

AAMP Support in Emulator

AAMP playback is achieved using gstreamer plugin. Different applications are available to support HLS playback using AAMP.

AAMP Testing

1. Playbintest

This utility is available in /usr/bin to test aamp plugin which by default takes aamp HLS as <http://devimages.apple.com/iphone/samples/bipbop/bipbopall.m3u8>

```
#export WAYLAND_DISPLAY=WPE
#export XDG_RUNTIME_DIR=/run/user/0/
#export PLAYERSINKBIN_USE_WESTEROSSINK=1

# /usr/bin/playbintest http://devimages.apple.com/iphone/samples/bipbop/bipbopall.m3u8
```

2. gst-launch

AAMP can be tested with gst-launch using playbin.

```
#export WAYLAND_DISPLAY=WPE
#export XDG_RUNTIME_DIR=/run/user/0/

#gst-launch-1.0 playbin uri=aamp://devimages.apple.com/iphone/samples/bipbop/bipbopall.m3u8 video-
sink=westerossink
```

3. WPELauncher

AAMP can be tested with WPELauncher. Please make sure environmental variables are set.

```
#export LD_PRELOAD=/usr/lib/libwesteros_gl.so.0.0.0
#export WAYLAND_DISPLAY=WPE
#export XDG_RUNTIME_DIR=/run/user/0/
#WPELauncher http://127.0.0.1:50050/player.html
```

player.html needs to be created with below content in /opt/www

```
<html><head><title>AAMP Test Page</title></head>
<body>
<video id="video"></video>
<script type="text/javascript">
var video = document.getElementById("video");
video.src = 'aamps://mnmedias.api.telequebec.tv/m3u8/29880.m3u8'
video.load();
video.play();
</script>
</body></html>
```