

## Enable a banner on the player

Last Modified on 07/06/2026 3:19 pm IDT

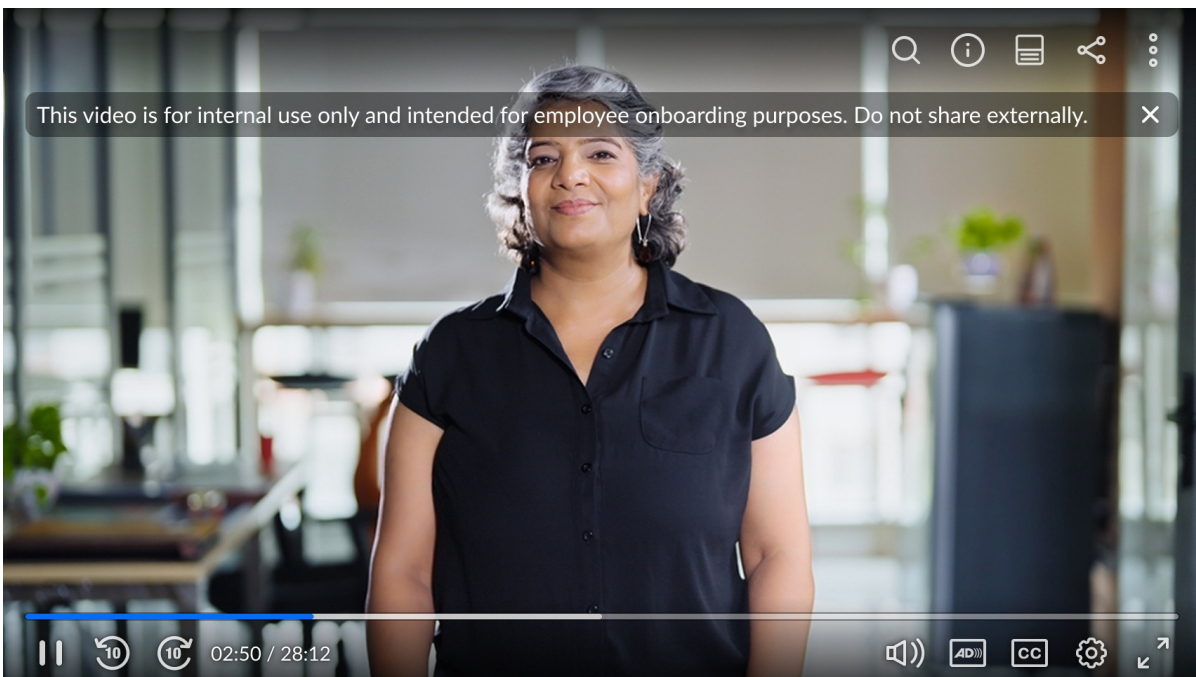
 This article is designated for administrators.

### About

Use the banner capability to display text directly on the player. The banner appears over the video with a semi-transparent background to keep the message readable on any content.

Banners are useful for short notices such as disclaimers, promotions, or alerts.

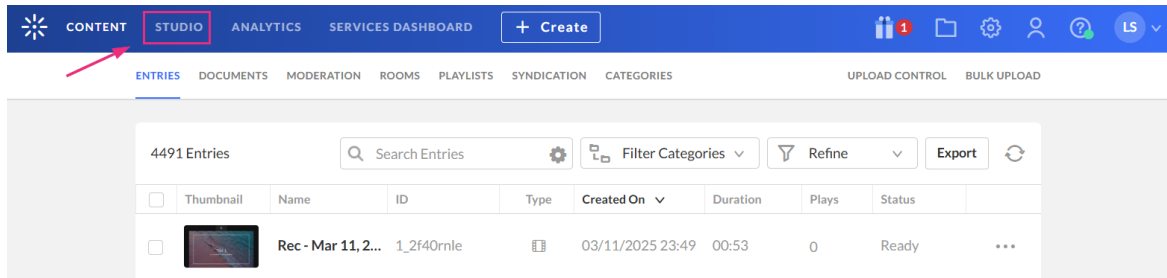
You can configure a single banner for all entries or enable metadata-based settings to display different banners per entry.



**VOD**

### Access the player settings

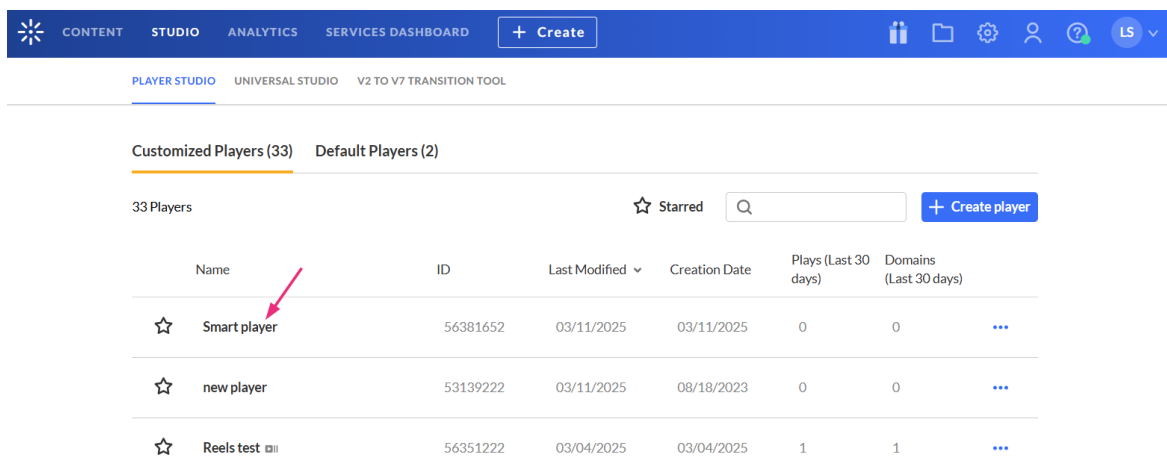
1. Log in to your [Rich Media CMS](#) and click the **Studio** tab.



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.

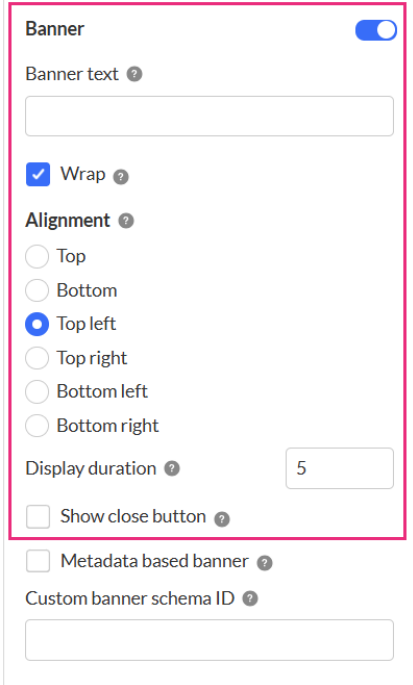


The [player settings](#) display.



## Set banner

1. Scroll down to the **Engagement & Interactivity** section, find **Banner** and click the toggle to open the settings.



2. Configure the following:

- **Banner text** – Enter the message to display.
- **Wrap** – Check this setting to allow the text to wrap onto multiple lines. If unchecked, the text will stay on one line (may truncate).
- **Alignment** - Choose where to place the banner on the player
- **Display duration** – Set the duration (in seconds) that you want the banner to remain visible. Enter 0 for unlimited.
- **Show close button** – Enable viewers to close the banner while it’s displayed. If closed, it will reappear when the video is loaded again.

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

## Set up per-entry banner

1. First configure the global banner settings as needed (see step 2 above).  
These settings are used as a fallback if metadata is missing.
2. Enable **Metadata based banner**.
3. In **Custom banner schema ID**, enter the ID of your custom metadata schema\*. If left empty, the player falls back to the global banner settings.

**Banner**

Banner text <sup>?</sup>

Wrap <sup>?</sup>

**Alignment** <sup>?</sup>

Top

Bottom

Top left

Top right

Bottom left

Bottom right

Display duration <sup>?</sup>

Show close button <sup>?</sup>

Metadata based banner <sup>?</sup>

Custom banner schema ID <sup>?</sup>

These settings map to the **useConfigFromMetadata** configuration, which is set to false by default.

4. Click **Save**.

\*To configure metadata fields and values, see [Create a custom metadata schema for per-entry banners in player](#).

## Banner display logic

- If **Metadata based banner** is enabled and a valid schema ID is provided, the player uses banner values from entry metadata.
- If enabled but the schema ID is empty, the player falls back to the global banner settings.
- If enabled but the schema ID is invalid, the player does not load metadata-based banner settings.
- If **Metadata based banner** is disabled, the player always uses the global banner settings, regardless of the schema ID.

For the user guide, see [Banner on player](#).