

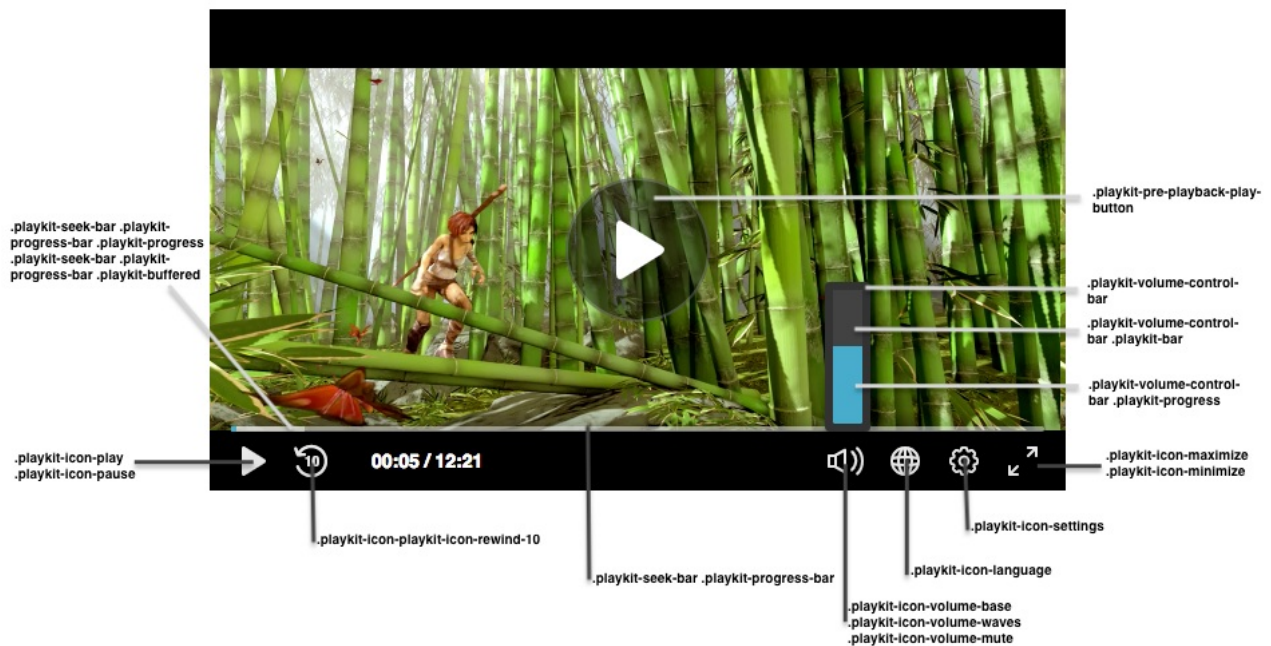
Customizing the Player CSS

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 all 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 Demo for usage example.
<code>.playkit-volume-control-bar</code>	The level background
<code>.playkit-bar</code>	
<code>.playkit-volume-control-bar</code>	Indicates the audio level
<code>.playkit-progress</code>	
<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</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-scrubber</code>	
<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")]