

Building JavaScript API from sources

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-2.0.218-90771d47e4e5df7b56a88183c67206ed7db0fc5c.tar.gz
tar -xzf flashphoner-api-2.0.218-90771d47e4e5df7b56a88183c67206ed7db0fc5c.tar.gz
```

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

```
cp @flashphoner/websdk-2.0.218/examples/demo/dependencies/mse/media-source-media-provider.js flashphoner_client-wcs_api-2.0/src
```

2. Download Flex SDK

This is required 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 -sL https://rpm.nodesource.com/setup_10.x | sudo bash -
yum -y install nodejs
npm install -g grunt
```

4. Install npm dependencies

```
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
```

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/websdk-2.0.218/examples/demo/dependencies/websocket-player
release/*/examples/demo/dependencies -R
```