

GETTING STARTED GUIDE: ANDROID SDK



INTRODUCTION

The Ooyala Android SDK provides you with a set of tools to rapidly develop rich, custom video application experiences for Android devices. The SDK includes APIs to display custom playlists, play video, display VAST and Ooyala ads, and more.

This guide describes how to get started with the Ooyala Android SDK.



REQUIREMENTS

Before you begin, make sure you have the following:

- The Ooyala Android SDK and sample application (OoyalaSDK.zip).
- An Android development environment (<http://developer.android.com/sdk>).



GETTING STARTED

To get started:

1. Locate the OoyalaSDK.jar from within the OoyalaSDK.zip and choose an installation location.
2. Open Eclipse.
3. Click **File**, select **New**, and click **Android Project**. If **Android Project** does not appear, Click **File**, select **New**, and click **Other**. Then, expand **Android** and click **Android Project**. The **New Android Project** dialog box appears.
4. Follow the steps to create a new project. Eclipse creates a new Android project.
5. Add the OoyalaSDK.jar to your Android application. For example, you might do the following:
 - a. Create a lib folder by selecting **File**, pointing to **New**, and clicking **Folder**.
 - b. Dragging the OoyalaSDK.jar to the lib folder.
6. Add the OoyalaSDK.jar to the classpath of your Android application. For example, you might do the following:
 - a. Click **Project** and select **Properties**.
 - b. Select **Java Build Path** in the left pane.
 - c. Click **Add Jars**.
 - d. Navigate to and select the OoyalaSDK.jar file.
 - e. Click **OK**.
7. Select the AndroidManifest.xml file and do the following:
 - a. Click the **Permissions** tab.
 - b. Click **Add**.
 - c. Select **Uses Permission** and click **OK**.
 - d. From the **Name** list box, select android.permission.INTERNET.
 - e. Click the AndroidManifest.xml tab to verify that the following entry is added:
`<uses-permission android:name="android.permission.INTERNET"/>`
8. To prevent the video from restarting when the device changes orientation (vertical to horizontal or horizontal to vertical), do the following:
 - a. Select the AndroidManifest.xml file.
 - b. Add the following attribute to the **activity** element:
android:configChanges="orientation|keyboardHidden"
For example:
`<activity
 android:name=".TestOoyalaSDKActivity"
 android:label="@string/app_name"
 android:configChanges="orientation|keyboardHidden" >`
 - c. Ensure the application will work with Android Version 2.2 and above by changing:
`<uses-sdk android:minSdkVersion="15" />`
to:
`<uses-sdk android:minSdkVersion="8" />`
9. Double-click `<project>/res/layout/main`.
10. Select the **main.xml** tab.
11. Add the following within the **LinearLayout** element:
`<com.ooyala.android.OoyalaPlayerLayout`



```

        android:id="@+id/ooyalaPlayer"
        android:layout_width="match_parent"
        android:layout_height="match_parent">
</com.ooyala.android.OoyalaPlayerLayout>

```

12. Double-click `<project>/src/<package_name>/<activity_source_file>`.
13. Add the following imports:


```

import android.util.Log;
import com.ooyala.android.OoyalaPlayer;
import com.ooyala.android.OoyalaPlayerLayout;

```
14. Paste the following beneath **setContentView**:


```

OoyalaPlayerLayout playerLayout = (OoyalaPlayerLayout)findViewById(R.id.ooyalaPlayer);
OoyalaPlayerLayoutController playerLayoutController = new OoyalaPlayerLayoutController(playerLayout, <your
api key>, <your secret>, <your pcode>, <your domain>);
OoyalaPlayer player = playerLayoutController.getPlayer();
if (player.setEmbedCode(<the embed code to play>)) {
    // The Embed Code works
    player.play();
} else {
    Log.d(this.getClass().getName(), "Something Went Wrong!");
}

```
15. Replace `<your api key>`, `<your secret>`, `<your pcode>`, `<your domain>` with your API key, secret key, provider code, and hosted_at URL.
16. Replace `<the embed code to play>` with the embed code you want to play.

