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# Waves System webinar



My Video Player & Event Video Player

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## 3. Technical training

- Configuration
- **HTML5 / JavaScript engine**
- EVP380 - Show Control

# WS SYSTEM WAVES



Demonstration of the SITEM Show 2020

# HTML5 / JavaScript engine

## What for?

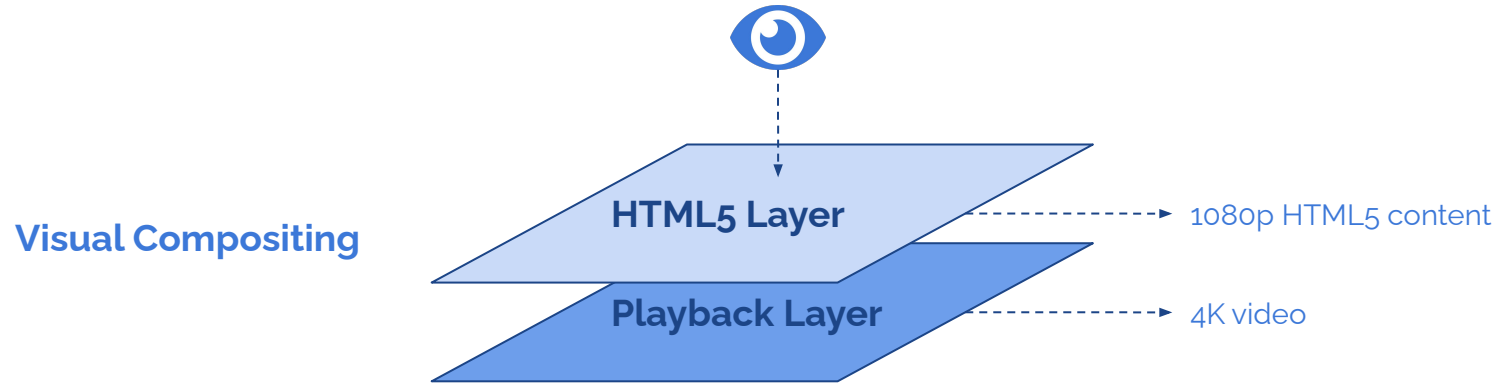
1. **Display HTML5/JavaScript contents** stored in the player or from a distant web server such as:
  - Websites and web applications
  - User interface and additional data on top of the video playback
  - Develop complex scenarios beyond the playback engine capabilities
2. **Control the player** with JavaScript API
3. **Use multipoint touchscreen and input contacts** to control the player and the web content

## What is not for?

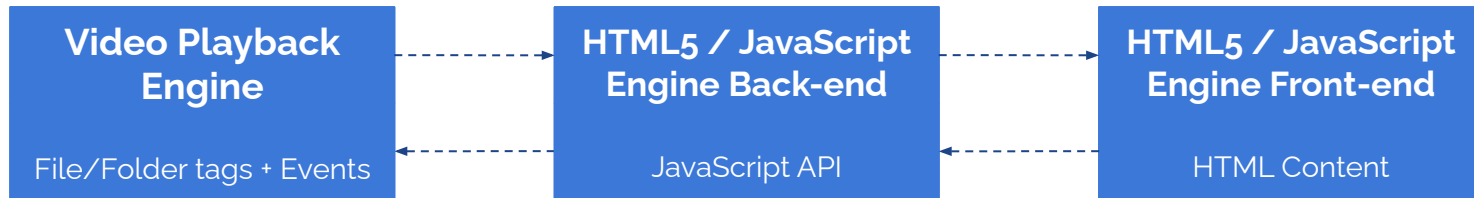
- Playback HTML5 video elements higher than 720p
- Complex web content can be limited by the CPU power
- It is not a internet kiosk

# HTML5 / JavaScript engine

How it works?



**Framework Workflow**



# HTML5 / JavaScript engine

## How to? - Process

### Step 1

#### Create web content

Create your web pages with HTML5 / JavaScript codes.

Use the JavaScript API SDK to control the player from your web pages.

### Step 2

#### Indexed web content

Add the URL of your web pages by editing the `web-config.json` file or by using the Remote Administration tool.

### Step 3

#### Add file tags

Add to files and folders the dedicated tags to display or hide web contents  
(`[WEBS x]`, `[WEBE x]`,  
`[WEBS OFF]`, `[WEBE OFF]`)

**TUTORIALS**

- Quick start
- Demo setup
- Control interfaces
- ID-AL JavaScript SDK
- Event management
- Files and folders tags
- Websites configuration
- Network error management

**CLASSES**

- IDAL

**INTERFACES**

- Contact
- Logger
- Player
- Printer
- Serial

**EVENTS**

- InputContactEvent
- SystemReadyEvent
- FileEndEvent
- FileStartEvent
- FolderEnterEvent
- FolderLeaveEvent
- MuteChangeEvent

# Tutorial: Quick start

This tutorial will help you display your first page within the video player browser.

## Shopping list

To complete this tutorial, you will need:

- an ID-AL VP320, VP330 or EVP380 video player
- an external storage device (USB stick or a microSD card)
- a personal computer

## Media preparation

1. Plug the external storage device to your computer
2. If needed, format the storage device using the FAT32 filesystem.
3. At the root of the storage, create a `www` folder.

The `www` folder is the place where all the HTML related files have be stored.

## HTML document

In the `www` folder, create a file named `tutorial-quickstart.html`.

For now, the content will be quite simple and will just display "Hello world!"

```
<html>
<head>
</head>
<body>
<h1 style="color: yellow;">Hello world!</h1>
</body>
</html>
```

# HTML5 / JavaScript engine

## How to? - Tools

### SDK presentation

1. Complete online documentations
2. Demo contents and examples
3. A JavaScript API to control the player from the code of your web pages
  - Contact, Logger, Player, Printer, Serial
  - Event management
  - `idal-sdk.min.js`, `idal-sdk.js`, `idal-sdk.dev.min.js`, `idal-sdk.dev.js`



# HTML5 / JavaScript engine

## How to? - Tools

- **Websites configuration**
  - "web-config.json" file manually edited or by the Remote Administration tool
- **File and folder web tags:**
  - [WEBS x]: Display a web page at the start of playback
  - [WEBE x]: Display a web page at the end of playback
  - [WEBS OFF]: Hide the web browser at the start of playback
  - [WEBE OFF]: Hide the web browser at the end of playback

# HTML5 / JavaScript engine

## How to? - Example

- Example of codes from scratch
  - **Basic HTML example**
    - Create a first HTML code "Hello World!" (`first-test.html`)
    - Create the web configuration file and add on it the index and the URL of the HTML content (`web-config.json`)
    - Add web tag `[WEBS 1]` to a folder and test it
  - **Control player with the JavaScript API - first example**
    - Create second HTML example with `TooglePause` code (`tuto-sdk.html`)
    - Add the index and the URL of the HTML content into the web configuration file (`web-config.json`)
    - Add web tag `[WEBS 2]` to a folder and test it
  - **Control player with the JavaScript API - second example**
    - Create HTML example with `PlayFolder` code (folder `003 [WEBS 3]`)
  - **Show folder `004` example** with `[WEBS OFF]` tag.
  - **Other URL types:** External URL and local network URL into the web configuration file (`www.id-a1.com`)  
/ (`http://192.168.1.45/www/locally-hosted-example.html`)
  - **Use the Administration Remote** to add the index and the URL of a other HTML content

# HTML5 / JavaScript engine

How to? - Basic example from scratch

Create a first HTML content `first-test.html` in `www` folder

```
<html>
  <head>
</head>
  <body>
    <h1 style="color: yellow;">Hello world!</h1>
  </body>
</html>
```

# HTML5 / JavaScript engine

## How to? - Basic example from scratch

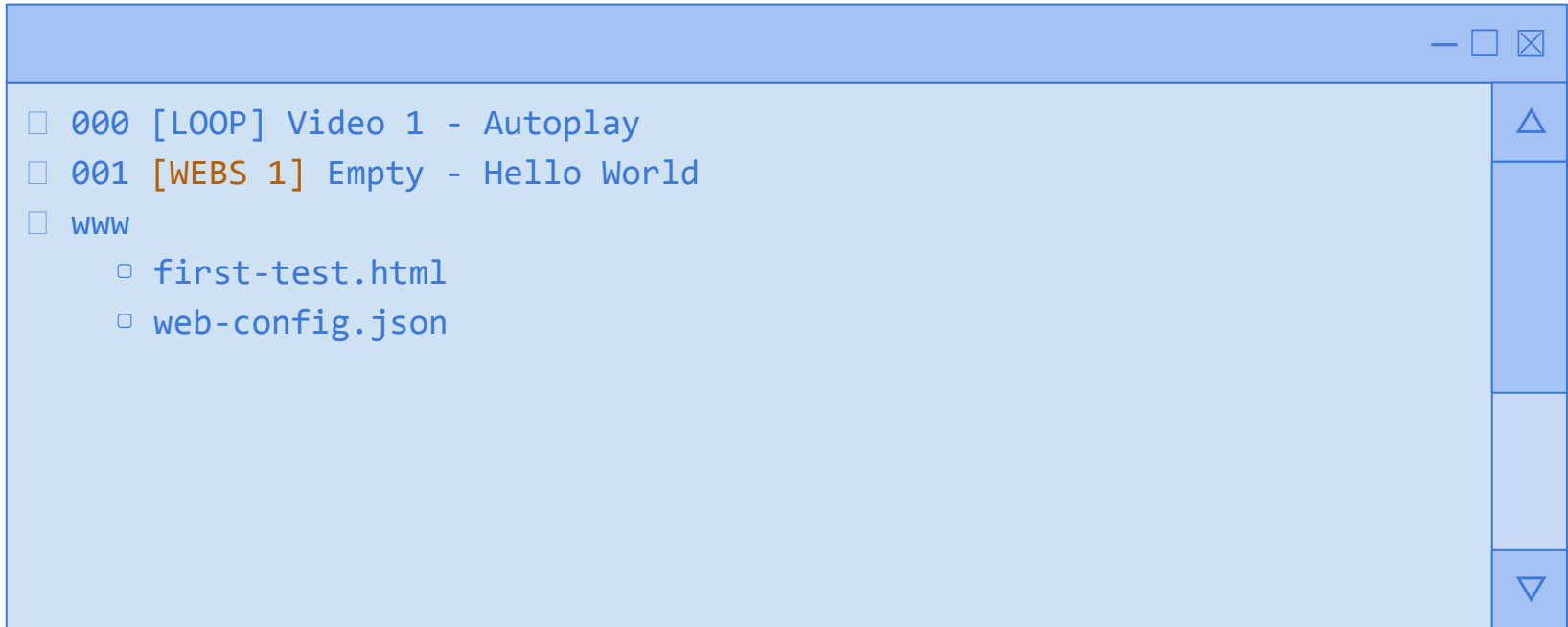
Index and add the URL of the HTML content into JSON `web-config.json` file in the `www` folder

```
{
  "websites": [
    {
      "id": 1,
      "url": "https://localhost/www/first-test.html"
    }
  ]
}
```

# HTML5 / JavaScript engine

## How to? - Basic example from scratch

Add `[WEBS 1]` tag name to the folder `001`



Hello world!

# HTML5 / JavaScript engine

## How to? - Control player with the JavaScript API

Create a HTML content `second-test.html` in `www` folder with `togglePause` command

```
<html>
  <head>
    <script src="idal-sdk.min.js"></script>
    <script>
      function togglePauseClick() {
        IDAL.getControlInterfaces()
          .then(function(ifaces) {
            ifaces.player.togglePause();
          });
      }
    </script>
  </head>
  <body>
    <input type="button" onclick="togglePauseClick()" value="Toggle pause">
  </body>
</html>
```

# HTML5 / JavaScript engine

## How to? - Control player with the JavaScript API

Index and add the URL of the HTML content into JSON `web-config.json` file in the `www` folder

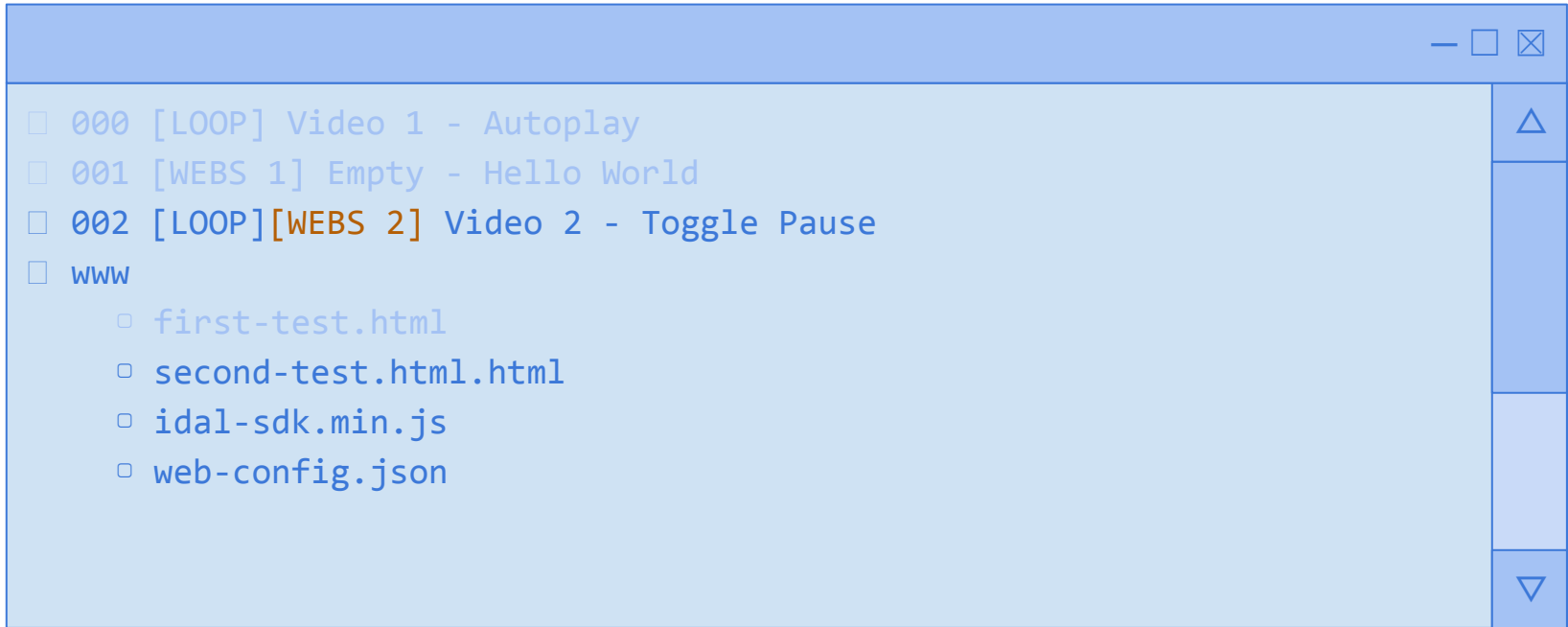
```
{
  "websites": [
    {
      "id": 1,
      "url": "https://localhost/www/first-test.html"
    },
    {
      "id": 2,
      "url": "https://localhost/www/second-test.html"
    }
  ]
}
```



# HTML5 / JavaScript engine

## How to? - Control player with the JavaScript API

Add [WEBS 2] tag name to the folder 002



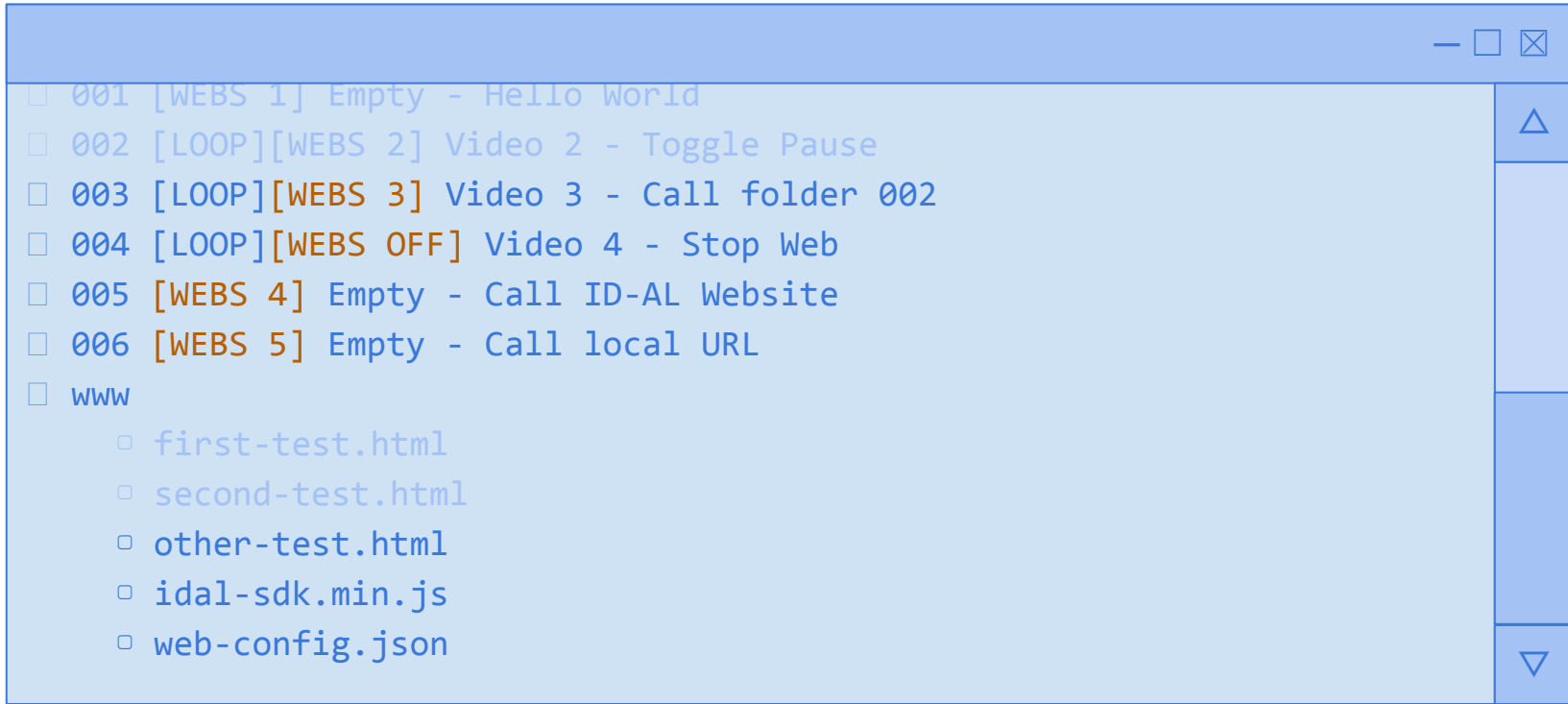
Toggle pause



# HTML5 / JavaScript engine

## How to? - Other examples

Call folder 002, Stop web engine, display [www.id-al](http://www.id-al.com) website, display local URL



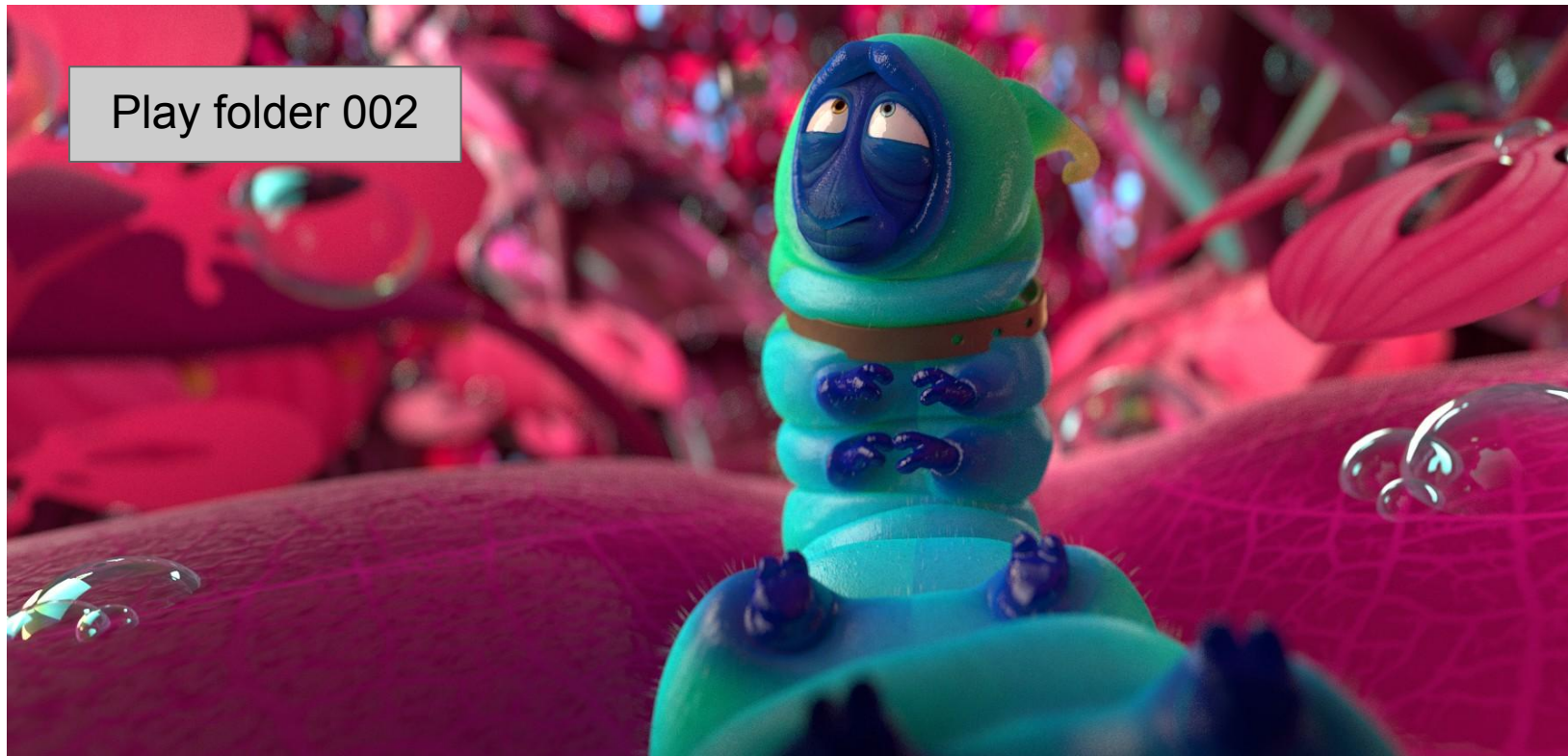
# HTML5 / JavaScript engine

## How to? - Other examples

`web-config.json` file in the `www` folder










```
...  
{  
  "id":3,  
  "url": "https://localhost/www/other-test.html"  
},  
{  
  "id":4,  
  "url": "https://www.id-a1.com"  
},  
{  
  "id":5,  
  "url": "https://192.168.1.45/www/localy-hosted-example.html"  
} ...
```

Play folder 002





## SCENARIO SETTINGS

-  Startup volume
-  Autoplay folder
-  Sources blocked by [NT]
-  Input contacts
-  Remote control
-  Playback start synchronization
-  Volume notifications
-  Serial frames
-  Websites

## Scenario selection

Storage device

Select storage volume containing the scenario to modify

TEST

## Websites

## Add website

The form below can be used to add new websites.

You may enter any http or https URL as long as the content provider can be trusted.

Websites can be displayed using the [WEBS x] and [WEBE x] tags on media files and folder names.

To display content stored on the connected media storage, copy your HTML content into the "www" folder, then create a website using a URL prefixed with "http://localhost/www".











ID

Website URL



## Available websites

The following websites can be edited or deleted

- |   |  |   |
|---|--|---|
| 1 | https://localhost/www/first-test.html  |   |
| 2 | https://localhost/www/second-test.html |   |
| 3 | https://localhost/www/other-test.html  |   |
| 4 | https://www.id-al.com                  |   |
| 5 | https://192.168.1.45/www/other         |   |

**END OF SECOND  
SESSION**