

Hacks to get videojs working in Firefox 60.8.0esr

Platform Tested:

Windows 10 (Windows Server 2016 and variants should work also). Linuxes should also work but not tried yet.

Requirements:

nodejs version: v10.13.0

npm version: 6.4.1

videojs-record plugin: <https://github.com/collab-project/videojs-record>.

videojs framework: <https://videojs.com/>

The webapp itself is written in basic HTML5 and Javascript, both of which I am slightly better than a beginner in.

Have violated a cardinal rule for 1st cut: Have repeated myself intentionally (can functionize later). You will see this in mids.html. Also, initially I had split scripts in multiple js files, but lately, I just have everything inline within mids.html.

Have leveraged the webserver utilized by videojs (<https://webpack.js.org/configuration/dev-server/>)

The core of the hacks are in just three files: mids.html, examples.css, dev.js

Instructions to get in working on Windows:

1. Install nodejs and npm. Try using Chocolatey for it.
2. clone videojs-record; cd into videojs-record directory and run: "npm install"
3. cd build-config/fragments; replace dev.js there-in with the dev.js attached in this document.
4. run: "npm run build and then "npm run start". The latter will start a listener on port: 8080. edit dev.js if you want to use a different port #. npm run start will take some time to run. It is the main engine for videojs-record.
5. Now you should be able to localhost:8080 to check out the webapp. Note: behavior over the network is different from that of localhost.

mids.html: <https://drive.google.com/open?id=1l-iplHe1Kngg9HQAtriR9uDI7fLea7R->

examples.css: https://drive.google.com/open?id=1HP_xneyQHxchnQlc8lrbTzBYn3YRh2fS

dev.js: <https://drive.google.com/open?id=1usP-r7fER6pzXHrpUVpxSBxe2zRinN3G>