

Editor module

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 This article is designated for administrators.

About

The Editor module activates the [Kaltura video editing tools](#), giving users video editing capabilities directly within the platform. To create quizzes using the Kaltura video editor, please note the [Quiz module](#) must also be enabled.

Configure

1. Go to your Configuration Management console and click the **Editor** module. Or navigate directly using a link: `https://{your_site_URL}/admin/config/tab/editor`.

Custompages
Disclaimer
Downloadmedia
Editor 
Emailnotifications
Embed
Embedplaylist
Entrydesign

The 'Editor' page displays.

Configuration Management

Server Tools	Editor	
Backup Configuration	enabled	<input type="checkbox"/> Yes <input checked="" type="checkbox"/> No <small>Enable the Editor module.</small>
Player replacement tool		
Global		
Application	enableClipping	<input type="checkbox"/> Yes <input checked="" type="checkbox"/> No <small>Should users be allowed to use the editor to clip entries?</small>
AddNew		
Auth	enableTrimming	<input type="checkbox"/> Yes <input checked="" type="checkbox"/> No <small>Should users be allowed to use the editor to trim entries?</small>
Categories		
Channels	showClipAttribution	<input type="checkbox"/> Yes <input checked="" type="checkbox"/> No <small>Should a clipped entry page contain an attribution to the original entry.</small>
Client		
Debug	clipperProfileId	<input type="text" value="19233492"/> <small>Metadata profile ID for clipping permissions. Allows media owners & co-editors to decide whether the media is allowed to be clipped by other users.</small>
EmailService	keaPlayerId	<input type="text"/> <small>The player ID used in Kaltura Editor Application. Player version must be v2. Leave blank to use the main player from the player module (if main player is used, make sure the main player is a v2 one).</small>
EmailTemplates	keaDocumentationUrl	<input type="text"/> <small>What is the link to the custom Kaltura Editor Application documentation. Leave empty to use the default</small>
Gallery	keaPreviewPlayerId	<input type="text" value="52243762"/> <small>The player ID of the preview player used in Kaltura Editor Application. Leave blank to use the main player from the player module.</small>
Header	keaCustomCss	<input type="text"/> <input type="button" value="Upload CSS"/> <input type="button" value="Remove"/> <small>Upload CSS file.</small>
Languages	downloadLocales	<input type="text"/> <small>Download a zip file which contains all texts for all built-in locales. These can be used to create custom languages. Download texts for custom languages</small>
Login	uploadCustomLanguage	<input type="text"/> <small>Upload new custom language</small>
MediaCollaboration		
Metadata		
Moderation		
My-media		
Navigation		
Player		
PlaylistPage		
Recaptcha		
Search		
Security		
SharedRepositories		
Widgets		
TimeAndDate		
Modules		

Application. This setting applies only to the quiz component of the editor. Leave blank to use the main player from the player module.

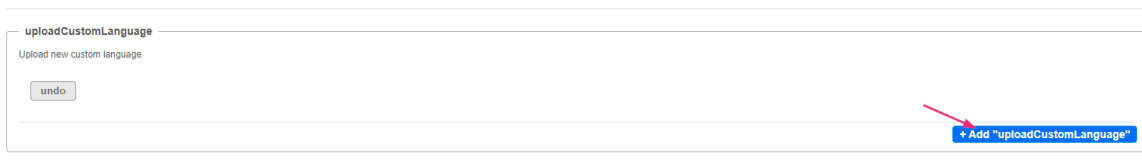
keaCustomCss - Upload CSS file. Uploading a custom CSS file lets you tailor the editor's appearance and functionality to match your brand. Adjust styles like colors, fonts, and layout for a consistent look and feel across your platform.

downloadLocales - The Kaltura video editing tools can be localized to any of the supported localization languages. You can download a zip file which contains all texts for all built-in locales. These can be used to create custom languages, as follows:

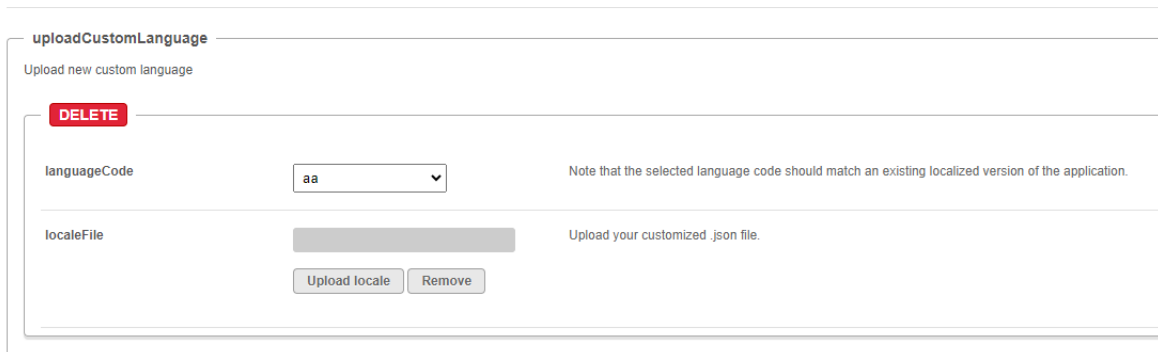
- a. Download the zip file (**downloadlocales**)
- b. Open the zip to get the .json file.
- c. Edit the .json file in your preferred software with the translations you want.
- d. For each language use the **uploadCustomLanguage** section below to upload the customized language information.

uploadCustomLanguage

Click **+Add "uploadCustomLanguage"**.



A new field displays.



languageCode - Select the language code. Note that the selected language code should match an existing localized version of the application.

localeFile - Upload your customized .json file.

3. Click **Save**.