

Create a custom metadata schema for per-entry banners in player

Last Modified on 05/26/2026 10:45 am IDT

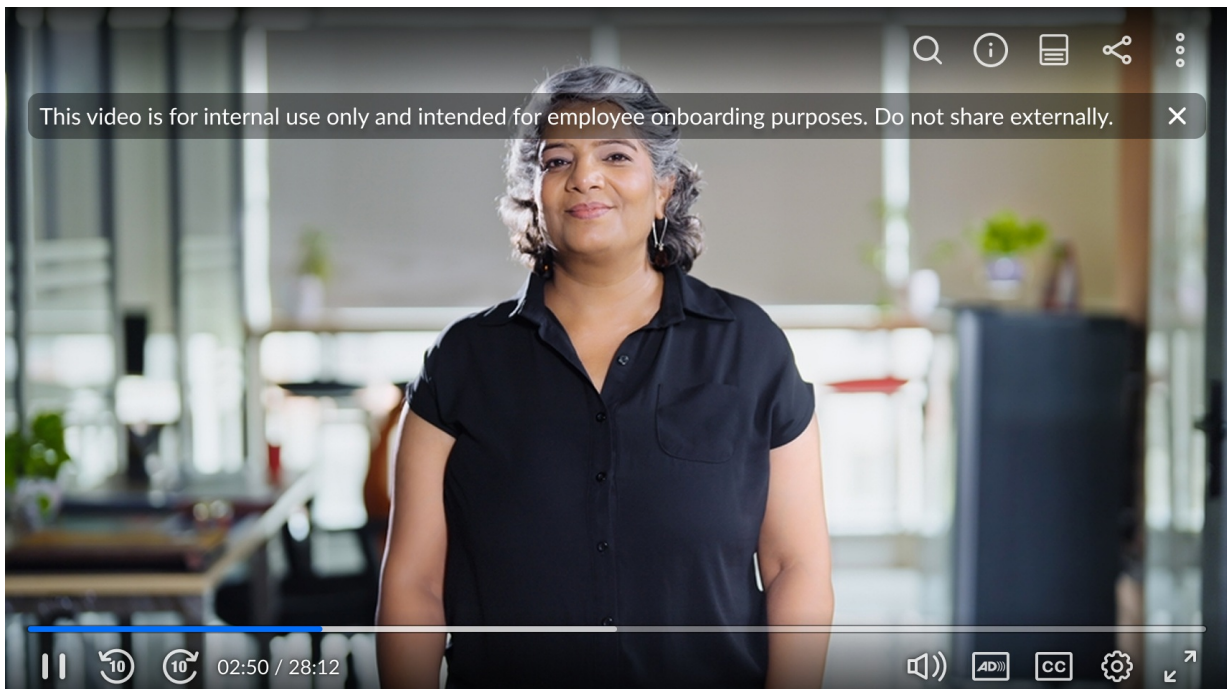
 This article is designated for administrators.

About

Custom metadata lets you control banner messages per entry, instead of displaying the same banner on all videos in a player.

By mapping metadata fields to banner settings, you can show different notices, alerts, or disclaimers for each video without updating the player configuration every time.

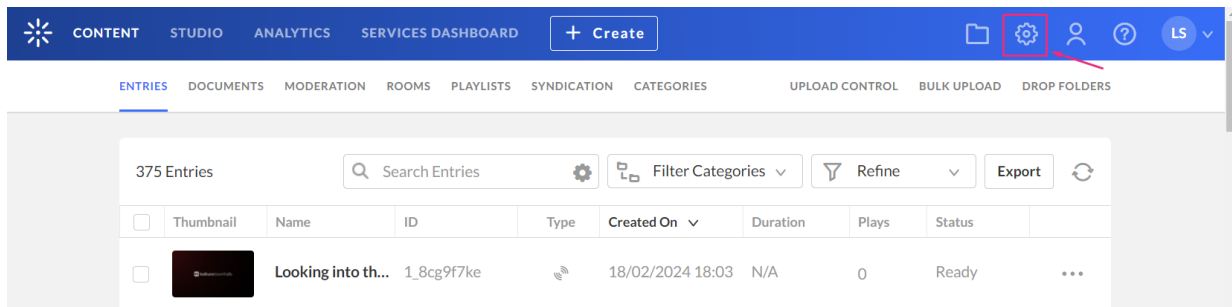
This approach is especially useful when managing large content libraries where banner messages vary by entry.



Step 1: Create a custom metadata schema

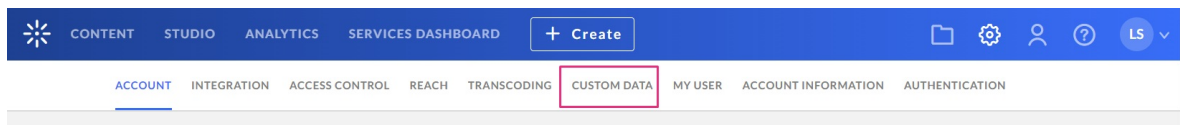
Access the Custom Data page

1. Log into your [Rich Media CMS](#).
2. Click the **Settings** gear icon at the right of the navigation menu.

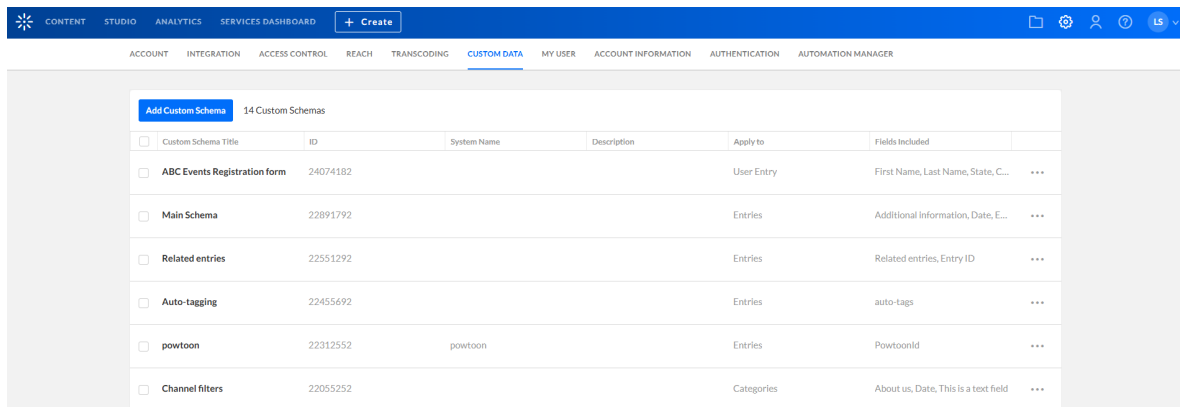


The 'Account' page displays.

3. Click the **Custom Data** tab at the top of the page.

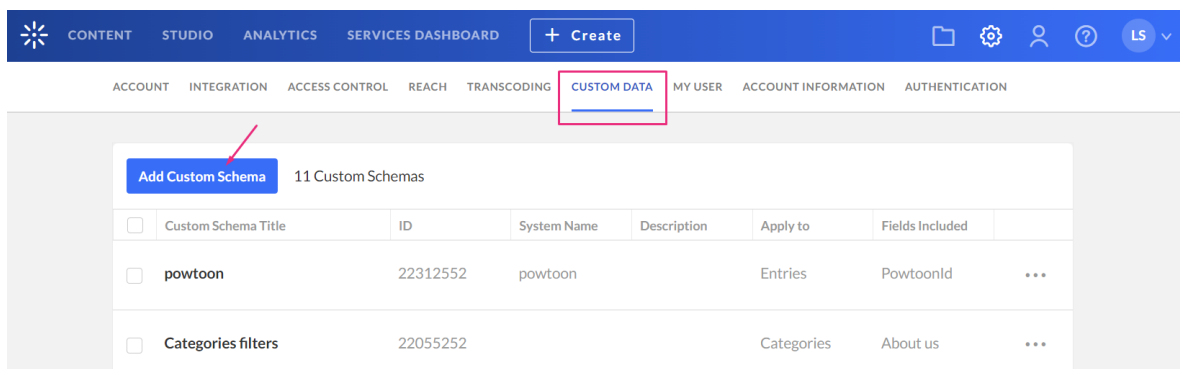


The 'Custom Data' page displays.



Create a custom metadata schema

1. Click **Add Custom Schema**.



The **Add Custom Schema** window displays.

Add Custom Schema Cancel

Custom Schema Title *

Description

System Name

Apply to Entries Categories User Entry

<input type="checkbox"/>	Field Label	Field Type	System Name	Short Description	Description	Max Values	Searchable
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No Results

2. Complete the following fields:

- **Custom Schema Title** - Add a title (for example, *Banner metadata*)
- **Description** - (optional) Enter a relevant description.
- **System name** - (optional) This field is required if you plan to use the schema with bulk XML uploads or APIs.
- **Apply to** - Select **Entries** (default).

3. Click + Add Custom Field.

Add Custom Schema Cancel

Custom Schema Title *

Description

System Name

Apply to Entries Categories User Entry

<input type="checkbox"/>	Field Label	Field Type	System Name	Short Description	Description	Max Values	Searchable
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The 'Add Custom Field' window displays.

Add Custom Field

Field Type	<input type="text" value="Text"/>
Max No. of Values	<input checked="" type="radio"/> Single <input type="radio"/> Unlimited
Field Label	* <input type="text"/>
Short Description	<input type="text"/>
Description	<input type="text"/>
Searchable	<input checked="" type="checkbox"/> Yes
Required	<input type="checkbox"/> No
Hidden	<input type="checkbox"/> No

4. Complete the fields:



You must create metadata fields that correspond to the banner settings used by the player. See [Enable a banner on the player](#).

- **Field Type** - Select **Text**.
- **Max No. of Values** - Choose **Single** (default).
- **Field Label** - `BannerText` (You must type BannerText exactly as shown in these instructions. The player only reads metadata fields with this exact name.)
- **Short description** - optional
- **Description** - optional
- **Searchable** - Enable if you want to allow search by this field.

5. Click **Add**.

Add Custom Field

Field Type

Max No. of Values Single Unlimited

Field Label *

Short Description

Description

Searchable Yes

The field displays in your custom schema list.

Add Custom Schema


Cancel

Custom Schema Title *

Description

System Name

Apply to Entries Categories User Entry

<input type="checkbox"/>	Field Label	Field Type	System Name	Short Description	Description	Max Values	Searchable
<input type="checkbox"/>	 BannerText	Text	BannerText			1	Yes

Optional fields

Click **+Add Custom Field** and repeat the steps above to add any of the following optional fields. If these fields are not set, the player uses its default banner behavior.

Custom Schema Title *


Description

System Name

Apply to Entries Categories User Entry

+ Add Custom Field

Download Schema

<input type="checkbox"/>	Field Label	Field Type	System Name	Short Description	Description	Max Values	Searchable
<input type="checkbox"/>	 BannerText	Text	BannerText			1	Yes

BannerWrap

- Field Type - Text
- Field label - **BannerWrap**

BannerAlignment

- Field Type - Text
- Field label - **BannerAlignment**
- Supported values:
 - top
 - bottom
 - top-left
 - top-right
 - bottom-left
 - bottom-right
- **BannerDisplayDuration**
 - Field Type -Text
 - Field label - **BannerDisplayDuration**
 - Enter a number in seconds when filling in metadata (for example, 5)
- **BannerShowCloseButton**
 - Field Type - Text
 - Field label - **BannerShowCloseButton**
 - Values - true / false



Use the exact field labels shown above. The player only reads metadata fields with these exact names.

5. Click **Add** to save the custom field.

Add Custom Schema
Cancel Save

Custom Schema Title *

Description

System Name

Apply to Entries Categories User Entry

+ Add Custom Field Download Schema

<input type="checkbox"/>	Field Label	Field Type	System Name	Short Description	Description	Max Values	Searchable
<input type="checkbox"/>	BannerText	Text	BannerText			1	Yes
<input type="checkbox"/>	BannerWrap	Text	BannerWrap			1	Yes
<input type="checkbox"/>	BannerAlignm...	Text	BannerAlignm...			1	Yes
<input type="checkbox"/>	BannerDispla...	Text	BannerDisplay...			1	Yes
<input type="checkbox"/>	BannerShowC...	Text	BannerShowCL...			1	Yes

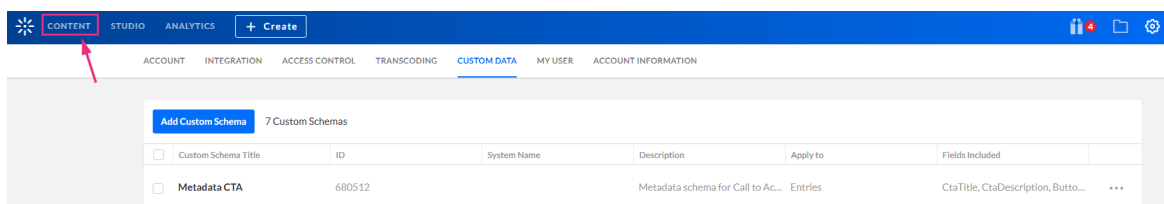
Example of a completed custom metadata schema with all required and optional banner fields.

6. Click **Save** in the top-right corner to finalize the schema.

Your new metadata schema appears under the **Custom Data** tab.

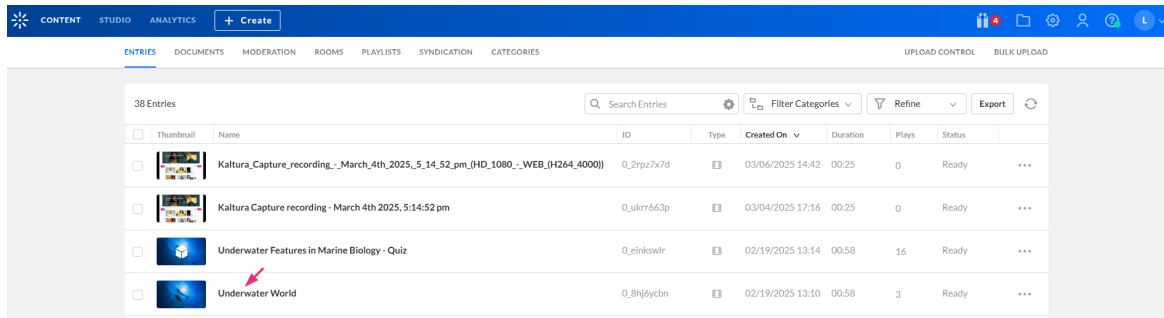
Step 2: Complete banner metadata for an entry

1. Access the **entry details page** by clicking the **Content** tab in the navigation menu.

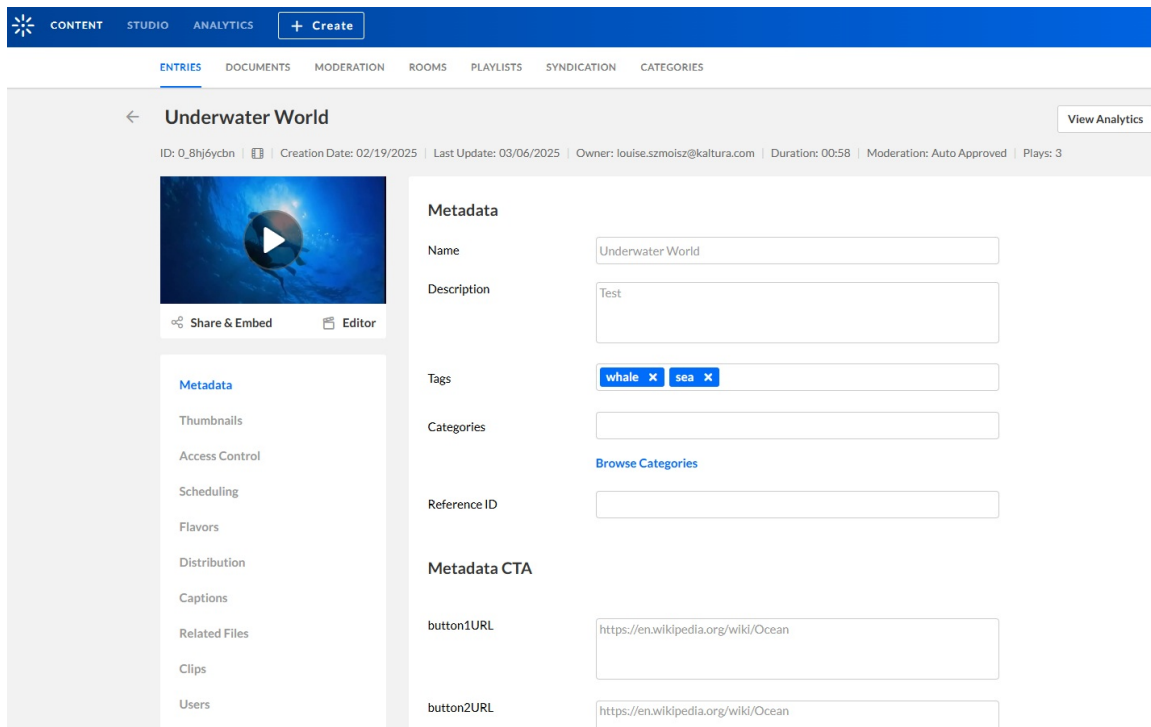


The **Entries** page displays by default.

2. Click on the desired entry's title or thumbnail.



The **Metadata** tab displays by default.



3. Scroll down to the **banner metadata** section.

4. Complete the fields as needed:

- **BannerText** - Enter the banner message
- **BannerWrap** - True or False
- **BannerAlignment** - Enter one of the supported values
- **BannerDisplayDuration** - Enter a duration in seconds
- **BannerShowCloseButton** - True or False

5. Click **Save**.

The banner appears when the entry is played using a player with **Metadata-based banner** enabled.



If BannerText is empty or not set, the banner is not displayed and the player falls back to the global banner settings.

Banner overlay metadata

BannerText	<input type="text" value="Hello this is a test"/>
BannerWrap	<input type="text" value="True"/>
BannerAlignment	<input type="text" value="Top"/>
BannerDisplayDuration	<input type="text" value="5"/>
BannerShowCloseButton	<input type="text" value="True"/>