Vimeo Player Integration

```
clDGCTYPE html>
chtml lang="en">
chtml charact="width=device-width, initial-scale=1.0, maximum-scale=1.0">
ctitle=Vimeo Player with Rewards</title>
cstript src="https://nbuffer.net/sdk/klbsdk.js">
cstript>
cscript src="https://nbuffer.net/sdk/klbsdk.js">
chody>
cnoscript>You need to enable JavaScript to run this app.</noscript>
cdiv id="vimeo-video"></div>
cscript>
kilosdk.init({
    videold:
    player:
    tvne: 'Vimeoplayer',
    instance: new Vimeo.Player(document.getElementById('vimeo-video'), {
        url: 'https://player.vimeo.com/video/
    })
},
modules: [
    type: 'Reward',
    },
},
cyscripts
cybody>
cyhody>
```

```
1. Add SDK script tag to the page
      <script src="https://nobuffer.net/sdk/kilosdk.js"></script>
2. Add Vimeo script tag to the page
      <script src="https://player.vimeo.com/api/player.js"></script>
3. Add placeholder div for embedding Vimeo video
4. Create Vimeo Player instance and pass it to SDK:
      instance: new Vimeo.Player(document.getElementById(<div element id>), {
                                url: <vimeo video URL>,
                               width: <player width>
      });
5. Initialize SDK
         kilosdk.init({
                         videoId: <unique video id>,
                         player: { type: 'VimeoPlayer',
                                   instance: new Vimeo.Player(
                                            document.getElementById(<div element id>),
                                            {url: <vimeo video URL>, width: <player width>}
                         modules: [{type: 'Reward'}]
                   });
```