

Video JS 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>VideoJS Player with Rewards</title>
  <style...>
  <link href="https://vjs.zencdn.net/7.4.1/video-js.css" rel="stylesheet">
  <script src="https://vjs.zencdn.net/7.4.1/video.js"></script>
  <script src="https://nobuffer.net/sdk/kilosdk.js"></script>
</head>
<body>
  <noscript>You need to enable JavaScript to run this app.</noscript>
  <video id="vjsVideo" class="video-js" poster="//content.jwplatform.com/thumbs/...jpg">
    <source src="//commondatastorage.googleapis.com/gtv-videos-bucket/sample/...mp4" type="video/mp4">
  </video>

  <script>
    kilosdk.init({
      videoId: 'vjsVideo',
      player: {
        type: 'VideoJSPlayer',
        instance: videojs('vjsVideo', {controls: true}),
      },
      modules: [
        {
          type: 'Reward',
        },
      ],
    });
  </script>
</body>
</html>
```

1. Add VideoJS stylesheet and script tags to the page

```
<link href="https://vjs.zencdn.net/7.4.1/video-js.css" rel="stylesheet">
<script src="https://vjs.zencdn.net/7.4.1/video.js"></script>
```

2. Add SDK script tag to the page

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

3. Add video element to the page

4. Create a VideoJS Player instance and pass it to SDK. You can check the VideoJS docs for additional configuration options

```
instance: videojs(<video element id>, {controls: true})
```

5. Initialize SDK

```
kilosdk.init({
  videoId: <unique video id>,
  player: { type: 'VideoJSPlayer',
    instance: videojs(<video element id>, {controls: true}),
  },
  modules: [{type: 'Reward'}]
});
```

Video JS Docs

<https://videojs.com>

Documentation main page: <https://docs.videojs.com>

Player setup: <https://docs.videojs.com/tutorial-setup.html>