

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

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 This article is designated for administrators.

About

Custom metadata lets you control bumper videos per entry instead of using the same bumper for all videos in a player.

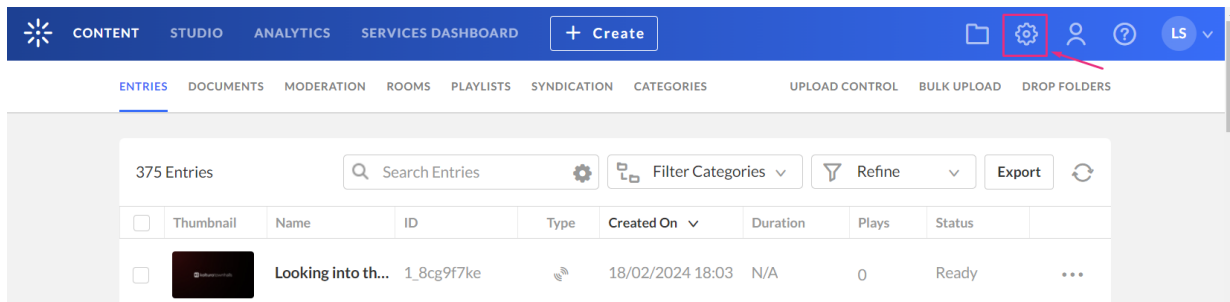
By mapping metadata fields to bumper settings, each entry can define its own bumper video, click-through URL, and position.

This is useful when managing large content libraries where bumper content varies between entries.

Step 1: Create a custom metadata schema

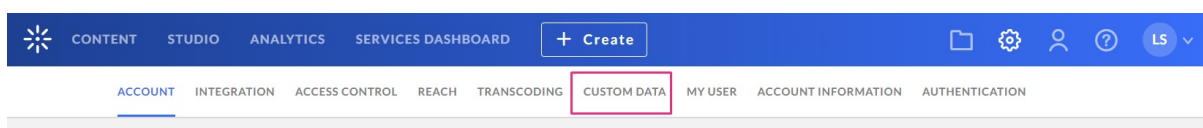
Access the Custom Data page

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

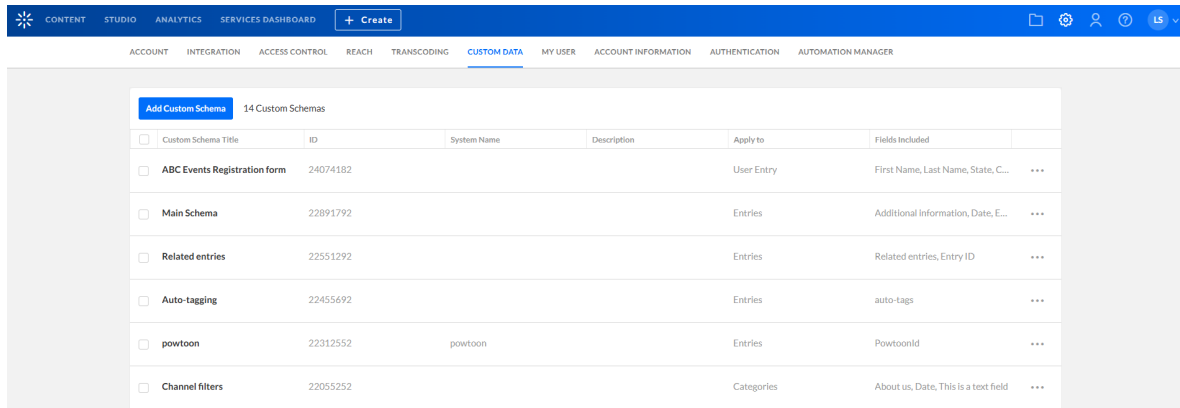


The 'Account' page displays.

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

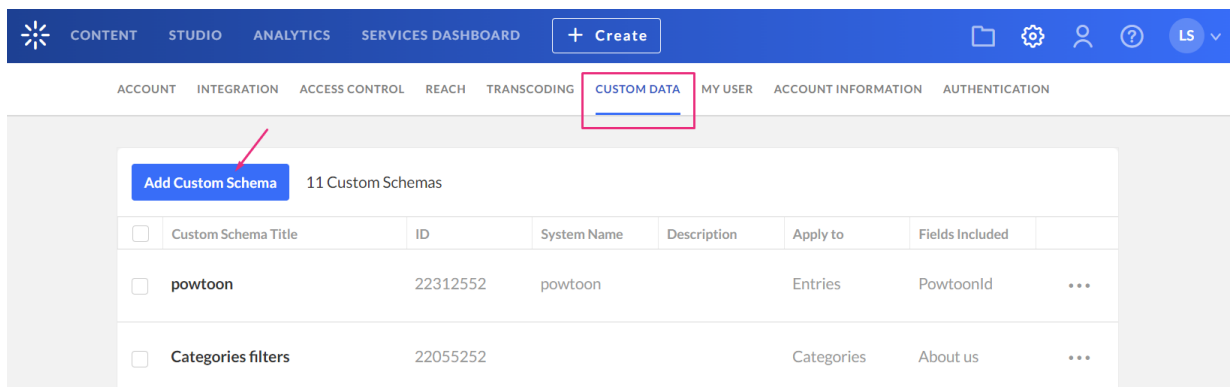


The 'Custom Data' page displays.



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

Field Label	Field Type	System Name	Short Description	Description	Max Values	Searchable
No Results						

2. Complete the following fields:

- **Custom Schema Title** - Add a title (for example, *Bumper 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 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
No Results							

The 'Add Custom Field' window displays.

Add Custom Field

Field Type

Max No. of Values Single Unlimited

Field Label *

Short Description

Description

Searchable Yes

Required No

Hidden No

Cancel
Add

4. Complete the fields:

- **Field Type** - Select **Text**.

- **Max No. of Values** - Choose **Single** (default).
- **Field Label** - `BumperUrl` (You must type BumperUrl exactly as shown in these instructions. The player only reads metadata fields with this exact field 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	<input type="text" value="Text"/>
Max No. of Values	<input checked="" type="radio"/> Single <input type="radio"/> Unlimited
Field Label	* <input type="text" value="BumperUrl"/>
Short Description	<input type="text"/>
Description	<input type="text"/>
Searchable	<input checked="" type="checkbox"/> Yes

The field displays in your custom schema list.


Add Custom Schema Cancel **Save**

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"/>	 BumperUrl	Text	BumperUrl			1	Yes


6. Click **+Add Custom Field** and repeat the steps above for the remaining fields:

BumperClickThroughUrl

- Field Type - Text
- Field label - **BumperClickThroughUrl**

BumperPosition

- Field Type - Text
- Field label - **BumperPosition**

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

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

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

Add Custom Schema Cancel **Save**

Custom Schema Title *

Description

System Name

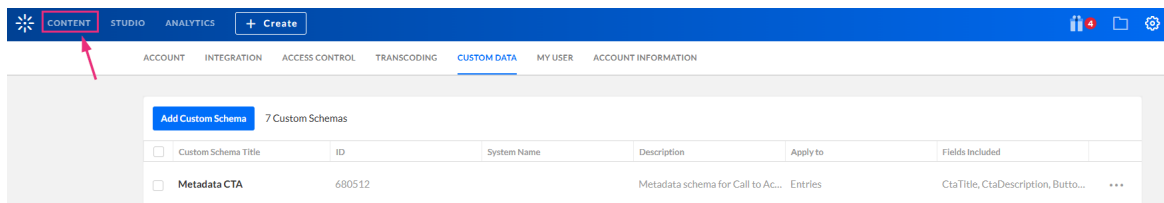
Apply to Entries Categories User Entry

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

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

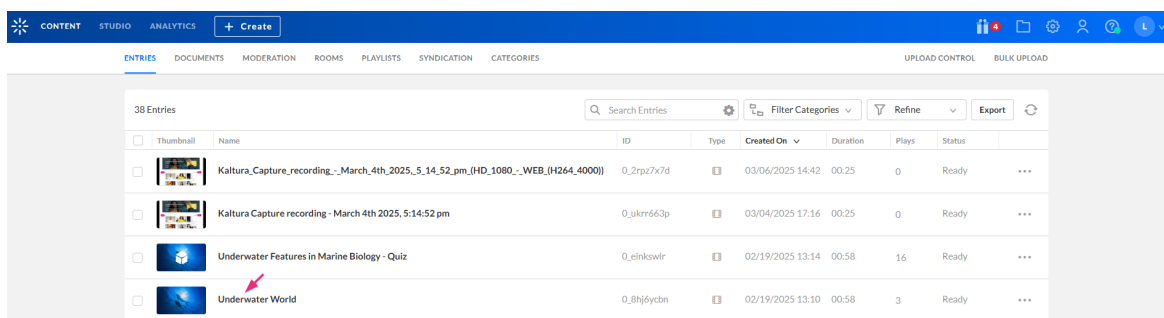
Step 2: Add bumper metadata to an entry

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

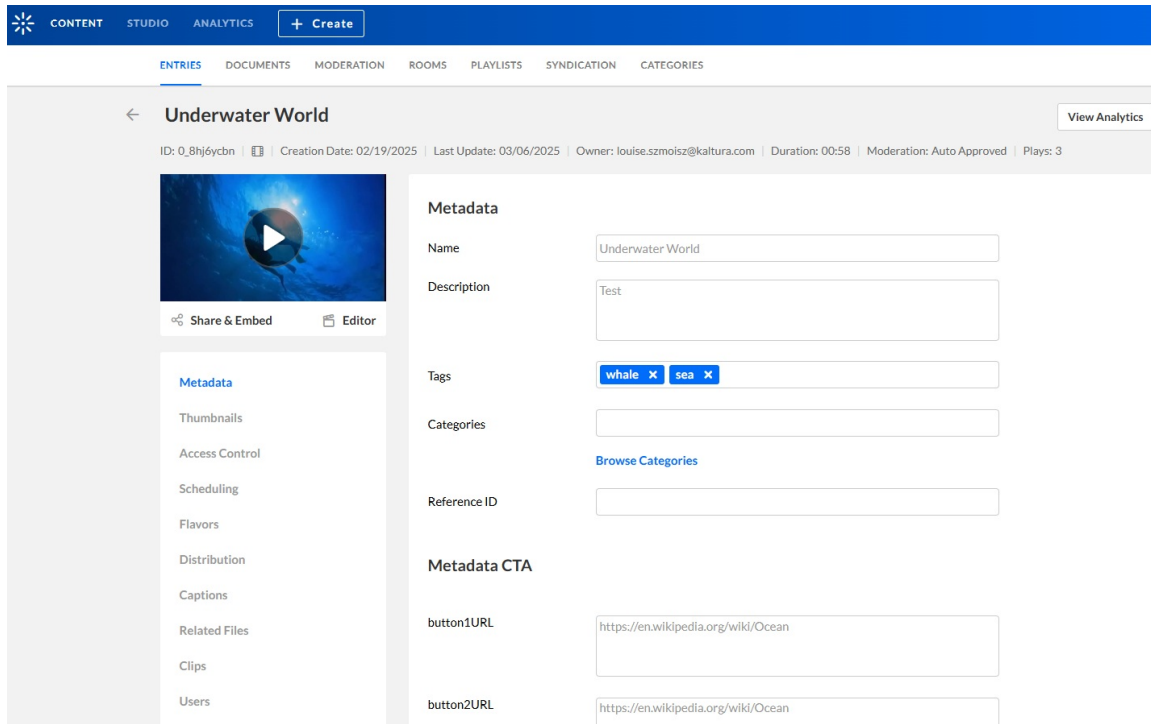


The **Entries** page displays by default.

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



The **Metadata** tab displays by default.



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

4. Complete the fields as needed:

- **BumperUrl** - Enter the bumper video URL
- **BumperClickThroughUrl** - (optional) Enter a destination URL
- **BumperPosition** - Enter one of the supported values:
 - 0 – before playback
 - -1 – after playback
 - 0,-1 – before and after playback

5. Click **Save**.

The bumper is applied when the entry is played in a player with [Metadata based bumper video](#) enabled.



If **BumperUrl** is empty or not set, the bumper is not displayed and the player falls back to the global bumper settings.

Metadata

Thumbnails

Access Control

Scheduling

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Reference ID

Bumper metadata

BumperUrl

BumperClickThroughUrl

BumperPosition