Customizing the player CSS

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About

The Player user interface (UI) is created using HTML and CSS, whichs 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 customzie the UI using the CSS.

And here are some of the classes you can override:
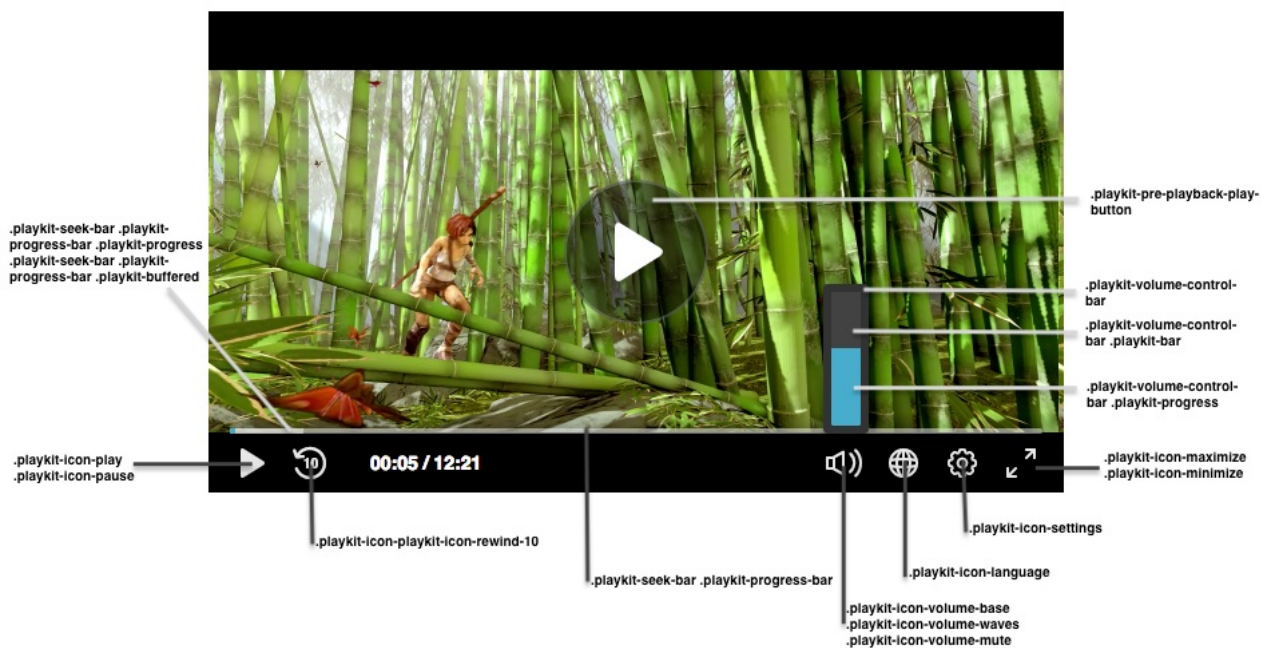
Important!

- 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 Componets 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", },
```

- Modifing the elements can be done programmatically in some more ways like querySelctor, gerElemetById 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
`.playkit-pre-playback-play-button`	The background of the play button, before the Player begins playing
`.playkit-icon-play`	The Player icon, which is used in the bottom controllers and on the Player itself
`.playkit-icon-start-over`	Start-over icon, shown at the end of the video
`.playkit-control-button`	This is a class that's attached to all of the buttons in the control container, so a change here will affect **all** of the buttons.
`.playkit-icon-pause`	Pause icon
`.playkit-icon-playkit-icon-rewind-10`	Rewind icon
`.playkit-icon-volume-base`	The left side of the volume icon
`.playkit-icon-volume-waves`	Shown when not on mute
`.playkit-icon-volume-mute`	Shown when the Player is muted
`.playkit-icon-language`	Languages selection icon
`.playkit-icon-settings`	Settings icon
`.playkit-icon-maximize`	Maximize icon
`.playkit-icon-minimize`	Minimize icon

Volume and Seek Bar

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

Overlays

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

Spinner

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