Left aligned:</u> One of the following 1. Active in player Currently watching HH:MM AM/PM - HH:MM AM/PM 2. Air time HH:MM AM/PM - HH:MM AM/PM <u>Right aligned:</u> Max 2 badges	<u>Left aligned:</u> 1. Air time HH:MM AM/PM - HH:MM AM/PM <u>Right aligned:</u> Max 2 badges
4	Description	2	Ellipsis (...)	1. Single programs Description 2. Episodes S# E#: Episode Title: Description	1. Single programs Description 2. Episodes S# E#: Episode Title: Description

Errors

Toast Messages & Strings

Toast messages are used when additional contextual information is required to inform the user about a restriction. It is non-intrusive to the playback experience.

Toast message properties

- Located at the top right corner of the screen
- Appears over the screen where the error was triggered from
- Displayed temporarily for **3-5 seconds**
- Static width, dynamic height that is flexible up to 3 lines

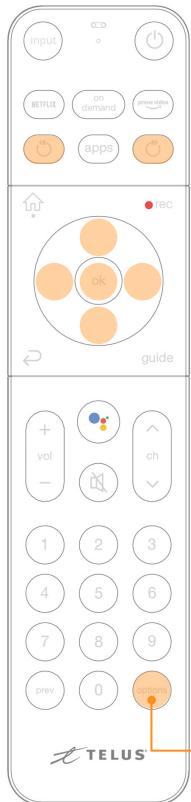


Error type	Cause	English string	French string
Content restriction	OOH restricted asset	This program can only be played while on your TELUS home Wi-Fi	Ce contenu ne peut être visionné que sur votre réseau résidentiel TELUS
Function not supported	No trickplay in Live TV	Live TV streams cannot be paused	La diffusion en direct ne peut pas être mise sur pause
	Pause disabled in VOD	Pause is not permitted by the content provider	La fonction Pause a été désactivée par le fournisseur du contenu
	Fast forward disabled	Fast forward is not permitted by the content provider	La fonction d'avance rapide a été désactivée par le fournisseur du contenu
	Rewind disabled	Rewind is not permitted by the content provider	La fonction de retour en arrière a été désactivée par le fournisseur du contenu
Feature not supported	Recording unavailable (user clicks Rec remote button)	[TBD] Recordings are not currently supported on Pik TV	[TBD]



Remote Interactions

VOD Player: Video Only (1/2)



Context: Video stream only (no UI player controls on screen)

Press 1x [Skip buttons]

- If available, skip backward or forward 10 seconds with temporary UI feedback
- If unavailable, toast appears informing user about content restriction

Press 1x [OK]

- If stream is playing, press pauses video and opens UI player controls
- If stream is paused, press plays video (no additional UI feedback)

Press 1x [Down D-pad]

Opens UI content container; video continues to play

Press 1x [Up, Right or left D-pad]

Opens UI player controls; video continues to play

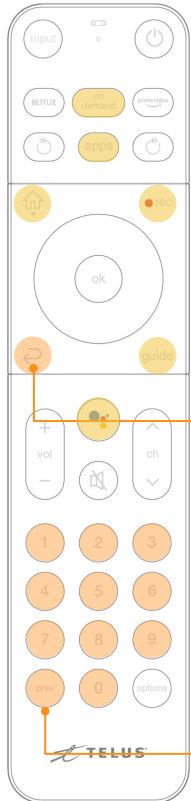
Press & hold [Right or left D-pad]

Opens UI with focus on progress bar and begins Fast forward action

Press [Options]

Opens UI player controls; video continues to play; focus on settings (CC/AD) → Future opens player settings panel

VOD Player: Video Only (2/2)



Context: Video stream only (no UI player controls on screen)

Press 1x [Content pages, apps & Google Assistant]

Opens page/peek; video continues to play

Press [Back/exit]

Back into last UI; VOD video stops and switches to last Live TV channel

Press [Number input]

Number input UI appears on screen > VOD video pauses and stream switches to Live TV & Channel zapping UI opens

Press [Prev]

- If user set Prev swimlane view, toggles Previous swimlane UI opened & closed
- If user set Live TV switcher, switches to last Live TV channel > Channel zapping UI opens; video continues to play

Live Player: Video Only (1/2)



Context: Video stream only (no UI player controls on screen)

Press 1x [Skip buttons]

- If available, skip backward 10 or forward 30 seconds with temporary UI feedback
- If unavailable, toast appears informing user about content restriction

Press 1x [OK]

- If pause buffer is available
 - If stream is playing, press pauses video and opens UI player controls
 - If stream is paused, press plays video (no additional UI feedback)
- If pause buffer is unavailable, opens UI player controls; video continues to play, toast appears

Press 1x [Left & Right D-pad]

Opens UI player controls; video continues to play

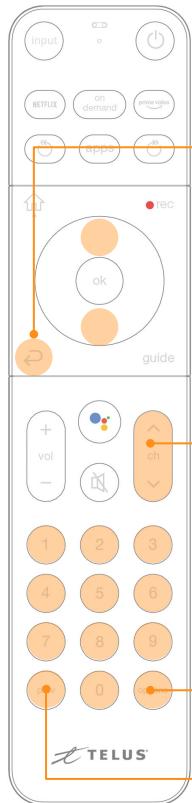
Press & hold [Right or left D-pad]

- If available, opens UI with focus on progress bar and begins Fast forward or rewind action
- If unavailable, toast appears informing user about content restriction

Press [Rec]

- If available, Press 1x sets episode, Press 2x sets series, Press 3x cancels recording; toast messages appear to confirm the actions
- If unavailable, toast appears informing user about unavailable feature

Live Player: Video Only (2/2)



Context: Video stream only (no UI player controls on screen)

Press [Back/exit]

Back into last UI

Press [Up & Down D-pad]

Opens mini-guide/browse peek; video continues to play

Press [CH up or down]

Switches through subscribed channel > Channel zapping UI opens; video continues to play

Press [Number input]

Number input UI appears on screen > Stream switches & Channel zapping UI opens

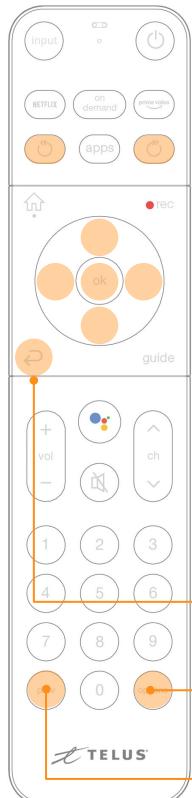
Press [Options]

Opens UI player controls; video continues to play; focus on settings (CC/AD) → Future opens player settings panel

Press [Prev]

- If user set Prev swimlane view, toggles Previous swimlane UI opened & closed
- If user set Live TV switcher, switches to last Live TV channel > Channel zapping UI opens; video continues to play

UI Player Controls



Context: Video stream with UI player controls open

Press 1x [Skip buttons]

- If available, anchors to progress bar and actions skip backward 10, or skip forward 10 for VOD or 30 for Live
- If unavailable, toast appears on top of UI informing user about content restriction

Press 1x [OK]

Actions CTA in focus

Press 1x [D-pad]

Navigates around the UI player controls

Press [Back/exit]

Dismisses UI player controls

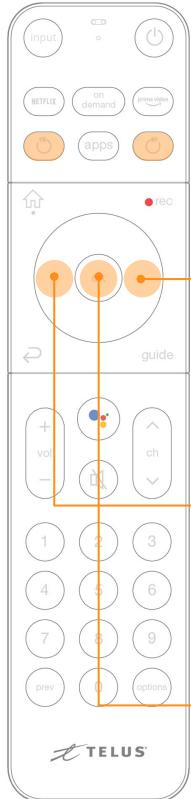
Press [Options]

Anchors focus on settings (CC/AD)

Press [Prev]

- If user set Prev swimlane view, toggles Previous swimlane UI opened & closed
- If user set Live TV switcher, switches to last Live TV channel > Channel zapping UI opens; video continues to play

Scrubber Progress Bar



Context: UI player controls open with focus on the progress bar, when FF and/or RW is possible

Press 1x [Skip buttons]

Skip backward 10, or skip forward 10 for VOD or 30 for Live

Press 1x [Right D-pad]

Skip forward 10 for VOD or 30 for Live

Press & hold [Right D-pad]

Fast forward

Press 1x [Left D-pad]

Skip backward 10

Press & hold [Left D-pad]

Rewind

Press 1x [OK]

- If stream is playing, steam is paused
- If stream is paused, steam resumes play

Back Button



If user is in a 2nd level UI of the player control UI, clicking [Back] will bring them back to the previous screens (breadcrumb style)



Video stream



1st level UI



2nd level UI

If user initiated a 2nd level UI through a shortcut, clicking [Back] dismisses the player control UI



Video stream



2nd level UI



Loading Behaviour

Loading

Once a user has selected an asset to play, the following 2 scenarios may occur:

Scenario 1: Video begins playback instantaneously with no additional UI support (best practice)

Scenario 2: If video asset needs buffering time (dependent on internet speed, server capacity etc), the below UI should appear.

Once asset is ready, video plays and no additional UI appears on screen.



Loading UI assets:

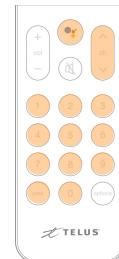
- Asset keyart (single program/episode)
 - If no keyart, leave background black
- Bottom gradient
- Loading spinner

Live TV Channel Zapping

For the Live TV player, because browsing can also be completed blindly without knowing the content prior, a UI providing context to the network and content airing should always be displayed.

This UI is triggered when using the following remote buttons:

- Numbers: After number input UI
- Channel up & down: Instantaneously
- Prev
- Voice search



[View prototype](#) | [Figma specs](#)



1- Overlay

- Screen overlays on top of video with channel and program info
- User are able to zap through channels quickly before committing to channel switch

2- Transition

- After a short delay, the video feed tunes out and becomes a black screen, channel zapping overlay stays

3- Next channel loading

- As per general loading principles, the loading spinner shows up and spins if loading takes longer than **2.5 secs**
- Loading spinner is removed once video is loaded

4- Overlay fade-out

- After next channel video feed is loaded, the channel zapping overlay fades out after **1 sec**
- Overlay will also fade-out after a 15 secs timeout period

Entitlement Check Priority Order

During player loading sequence, the following entitlement checks are made before displaying the stream in order to ensure that the user has the right to playback the asset. The order is as follows:

1. Concurrent streams limit

- Case that user must resolve to watch anything
- ATV: Low likelihood since video is always running in BG. Only triggered first time they open the box/app while many things are loading
- Reach: High likelihood since streams constantly enter and exit

2. isChannelNotSubscribed (check is done before playback)

- Could be used as upsell opportunity if triggered higher up & aligns with priority in Guide
 - i. Concern that if user is OOH, and we display this beforehand, user may be disappointed that they cannot watch channel immediately. However, this is low likelihood as this is only possible on 10ft with number input.
- ATV RCU entry: High likelihood for channel flipping (skips) / input (opens error) (CL only? may not affect BYOD)
- Reach & ATV UI entry: No trigger, should already be reflected in prior UI

3. isContentOOHBlocked (check is done before playback)

- ATV RCU entry: High likelihood for channel flipping/input (skips) (CL only? may not affect BYOD)
- Reach & ATV UI entry: No trigger, should already be reflected in prior UI

4. isPlatformBlacklisted

- Low likelihood: it is for mobile or web restrictions

5. isGeoBlocked

- Low likelihood: it is for the out of Canada geo-restriction

6. isSportBlackoutBlocked

- Low likelihood: most of the sports blackout are done through the Live feed (message in the feed from the content provider)

7. isPCBlocked (Parental control) (check is done before playback)

- Should be last so that it doesn't unlock nothing



Binge Behaviour

Logic for Next Episode Binge Bar

Definition

Logic for the next episode binge bar has 2 main components:

1. Watch threshold: A specific point chosen within an asset that is considered to be the optimal time to trigger the binge bar open
2. Next play: Pulls in the next episode available in the series and plays the asset (from the beginning, not the bookmark) automatically or at trigger point, if the user chooses to watch it

Criteria

- Watch threshold must be able to be defined by the operator
 - If a special AMS tag is available to pinpoint the exact time that the binge bar should appear, the application's logic must prioritize the use of this information to optimize the trigger point
 - AMS assets may be automatically tagged from the providers, or manually tagged when TELUS does content QA
 - If no tag is available, a fall back logic should be used to display the binge bar at a default point
 - The fall back logic may be defined as a percentage into an asset, or at [x] seconds before the end of the asset
- Next play must be integrated to help determine the next episode and enable the binge function

TELUS Watch Threshold Benchmark

Current in-market Optik and Pik TV apps use the following logic for the Next Episode binge bar

- MediaRoom
- MediaFirst

OPUS Logic

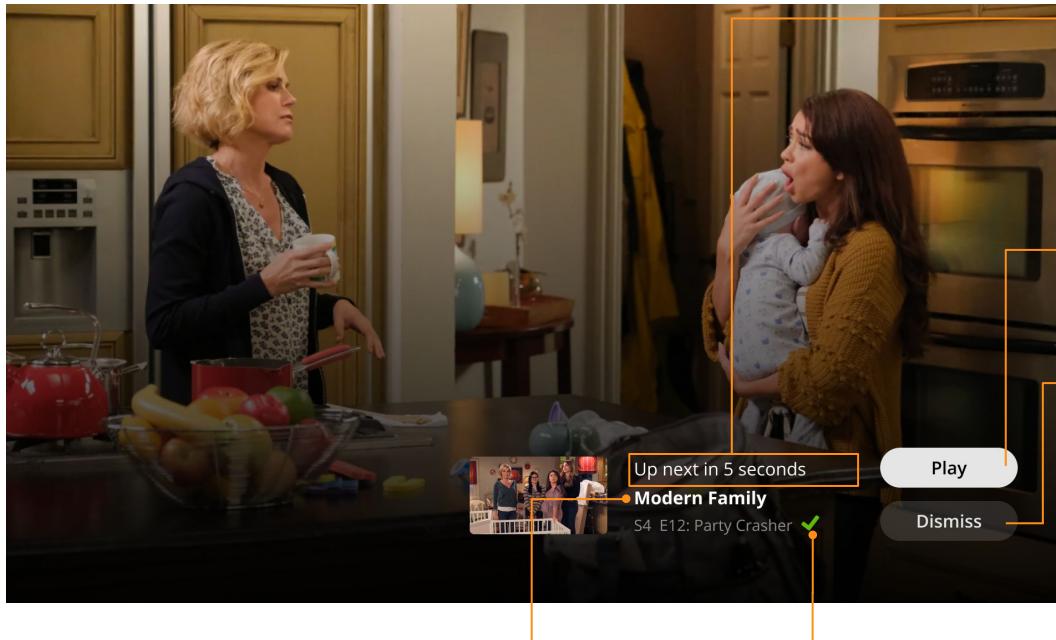
Final OPUS threshold logic will be set at 98% watched and the countdown will start at 20 second. These values must be configurable.

Next play backend support will be available in MVE1 before launch.

- Outstanding information:
 - Confirmation of AMS special tagging availability and coverage
 - Confirmation of MediaFirst logic
 - Confirmation of whether threshold logic should be handled by client vs. backend

Series: More Episodes Available in List

If there are more episodes available within the list, once the video hits watch threshold at 98% or at minimum of 20 seconds before the end of the asset (whichever is greater), the Binge Next Episode UI will be prompted.



If text is longer than area, it gets truncated by a gradient

Watched Indicator

Only appears if user has already completed **98%** or more of the next episode in line.
If text is longer than area, it gets truncated by a gradient and the indicator still appears.
Watch threshold is configurable by the operator.

Next play

Text string is dynamic and displays a countdown until auto-play. Countdown threshold is configurable by the operator and will be set at 20 seconds. If user does not action any CTA before time is up, the next episode plays automatically.

Play

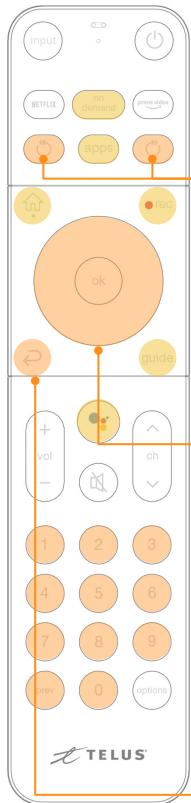
User has the ability to select the play CTA to start the next video immediately.

Dismiss

User has the ability to close the binge UI for the session if the user wants to continue watching the current episode.

Once the video has ended, the player continues to the next episode.

VOD Next Episode UI Remote Interaction



Context: VOD Binge bar UI is overlaid on video

Press 1x [Skip buttons]

- If available, dismisses binge bar (and nulls countdown) and actions skip backward or forward 10 seconds with temporary UI feedback
- If unavailable, toast appears over binge bar UI informing user about content restriction

Press 1x [Content hubs, Apps, Google Assistant]

Dismisses binge bar and opens associated UI; video continues

Press 1x [D-pad arrows]

Navigates within the Binge Bar

Press 1x [OK]

Selects actions within the Binge Bar

Press [Number input]

Dismisses binge bar > Number input UI appears on screen > Stream switches & Channel zapping UI opens

Press [Prev]

Dismisses binge bar > Stream switches to last Live TV channel > Channel zapping UI opens

Press 1x [Back]

Dismisses Binge Bar to continue video

Series: More Episodes Available in List

Once video hits watch threshold and there are more episodes available within the list, but the user is already browsing another UI:

- **If the user is already browsing a UI for the entire duration of the watch threshold**
Browsing UI remains on screen and video stream switches to the next VOD episode (even though Next Episode Binge Bar was not presented to the user).
- **If the user is already browsing a UI at the beginning of the watch threshold, but exits the UI before the end of the watch threshold**

Once the browsing UI has been exited, the Next Episode Binge Bar appears. If the number of seconds remaining in the asset is less than the number of seconds presented as a default for the autoplay functionality, the seconds adjusts to reflect the number of seconds remaining.

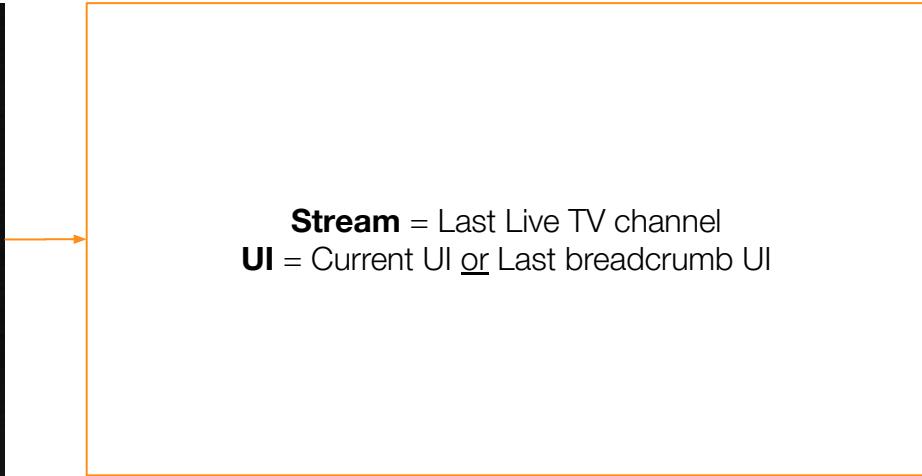
[Final logic TBC with Next Episode Binge Bar logic]

Series: Last Episode & Single Program

Once video ends and there are no other sequential assets, the player will switch to the last Live TV stream

- If the user is already browsing a UI, it remains on screen
- If the user is only on video, the last UI (breadcrumb path) appears on screen at the same time that the Live TV stream is triggered
 - Special case = If the user entered the player from the Resume feed:
 1. If more Resume assets are available, user lands on first asset of the resume feed (last triggered resume asset is now removed)
 2. If no Resume assets are available, user lands on first asset of the Home landing stripe

Cast	
Rachel Green	Jennifer Aniston
Monica Geller	Courteney Cox
Phoebe Buffay	Lisa Kudrow
Joey Tribbiani	Matt LeBlanc
Chandler Bing	Matthew Perry
Dr. Ross Geller	David Schwimmer
Gunther	James Michael Tyler
Jack Geller	Elliott Gould
Judy Geller	Christina Pickles
Kathy	Paget Brewster
Barry	Mitchell Whitfield
Alice Knight	Buffy Debra Jo Rupp
Mr. Zelner	Steve Ireland
David	Hank Azaria
Joshua Burgin	Tate Donovan
Janine Lecroix	Elle Macpherson
Elizabeth Stevens	Alexandra Holden
Mr. Heckles	Larry Henkin

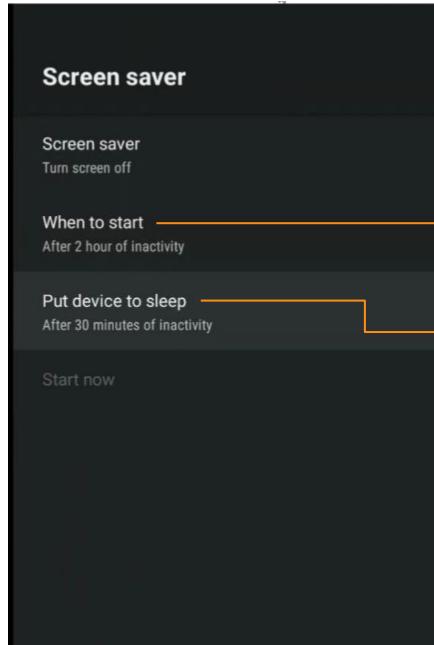




Screensaver & Standby Mode

STB Screensaver Settings

Screensaver settings time increments and default settings are configurable by the operator. User may change these settings to personalize it to their preferences. STB settings cover scenarios when a TELUS UI is up (user is outside the player or player is paused).



When to start

- Default setting = 15 minutes

Put device to sleep

- Jade Default setting = 4 hours
- TELUS desired default setting = 1 hour

Custom Screensaver Settings Logic for Player

To ensure the screensaver does not interrupt content consumption, the STB screensaver settings are ignored in the player playback experience, and a custom rule is added to trigger the continue watching prompt.

The timing of the continue watching is set by the operator and defines when screensaver/sleep mode is prompted to preserve stream bandwidth and energy. Rules are separated by player type:

Player	Logic
Live TV	If the player is left on screen with no activity for 4 hours, the Continue watching prompt is triggered.
VOD Movie	N/A: <i>Movie will always end on last UI if no action To be assessed with movie playlists in the future</i>
VOD Series	If the player is left on screen for 4 episodes, the Continue watching prompt is triggered 2 mins into the 5th episode.

Continue watching prompt UI

Once triggered, the continue watching prompt remains on screen for [x] seconds. Timing is configurable by the operator.

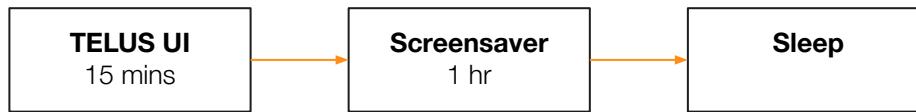


Continue watching prompt UI follow through actions

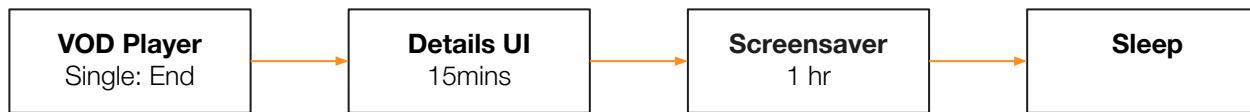
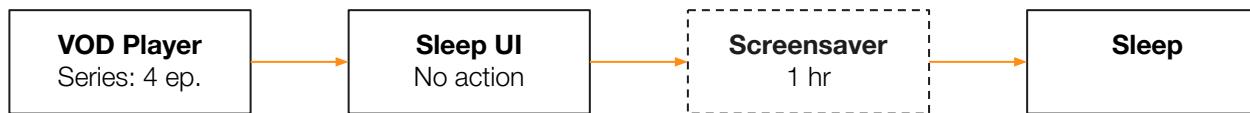
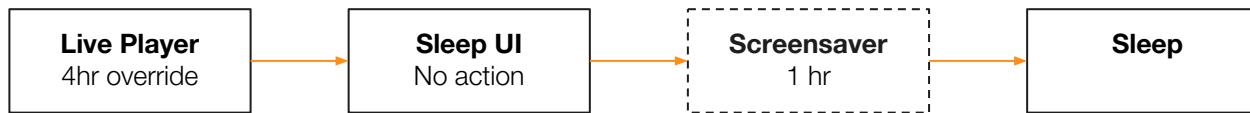
- If the user selects “Yes, continue”, the counter resets (and triggers again after no action in the next 4 hours or 4 episodes)
- If the user does not engage with the remote, the stream stops and the default Android screensaver is triggered
 - Exception: If operator cannot change default Android screensaver increment to 1 hour for launch, the box should go straight to sleep mode instead. Once setting is customized, should go back to above screensaver logic.
- If the user clicks on the RCU Power button, the stream stops and the STB enters sleep mode

Screensaver Settings Overview

STB screensaver settings



Custom screensaver settings



Operator to change default screensaver setting to 1 hour

- If it cannot be overridden the STB should go straight to sleep without activating the screensaver

Wake-up

When a user wakes up the box from a concurrent session (ex. active standby)

- If the user's box went into standby from a TELUS UI, the box wakes up to the exact same UI with the background video is in its last state
 - VOD = paused on the last point
 - Live TV = stream running on channel where it left off
- If the user's box went into standby from the player, the box wakes up with the player in its last state
 - VOD = paused on the last point with the Player UI controls on screen
 - Live TV = stream running on channel where it left off

When a user wakes up the box from a new session (ex. deep standby)

- Box wakes up to Home Screen with last Live TV channel running in the background



Previous Swimlane

Entry & Exit Points

The previous swimlane will allow users to quickly access previous assets and apps from their device history when the user is in the TELUS player (including when player control & content container UI is up)

Custom Launcher

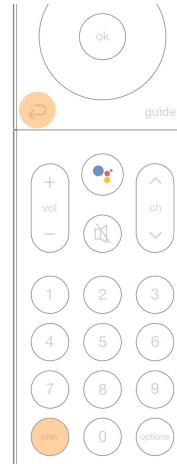
Access will be through the RCU [Prev] button

Entry

- **RCU Press 1x [Prev]** button will open Prev swimlane
 - If a user already has the player UI on screen, it will be replaced by the previous swimlane UI (no overlay)

Exit

- **RCU Press 1x [Prev]** will close the swimlane; user is back to their last position (player UI or video)
- **RCU Press 1x [Back]** will close the Prev swimlane; user is back to their last position (player UI or video)
- **RCU Press & hold [Back]** will close all UI and display video only



BYOD

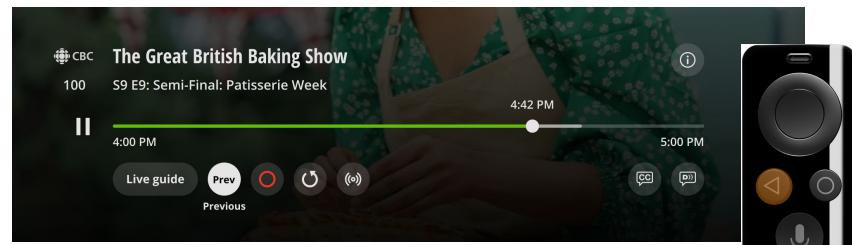
An additional on-screen [Prev CTA] will appear on all players for access. It will be in the left CTA grouping, 2nd in priority after content containers.

Entry

- **Click [Prev CTA]** will open Prev swimlane

Exit

- **RCU Press 1x [Back]** will close the Prev swimlane; user's focus will be back on player controls [Prev CTA]
- **RCU Press & hold [Back]** will close all UI and display video only



[See Figma for all variants](#)

Null State

If a user has no history:

Custom Launcher

If the user presses RCU [Prev], a toast will appear to inform them about the functionality of the button and how to trigger it.



Start browsing, then use this button to quickly access previous programs

BYOD

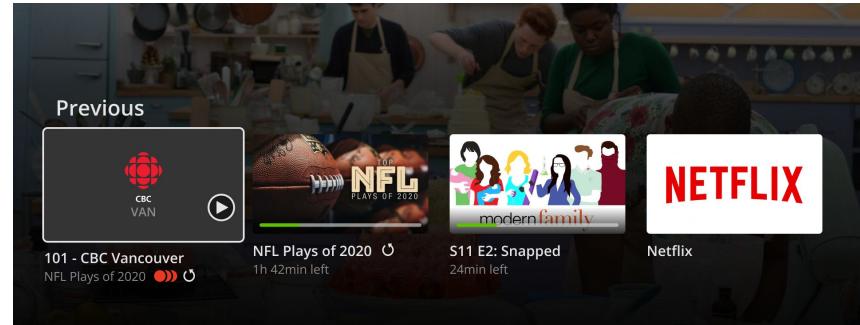
Prev CTA will still be present on player UI. On click, a toast will appear.



UI Logic

Swimlane logic

- Number of assets is configurable by the operator
 - At launch, UI will display up to 4 assets, and app will remember the last 8 assets in case of asset expiry
- Swimlane is sorted by recency (newest first)
 - When a user engages with an asset from the previous swimlane, it is removed from the swimlane. It will reappear in the swimlane once the user exits the asset again.



Asset logic

- Assets are device & profile specific
- All asset bookmarks and history are locally stored on the device and will be held until the user logs out
- Showcard posters will display Single programs, series (no individual episodes), Live channels, and OTT app logos
 - If images are missing, fallback images will be used instead, see [Figma](#)
- If asset watch rights have expired, asset is filtered out
- If user has moved OOH and asset has OOH restriction, asset is filtered out
- If asset has reached Watch threshold
 - Single program = Assets will stay and play from beginning
 - Series episode
 - If the next episode is available, series will remain but next episode will trigger
 - If no other episodes are available, series will stay and play current episode from beginning

[Figma](#)

Local Bookmark Behaviour

Asset Type		Bookmark Type	BE Check for Expiry	Expiry Limitation	Prev Asset Entry Behaviour
Live TV	Live stream	Channel			Generic channel entry; playback from live point
	Pause Live TV	Channel			
	Pay-Per View	Channel			
	Restart: On now	Channel			
Lookback	Restart: Lookback	Asset	✓	30 hours	Resume or start over
SVOD & FVOD	Single program	Asset	✓	Asset availability date	Resume or start over
	Series	Asset	✓	Asset availability date	Resume current, go to next episode or start over current
TVOD Movie only	Rent	Asset	✓	48 hours	Resume or start over
	Buy	Asset		Never	Resume or start over
Trailer	Trailer	N/A		Asset availability date	Not part of Prev lineup because its low commitment
Recordings	Single program	Asset	✓	45 days or deletion	Resume or start over
	Series	Asset	✓	45 days or deletion	Resume current, go to next episode or start over current
Apps CL only	OTT Deeplink	App			Generic app entry
	Gaming Deeplink	App			
	Apps stripe/page entry	App			
	RCU entry	N/A			Not part of Prev lineup because TELUS app doesn't know user opened OTT app
	Play store entry	N/A			

Showcard Metadata



Indicators and metadata that may appear on showcards depend on the asset type.

[See Figma for variants](#)

Asset type		A) Showcard			B) Metadata 1	C) Metadata 2
		Image	Play: On focus	Progress bar		
Live TV	Live stream (including PPV)	Channel logo	✓		CH# - Channel name	Currently Airing Single program/Series Title [Rec set icon] [Restart icon]
Lookback	Single program	Poster	✓	✓	Title [Restart icon]	#h ##min left
	Series	Series Poster	✓	✓	S# E#: Episode Title [Restart icon]	#h ##min left
SVOD & FVOD	Single program	Poster	✓	✓	Title	#h ##min left
	Series	Series Poster	✓	✓	S# E#: Episode Title	#h ##min left
TVOD Movie only	Rent	Poster	✓	✓	Title	#h ##min left
	Buy	Poster	✓	✓	Title	#h ##min left
Recordings	Single program	Poster	✓	✓	Title	#h ##min left
	Series	Series Poster	✓	✓	S# E#: Episode Title	#h ##min left
Apps	3rd Party	App logo			App name	



Archive