

# JWPlayer Integration

```
<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="UTF-8">
  <meta name="viewport" content="width=device-width, initial-scale=1.0, maximum-scale=1.0">
  <title>JW Player with Rewards</title>
  <style>
  </style>
  <script src="https://content.jwplatform.com/libraries/<your JWPlayer lib ID>.js"></script>
  <script src="https://nobuffer.net/sdk/kilosdk.js"></script>
</head>
<body>
  <noscript>You need to enable JavaScript to run this app.</noscript>
  <div id="jw-player-container">This text will be replaced with a player.</div>
  <script>
    jwplayer('jw-player-container').setup({
      file: '//commondatastorage.googleapis.com/gtv-videos-bucket/sample/BigBuckBunny.mp4',
      image: '//content.jwplatform.com/thumbs/<your JWPlayer lib ID>.jpg',
      height: '100%',
      width: '100%'
    });
    kilosdk.init({
      videoId: '<unique video id>',
      player: {
        type: 'JWPlayer',
        instance: jwplayer('jw-player-container')
      },
      modules: [
        {
          type: 'Reward'
        }
      ]
    });
  </script>
</body>
</html>
```

The diagram illustrates the integration steps with numbered callouts: 1 points to the JWPlayer script tag, 2 points to the SDK script tag, 3 points to the placeholder div, 4 points to the jwplayer().setup() configuration, and 5 points to the kilosdk.init() configuration. A yellow arrow points from the placeholder div to the jwplayer().setup() configuration.

1. Add SDK script tag to the page

```
<script src="https://nobuffer.net/sdk/kilosdk.js"></script>
```

2. Add JWPlayer script tag to the page

```
<script src="https://content.jwplatform.com/libraries/<your JWPlayer lib ID>.js"></script>
```

3. Add placeholder div element for embedding JWPlayer

4. Setup JWPlayer

```
jwplayer(<div element id (step 3)>).setup({
  file: <video URL>,
  Image: <poster URL>,
  height: <video height>,
  width: <video width>
});
```

5. Initialize SDK

```
kilosdk.init({
  videoId: <unique video id>,
  player: { type: JWPlayer,
    instance: jwplayer(<div element id (step 3)>)},
  modules: [{type: 'Reward'}]
});
```