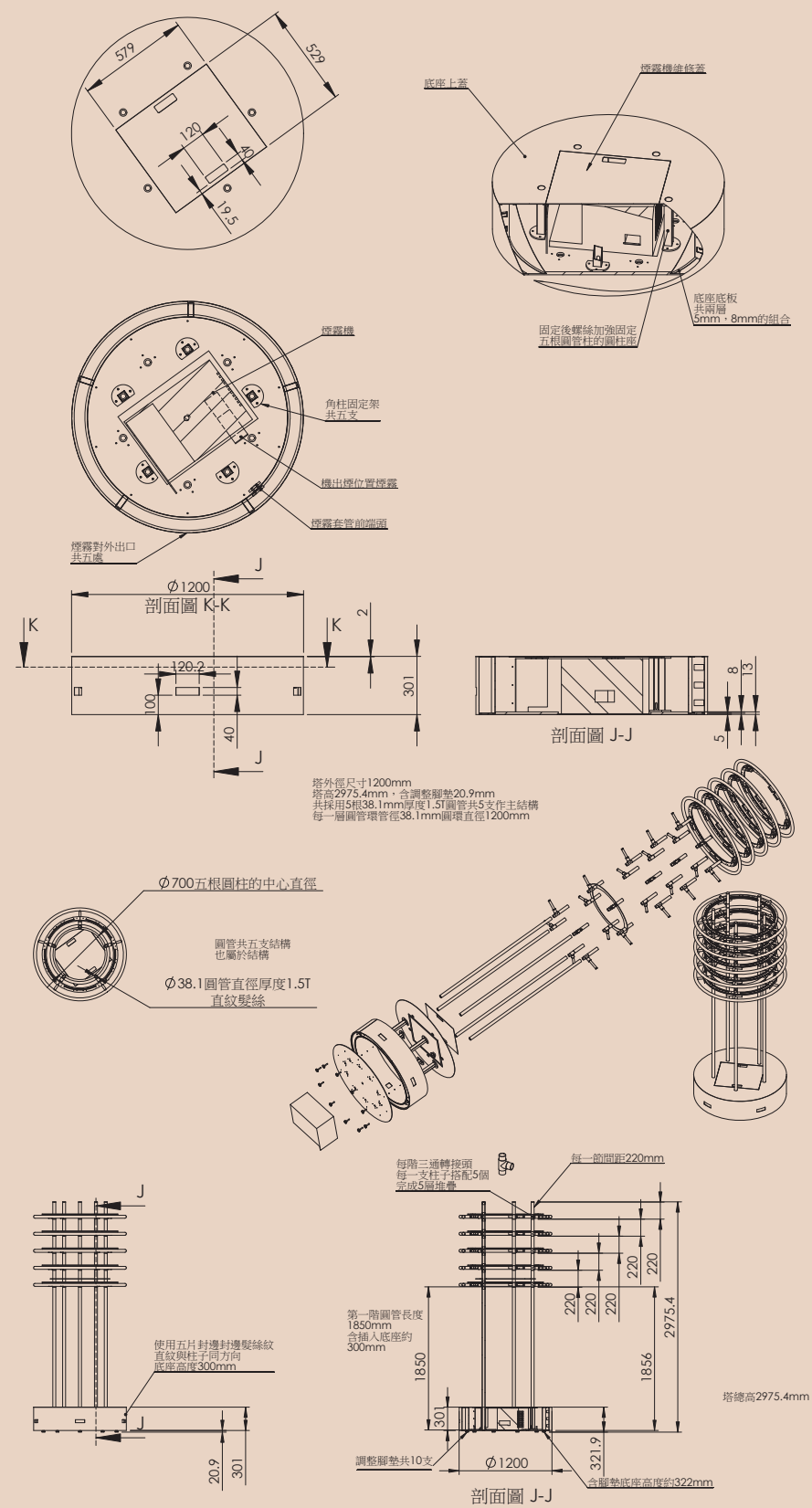




```
const mosca = require('mosca')
const Max = require('max-api');

var moscaSettings = {
  port: 1883,
};

var server = new mosca.Server(moscaSettings);
server.on('ready', setup);

server.on('clientConnected', function (client) {
  console.log('client connected', client.id);
});

// Sending data from mosca to clients
const handlers = {
  //file_path = path for playing video

  main_video: (file_path) => {
    publish_player('1-1', 'play-video', file_path);
  },

  side_video: (file_path) => {
    publish_player('1-1', 'play-video-loop', file_path);
  },

  stop_video: (file_path) => {
    publish_player('1-1', 'stop-video', file_path);
  },

  start_4k_video: () => {
    publish_4k_player('1', 'start');
    console.log('hello');
  },

  stop_4k_video: () => {
    publish_4k_player('1', 'stop');
    console.log('hello');
  }
};

Max.addHandlers(handlers);

// function publish_player(id, mode, _file_path) {
  var message = {
    topic: 'lower/mqtt-media-player/${id}/${mode}',
    payload: '${_file_path}', // or a Buffer
    qos: 0, // 0, 1, or 2
    retain: false // or true
  };
  server.publish(message, function () {
    console.log(message);
    //Max.post('fire video!!');
  });
//};

function publish_4k_player(id, mode) {
  var message = {
    topic: '4k/4k-player/${id}/${mode}',
    payload: '', // or a Buffer
    qos: 0, // 0, 1, or 2
    retain: false // or true
  };
  server.publish(message, function () {
    console.log(message);
    //Max.post('fire 4k video!!');
  });
//};

// fired when a message is received
server.on('published', function (packet, client) {
  context = packet.payload.toString();
  console.log('Published', context);
  Max.outlet(context);
});

// fired when the mqtt server is ready
function setup() {
  console.log('Mosca server is up and running')
}
```

