

Building JavaScript API from sources

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1. Download sources

```
cd /usr/local/src
```

Download from Git: https://github.com/flashphoner/flashphoner_client/tree/wcs_api-2.0

```
wget https://github.com/flashphoner/flashphoner_client/archive/wcs_api-2.0.zip
unzip wcs_api-2.0.zip
```

Download latest WebSDK build [from this page](#)

```
wget https://flashphoner.com/downloads/builds/flashphoner_client/wcs_api-2.0/flashphoner-api-0.5.28.2753-57d18b5f1d37674582c32d9af3505e21e0f6be3c.tar.gz
tar -xvf flashphoner-api-0.5.28.2753-57d18b5f1d37674582c32d9af3505e21e0f6be3c.tar.gz
```

Copy media-source-media-provider.js from flashphoner_client build to the sources

```
cp flashphoner-api-0.5.25/examples/demo/dependencies/mse/media-source-media-provider.js flashphoner_client-wcs_api-2.0/src
```

2. Download Flex SDK

This is require for Flash support only. If you plan to build WebRTC only, skip this step

```
mkdir flex_sdk_4.6
wget http://download.macromedia.com/pub/flex/sdk/flex_sdk_4.6.zip
unzip flex_sdk_4.6.zip -d flex_sdk_4.6
```

3. Install npm and grunt

```
curl -o- https://raw.githubusercontent.com/nvm-sh/nvm/v0.39.1/install.sh | bash
nvm install 12
npm install -g grunt
```

4. Install npm modules

```
cd flashphoner_client-wcs_api-2.0
npm install
sed -i -e 's@static-link-runtime-shared-libraries=true@static-link-runtime-shared-libraries=false@g'
node_modules/grunt-flash-compiler/tasks/flash-compiler.js
```

5. Build WebSDK

Building all the bundles by default

To build all the bundles run the following

```
grunt release
```

Building all the bundles including Flash support

To build all the bundles with Flash support run the following

```
FLEX_HOME=~/.flex_sdk_4.6 grunt with-flash
```

Since build [2.0.222](#), Flash will not work even in a browsers where it is still available without this step.

Building mediaproviders bundles

To build bundles with excluded media providers run the following

```
grunt browserify  
grunt minify
```

Building WebRTC only bundle

To build WebRTC only bundle run the following

```
grunt webrtc  
grunt minify
```

6. Copy scripts for WSPlayer

For WSPlayer, WSReceiver2.js and video-worker2.js are required. The scripts are available in flashphoner_client build.

```
cp ../flashphoner-api-0.5.25/examples/demo/dependencies/websocket-player release/*/examples/demo/dependencies -R
```