

# IPCamLive customized player

Document version: v1.2

Player version: 6.7 or above

This document describes how to customize the video player component.

## Localization

Currently there are three built in language in the player: *en*, *hu*, *cz*. The default language is auto select based on the browser settings. You can manually force the player to change the language using the following parameter:

```
locale : "auto" / "en" / "hu" / "cz";
```

If your language is not listed here, please contact the support and we will extend the supported languages.

## Skin settings

There are two built in skins in the player: *orange* and *white*. The default skin is *orange*. To change the skin, use the following parameter:

```
skin : "white";
```

## Custom skin

The appearance of the Player can be customized by creating a custom skin descriptor file. The format of this file is JSON and it needs to be applied it on the player using the following parameter:

```
customskinurl : "https://mydomain.com/customstyle.json";
```

## Example of using these custom params

Embed function of the player has 2 mandatory and 1 optional parameters. Custom settings can be passed to the player using the 3<sup>rd</sup> parameter:

```
ipcamliveplayer.embed('mediadiv', 'klistvrdava', {skin: "white"});
```

## Custom skin file format

The format of the skin descriptor file is the following:

```
{
  "originalSkin": "white"                // Source skin. All settings not defined in this file inherit from the original skin!
  "colors":                              // Colors
  {
    "main": "#FF9F2E",                   // Basic text color.           Applied to context menu, progress bar, time-lapse hub
    "mainDark": "#F36D0A",               // Dark basic text color.     Applied to progress bar
    "panelsBackground": "#1F1F1F",        // Panel background color.    Applied to control bar, time-lapse hub panel, time-lapse date panel
    "panelsBackgroundDark": "#555",       // Panel dark background color. Applied to selected time-lapse hub item background color
    "panelsBackgroundOpacity": "0.75",    // Opacity of the panels      Applied to all panels
    "videoBackground": "#000",           // Background color of the player (visible only if the aspect ratio of the video differs from the player)
    "loadingBackground": "#000"          // Background color of the player while connecting message is displayed
  },
  "text":                                 // Texts
  {
    "color": "#FFF",                     // Text color                  Applied to all text
    "fontFamily": "arial"                 // Text font                   Applied to all text
  },
  "icons":                                 // Icons
  {
    "bitmap1": "orange/base_image_1.png", // Basic icon set first bitmap
    "bitmap2": "shared/base_image_2.png"  // Basic icon set second bitmap
  },
  "playButton":                            // Center play button
  {
    "bitmap": "orange/bigplay.png",       // Icon set of the play button (normal and hover state)
    "width": 128,                          // Width of the button (px) in the source image
    "height": 128,                         // Height of the button (px) in the source image
    "maxWidth": 100,                       // Max display width (px) on the screen
    "minWidth": 50                         // Min display width (px) on the screen
  },
  "timelapse":                             // Time-lapse hub
  {
    "panelWidth": 125,                     // Time-lapse hub panel width
    "openPanel": "orange/open_panel.png",  // Icon set of the opening button (normal and selected state)
    "itemPointer": "shared/item_pointer.png" // Time-lapse select icon
  },
  "loading":                                // Loading animations
  {
    "connecting":                          // Connecting animation
    {
      "anim": "orange/connecting.gif",     // Animation image (gif)
      "width": 270,                        // Width of the image (px) in the source image
      "height": 120                        // Height of the image (px) in the source image
    },
    "buffering":                            // Buffering animation
    {
      "enabled": true,                     // Enable/Disable display of the buffering animation
      "anim": "orange/buffering.gif",      // Animation image (gif)
      "width": 270,                        // Width of the image (px) in the source image
      "height": 120,                       // Height of the image (px) in the source image
      "showBackgroundPanel": true          // If true then animation image is displayed on a background panel
    },
    "limits": {                             // Display settings
      "maxWidth": 150,                     // Max display width (px) on the screen
      "minWidth": 50                       // Min display width (px) on the screen
    }
  },
  "errorPage":                             // Error message
  {
    "icon": "orange/logo.png",            // Icon left to the error message
    "textColor": "#FFF",                   // Text color of the error message
    "backgroundColor": "#000"              // Background color of the whole player area when error text is displayed
  }
}
```

Please note that JSON does not support comments, so please remove these comments before saving this sample into a file!!!

Sample skin description file located on the following link for testing purpose:

<https://ipcamlive.com/resources/skin/customskin.zip>