

## Customizing the Player CSS

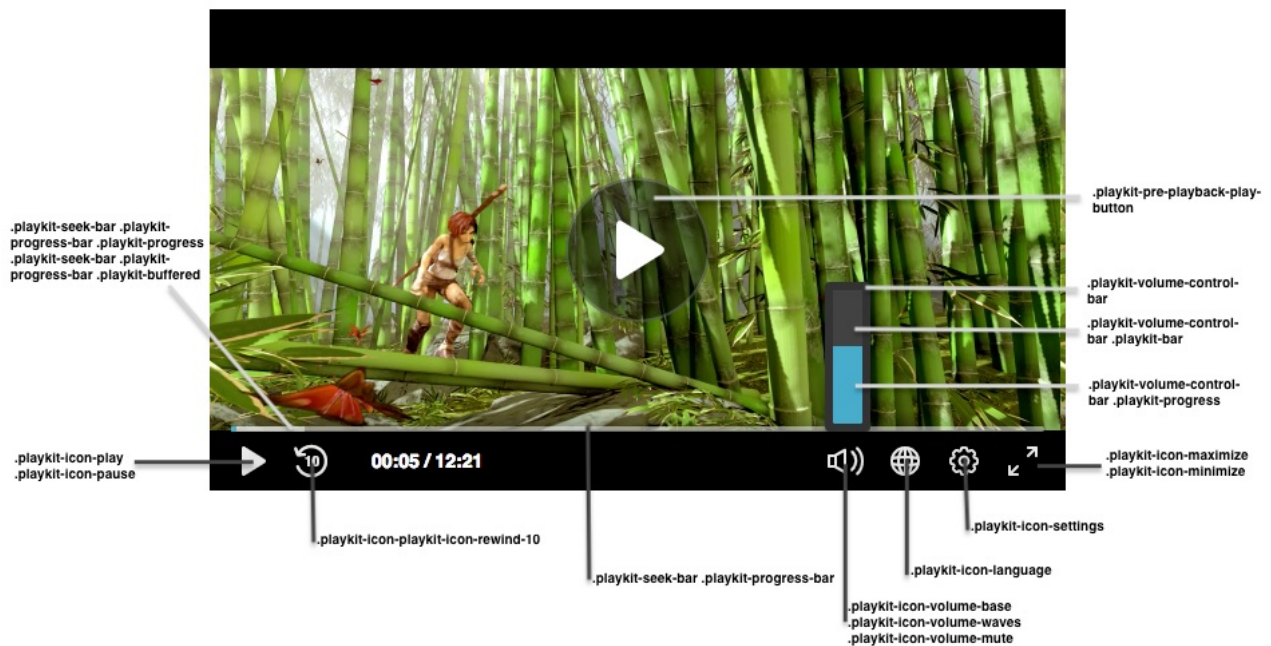
Last Modified on 12/26/2022 5:29 pm IST

### About

The Player user interface (UI) is created using HTML and CSS, which means that you can edit the UI according to your needs; for example, change the color of the scrubber, change the text font family, change the control icons, and much more.

This [Demo](#) is an example of how you can customize the UI using the CSS.

And here are some of the classes you can override:



### Important!

- The namespace for the default skin must be `playkit`.
- The Player uses the same font family in **all** of its components. You can override it in the general parent class (`.playkit-player-gui`) or customize each component according to your preferences.
- UI Components may override your CSS modifications

### Example - Customize UI Classes

## Modify using style TAG

```
<style> #player-gui > div.playkit-gui-area > div.playkit-bottom-bar > div.playkit-right-controls > div.playkit-control-button-container.playkit-control-fullscreen { background-color: #4CAF50; } #player-gui > div.playkit-gui-area > div.playkit-bottom-bar > div.playkit-right-controls > div.playkit-control-button-container.playkit-control-settings { display: none; } </style>
```

## Configuring UI Elements form external css file

- The css configuration can be also applied via css file that is hosted on your domain

```
"ui": { "css": "https://path/my.css", },
```

- Modifying the elements can be done programmatically in some more ways like querySelector, getElementById and more

## Example

```
document.querySelector("#player-gui > div.playkit-gui-area > div.playkit-bottom-bar > div.playkit-right-controls > div.playkit-control-button-container.playkit-control-fullscreen > div > button").style.display = "none"
```

## Player Classes List

Here's a list of the Player classes you can customize:

### Buttons

| Class Name  | Description   |
|---|---|
| <code>.playkit-pre-playback-play-button</code>    | The background of the play button, before the Player begins playing   |
| <code>.playkit-icon-play</code>                   | The Player icon, which is used in the bottom controllers and on the Player itself   |
| <code>.playkit-icon-start-over</code>             | Start-over icon, shown at the end of the video  |
| <code>.playkit-control-button</code>              | This is a class that's attached to all of the buttons in the control container, so a change here will affect <b>all</b> of the buttons. |
| <code>.playkit-icon-pause</code>                  | Pause icon  |
| <code>.playkit-icon-playkit-icon-rewind-10</code> | Rewind icon   |
| <code>.playkit-icon-volume-base</code>            | The left side of the volume icon  |
| <code>.playkit-icon-volume-waves</code>           | Shown when not on mute  |
| <code>.playkit-icon-volume-mute</code>            | Shown when the Player is muted  |
| <code>.playkit-icon-language</code>               | Languages selection icon  |
| <code>.playkit-icon-settings</code>               | Settings icon   |
| <code>.playkit-icon-maximize</code>               | Maximize icon   |
| <code>.playkit-icon-minimize</code>               | Minimize icon   |

## Volume and Seek Bar

| Class Name   | Description   |
|--|---|
| <code>.playkit-volume-control-bar</code>   | Placeholder for the volume level, use <code>transform: rotate(90deg);</code> for a horizontal volume bar. See <a href="#">Demo</a> for usage example. |
| <code>.playkit-volume-control-bar .playkit-bar</code>                                    | The level background  |
| <code>.playkit-volume-control-bar .playkit-progress</code>                               | Indicates the audio level   |
| <code>.playkit-seek-bar</code>   | Placeholder for the Player seek bar   |
| <code>.playkit-seek-bar .playkit-progress-bar</code>                                     | Placeholder for the actual progress bar   |
| <code>.playkit-seek-bar .playkit-progress-bar .playkit-progress</code>                   | Indicates the progress of the video/audio   |
| <code>.playkit-seek-bar .playkit-progress-bar .playkit-progress .playkit-scrubber</code> | Indicates the end of the progress bar. When hovering over the seek bar, it will indicate the current position of the mouse on the seek bar            |
| <code>.playkit-seek-bar .playkit-progress-bar .playkit-virtual-progress</code>           | When hovering and seeking to a future part of the media, this will show the progress until this point   |
| <code>.playkit-seek-bar .playkit-progress-bar .playkit-time-preview</code>               | When hovering on the seek bar, this will show the current mouse position time   |

## Overlays

| Class Name  | Description  |
|---|--|
| <code>.playkit-bottom-bar</code>                        | Placeholder of all the bottom controllers                        |
| <code>.playkit-overlay .playkit-overlay-contents</code> | Overlays container, for advanced captions settings (for example) |
| <code>.playkit-overlay .playkit-error-overlay</code>    | Overlay that pops up when there's an error                       |

## Spinner

| Class name                    | Description  |
|-------------------------------|--|
| <code>.playkit-spinner</code> | The spinner implementation, which consists of several span child elements that you can remove using: <code>.playkit-spinner span{ display: none;}</code> |

[template("cat-subscribe")]