

Enable the player to apply user preferences

Last Modified on 12/03/2025 5:27 pm IST



This article is designated for administrators.

About

Select whether to use the user-set preferences from local storage, session storage, or based on the browser's language or default language, or other specified preferences.

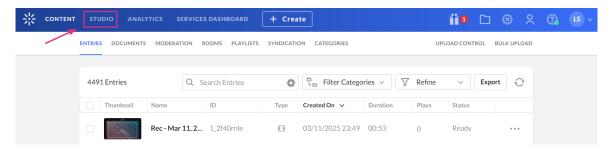
When the **Apply user preferences** setting is enabled, the player first looks for saved preferences in local storage and applies them if found. When this setting is disabled, the player ignores any saved preferences, uses the **uiconf** (player's default configuration), and does not store new user preferences in the browser.

For more information, see our article Player preferences stored in the browser.



Access the player settings

1. Log in to your KMC and click the **Studio** tab.



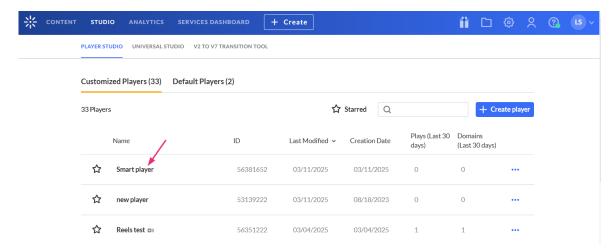
The Player Studio page displays.

2. Click the player you want to edit from the list (or use the search bar in the top right).

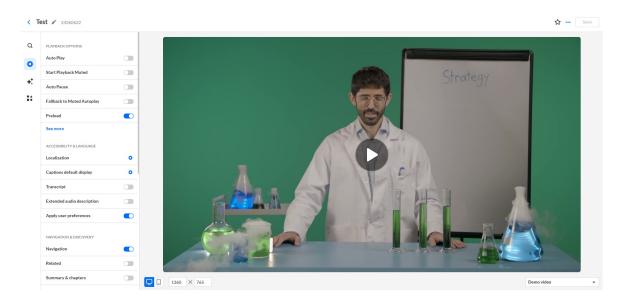


If you haven't created a player yet, check out our article Create a player for guidance.



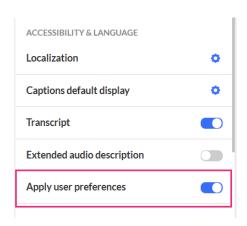


The player settings display.



Enable user preferences

1. In the **Accessibility & language** section find **Apply user preferences** and click the toggle to enable the setting.



2. Click **Save** at the top right of the settings page.

