

# UVE Materials

## Building an AAMP UVE Player using Lightning

### Prerequisite:

- Lightning-CLI should be pre-installed in the system. If not, install it by running the following command

```
npm install -g rdkcentral/Lightning-CLI
```

### Setting up Lightning App:

1. Navigate to the folder on your pc where you want to start your project.
2. type `lng create` to create a new Lightning app.
3. Give name of the app.
4. Fill in the identifier.
5. Choose if you want to enable ESLint or not.
6. Select yes to install the NPM dependencies.
7. Choose yes if you need to initialize an empty GIT repository.
8. Navigate to the created app folder. Use the `lng` options,
  - a. `lng build`: it will create a standalone bundle that you can run in the browser
  - b. `lng serve`: it will start a local webserver and run the app
  - c. `lng dev` it will build the app, start a webserver and watch for changes
  - d. `lng dist`: it will build a standalone, distributable version of your App that can either be run locally

### Adding UVE code to the App:

1. Goto `src/App.js`.
2. Add the following lines for UVE playback.

```
var player = new AAMPMediaPlayer()  
var locator = "http://amssamples.streaming.mediaservices.windows.net/683f7e47-bd83-4427-b0a3-26a6c4547782  
/BigBuckBunny.ism/manifest(format=mpd-time-csf)"  
player.load(locator)
```

### Running the App:

1. type `lng dist` to create the Lightning app distributable bundle.
2. Goto `dist/es6` folder.
3. Zip the `es6` folder and copy to `/opt/www` of STB.
4. Use `rdkbrowser` to run the app like

```
rdkbrowser2.sh http://localhost:50050/manu/es6/index.html
```

## Snapshot of public APIs



AAMP-UVE-API (V2.10).pdf

minimal reference player - HTML/js web app



html-minref.html

pre-built minimal lightning app - video playback and text overlay



uve-lightning.html

