**OSMC Python Program for playing Videos Remotely**

This program is used to playing video files remotely with OSMC. There are two python files used in this project, 1. autoexec.py 2. Video.py.

Directory **/home/osmc/.kodi/userdata** automatically execute “autoexec.py” file on startup.

Warning: Strictly used the main file name as “autoexec.py”.

Data flow diagram –

Flow chart –

Functions used: -

* **autoexec():**

This is the main function used in program. It contains all execution steps (extracting zip files, copying data, copying media files, stop player and restart player).

* **xbmc.executebuiltin( "PlayMedia(/home/osmc/.kodi/userdata/playlists/video/play2.m3u)" )**

**xbmc.executebuiltin("PlayerControl(play)")**

Above statement is used to play playlist **play2.m3u.**

* **xbmc.executebuiltin( "PlayerControl(repeatall)" )**

This statement is used to play media in loop.

* **path = 'home/osmc/Movies/buffer/flag.py'**

**isFile = os.path.isfile(path)**

Above statements check the flag file

* **with zipfile.ZipFile("/home/osmc/Movies/buffer/files.zip", 'r') as zip\_ref:**
  + **zip\_ref.extractall("/home/osmc/Movies")**

If “flag.py” file exists, then the above function extract zip file from directory **/home/osmc/Movies/buffer** to **/home/osmc/Movies/** and copy playlist file “play2.m3u” from directory **/home/osmc/Movies/** to **/home/osmc/.kodi/userdata/playlists**

* **xbmc.executebuiltin( "PlayerControl(stop)" )**

After copying playlist file, this function stops playing old playlist.

* **xbmc.executescript("/home/osmc/.kodi/userdata/autoexec.py")**

This statement is used for executing autuexec.py python file.

Reference: https://codedocs.xyz/xbmc/xbmc/group\_\_python.html