

## Player - Visual

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 This article is designated for administrators.

Read the following guide to learn the Visual tab functionalities in the Player Studio. Under the Visual tab, administrators can change the look and feel of the player, such as adding a custom CSS, logo, change colors, and more.

### Access the Player edit view

To learn how to access the Player's edit view, please see [The Kaltura Player Studio Edit View](#).

## Visual

Select the Visual Tab. Visual is denoted by a grouping of stars icon.



This tab provides some branding capabilities. It allows you to change colors, and backgrounds; set an external CSS; add a logo, watermark, and bumper; and set the schedule.

### Player color

**Player color** - customize the player color

#006EFA

**Live color** - All related buttons and Live indicators will be displayed in the selected color.

#E12536

**Player background** - The playback color will appear if the playback isn't in full size.


#000000

⚙️ VISUAL

Player color ?

Live color ?

Player background ?  

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## External CSS

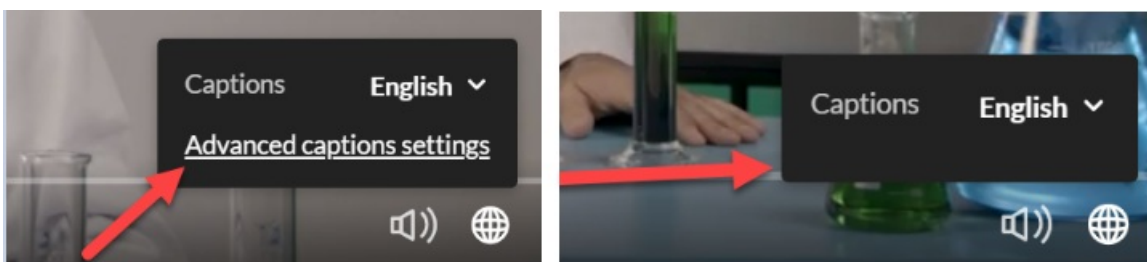
Type a URL for the external CSS. The player will load the CSS file using this URL.

External CSS ?

CSS URL

Example - The following CSS code will hide the Advance captions settings from the player.

```
a.playkit-advanced-captions-menu-link {
display: none;}
```



## Logo

1. Choose whether to use the Kaltura custom logo plugin. If you choose to enable the

custom logo plugin, additional options display.

2. In the **Logo image URL** field, type the URL for the custom control bar logo image. The logo image URL can be obtained by right-clicking on an image and selecting "Copy image address". Recommended image size is 32x32 pixels.
3. In the **Logo link** field,
4. Set a logo URL. There are 2 types of logo URLs that you can set:
  - **Click-through URL** - This logo URL is the website address that is being referred to upon clicking on the logo image. Type the URL for the control bar logo to click through to.
  - **Dynamic logo URL** - A dynamic logo URL is a website address that automatically changes based on what video is playing. For instance, if someone clicks on your logo while watching a video, the link can take them directly to that same video on another site, such as your MediaSpace video portal. To set up a dynamic logo link, type the URL and add {entryId} to the address, for example: `https://mycompanymediaspace.com/media/{entryId}`. The link updates according to the entry ID of the video being played. This feature boosts traffic and engagement on your MediaSpace video portal by guiding users back to your site from where they were initially watching the video.
5. In the **Title** field, type the title tooltip for the logo. The logo title will be displayed when hovering over the logo image.

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**Logo**

Logo image URL

Logo link

Title

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## Watermark

1. Choose whether a watermark is displayed. If you choose to enable the watermark, additional options display.
2. In the Watermark image URL field, type a URL to be used as the watermark.
3. In the Watermark link field, type a link to the watermark.
4. In the Watermark position area, choose the position of the watermark - top right, bottom right, top left, or bottom left.
5. Choose whether to display duration (seconds) and enter the seconds.

Watermark

Watermark image URL [?](#)

Watermark link [?](#)

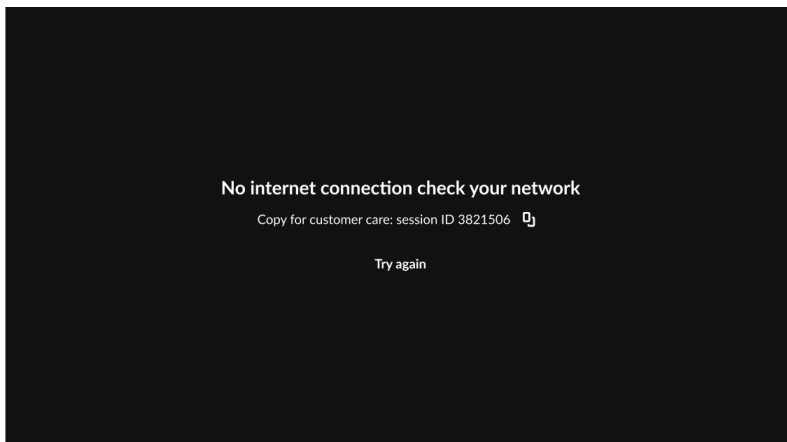
Watermark position

- Top right
- Bottom right
- Top left
- Bottom left

Display duration (seconds) [?](#)

## Error slate

By default, error messages display over a black background, as seen in our example below.



The Error slate setting allows you to set an alternative image to be used as a background for player error messages.

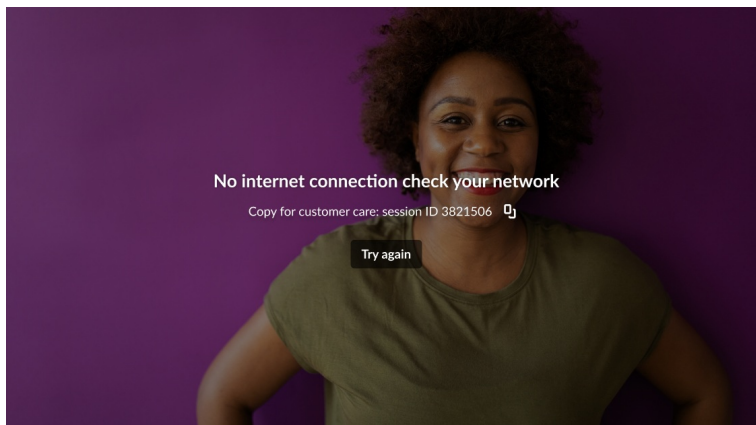
To set a background image:

1. Click the toggle to the right to display blue in the toggle.

**Error slate**

Error slate image URL ?

2. In the *Error slate image URL* field, type a URL to be used as the alternative background image for player error messages. The provided image will be used as a background for all error slates.
3. Click **Save**. The background for player error messages is now customized with your image. Below is an example of a customized error slate.



## Bumper

You can choose to enable a bumper to be displayed before and / or after your content. The bumper is either attached to an entry (in which case, the *External URL* field should be left blank) or provided as an external URL (ie. filling in the *External URL* field).

**Bumper**

External URL ?

Click Through URL ?

Position ?

To enable a bumper:

1. Click the toggle to the right to display blue in the toggle.
2. In the **External URL** field, type / paste in the video content URL to be used as a bumper. This is the URL of your video file that you want to be the bumper. You can use any URL, but here are ways to generate a link from some common sources:

Use a video file from your KMC:

- a. Click on the entry in KMC.
- b. On the left menu bar, click **Flavors**.
- c. Click the **3 Dots menu** on the right of the flavor you want to use.
- d. Click **Preview** in the drop-down menu.
- e. Right-click on the video, and then click the following according to what browser you're using:
  - a. Chrome - click **Copy Video Address**
  - b. Firefox - **Copy Video Link**
  - c. Microsoft Edge - click **Copy Link**
- f. Paste it into the **External URL** field.

Use a video from Dropbox:

- a. Copy the Dropbox link of your file.
- b. Paste the link into the **External URL** field, but change the end of the link from '=0' to '=1' - this changes the URL from a 'show' to a 'download'.

Use a video from Google Drive:

- a. Copy the 'share' link of your file (ie. the link for your file when sharing it).
- b. Change the link from a "share" to a "download" link by using the [Google Drive Direct Link Generator](#).
- c. Paste the new, "download" link into the *External URL* field.

3. In the **Click Through URL** field, type in the URL of where you'd like the user to be redirected to when clicking on the bumper.

4. In the **Position** field, choose when the bumper will be played: Pre = 0, Post = 1, or Both = 0,-1.

- Enter **0** to display the bumper before the playback (default).
- Enter **-1** to display the bumper after the playback.
- Enter **0,-1** to display the bumper before and after the playback.



To learn about the player's integration setup, please visit [The Kaltura Player Studio Admin Guide - Integrations](#).

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