

ludio

Installation

ludio is available through [CocoaPods](#). To install it, simply add the following line to your Podfile:

```
pod 'ludio'
```

```
import ludio
```

Video Playback

```
//Create a ludio configuration
let configuration = LudioPlayerConfiguration(loopVideo: true, autoplay: false)

// Create the player
self.ludioPlayer = LudioPlayer(view:self.playerView!, configuration: configuration);

// Add yourself as a listener for events
self.ludioPlayer?.add(listener: self)

// Load a video to playback
self.ludioPlayer?.load(videoUrl: "https://mkplayer.z13.web.core.windows.net/squat.mp4")

// Call play
self.ludioPlayer?.play()

// Call pause when needed
self.ludioPlayer?.pause()
```

Listen to events through the LudioPlayerDelegate

```
public protocol LudioPlayerDelegate: class {  
    func timeChanged(time: Double);  
    func rateChanged(rate: Double);  
    func stallStarted();  
    func stallEnded();  
    func onError(code: Number)  
    func onPlay();  
    func onPause();  
}  
  
self.ludioPlayer?.add(listener: self)
```

Video Capture

Creating a capture object and previewing the content into a view

```
// Create a Ludio Cpture object  
self.ludioCapture = LudioCapture(view: self.camPreview!)  
  
// Call start recording when you are ready  
self.ludioCapture?.startRecording()  
  
// Call stopRecording when you are done  
ludioCapture?.stopRecording()
```

Listen to events through the LudioCptureDelegate

```
func onCaptureStarted()  
func onCaptureCompleted()  
func onError()
```