

Play bumper videos before or after content

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 This article is designated for administrators.

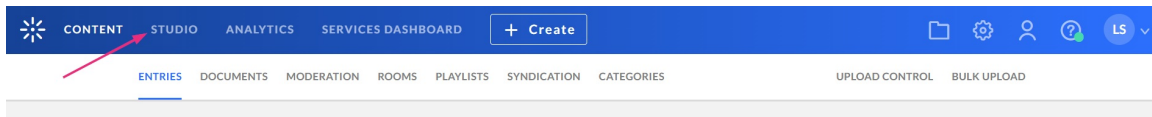
About

Use the **Bumper** setting to play a video before and/or after the main content.

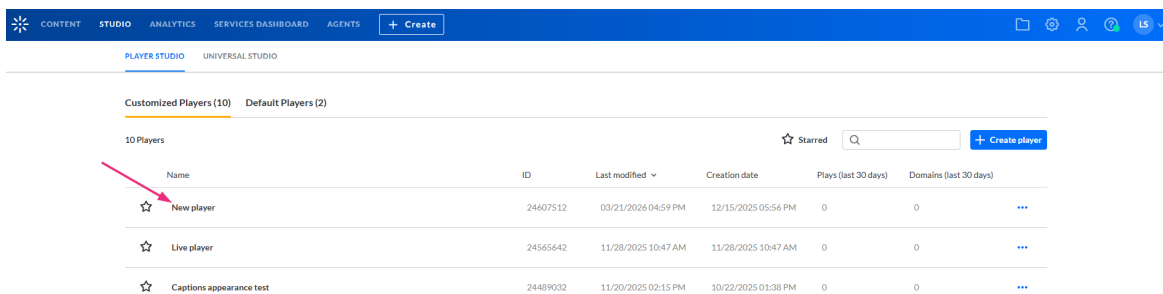
This setting is available for video players.

Access the Visual settings

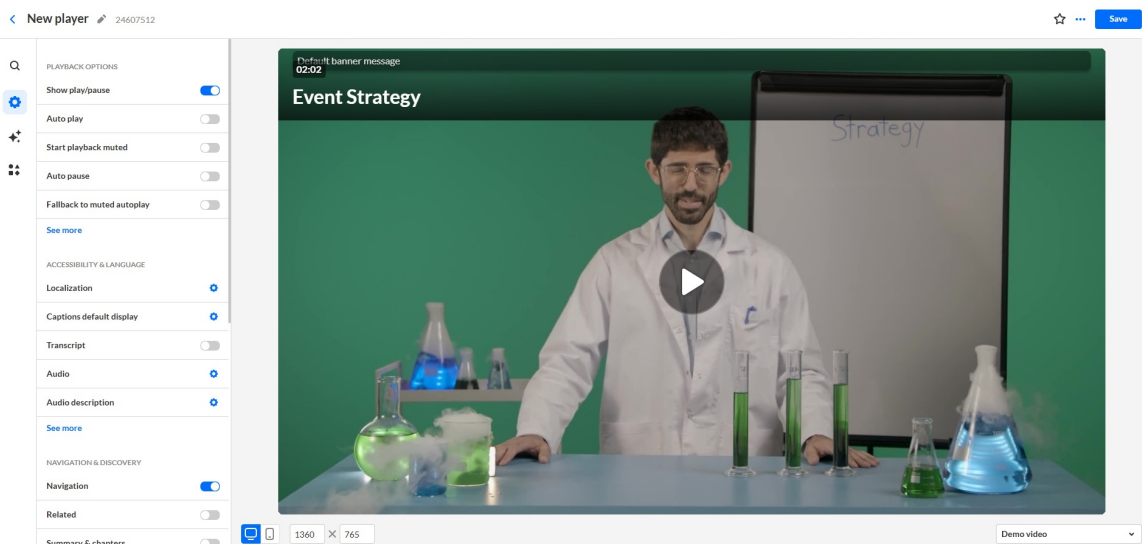
1. Log into your Rich Media CMS and click the **Studio** tab.



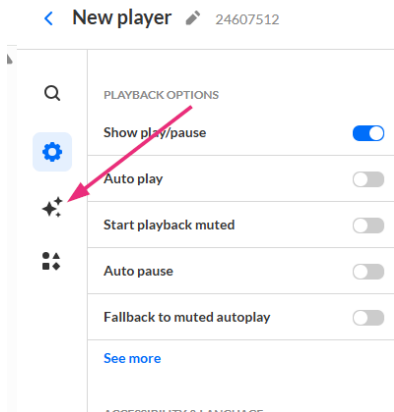
2. From the list, select the player you want to configure.



The settings tab opens.



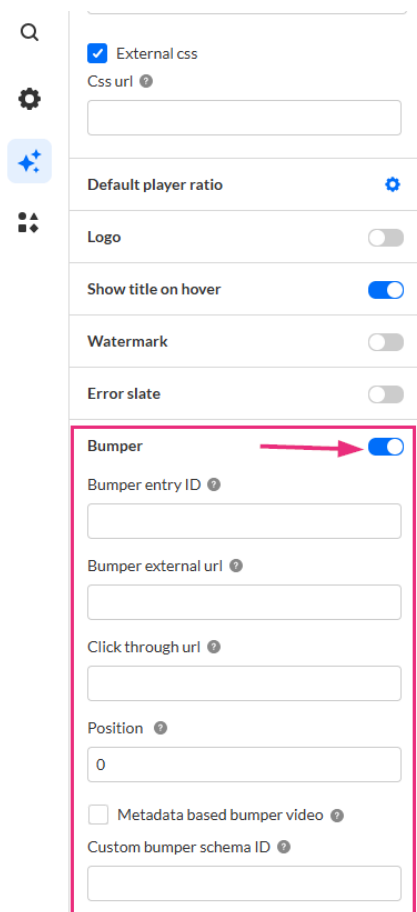
3. Click the **stars icon**.



The visual settings display.

Configure bumper videos

1. Scroll down to **Bumper** and click the toggle to enable it.



2. Configure the following:

- **Bumper entry ID** - Enter the entry ID of the video to use as the bumper. The player

uses the entry playback URL as the bumper video.



If both a Bumper entry ID and Bumper external URL are provided, the player uses the Bumper entry ID. If the entry ID can't be resolved, the player uses the Bumper external URL. If no URL is provided, no bumper is displayed.

- **Bumper external URL** - Enter the URL of the video to use as the bumper.
- **Click Through URL** - (Optional) Enter the URL that users are redirected to when they click the bumper.
- **Position** - Choose when the bumper plays:
 - **0** - before playback (default)
 - **-1** - after playback
 - **0,-1** - before and after playback
- **Metadata based bumper video** - Enable this option to use bumper settings from entry metadata. When disabled, the values configured in Bumper entry ID, Bumper external URL, Click Through URL, and Position are applied to all entries.



Metadata-based bumpers currently support the metadata fields **BumperUrl**, **BumperClickThroughUrl**, and **BumperPosition** only. Bumper entry ID is not supported in the custom metadata schema.

- **Custom bumper schema ID** - Enter the metadata profile ID that contains the bumper fields. This is required when **Metadata based bumper video** is enabled. If left empty, the player falls back to the global bumper settings.

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



For instructions on creating the required metadata schema and configuring values per entry, see [Create a custom metadata schema for per-entry bumper videos](#).

Bumper display logic

- If Metadata based bumper video is enabled and a valid schema ID is provided, the player uses bumper values defined in the entry's metadata.
- If Metadata based bumper video is enabled but the schema ID is empty, the player uses the bumper settings configured in the player.

- If Metadata based bumper video is enabled but the schema ID is invalid, metadata-based bumper configuration isn't loaded and no bumper is displayed.
- If Metadata based bumper video is disabled, the player always uses the bumper settings configured in the player.

Example video sources

Use a video file from your Rich Media CMS:

1. Click on the entry in [Rich Media CMS](#).
2. On the left menu bar, click **Flavors**.
3. Click the **three-dot menu** on the right of the flavor you want to use.
4. Click **Preview** in the drop-down menu.
5. Right-click on the video, and then click the following according to what browser you're using:
 - Chrome - click **Copy Video Address**
 - Firefox - **Copy Video Link**
 - Microsoft Edge - click **Copy Link**
6. Paste it into the **Bumper external URL** field.

Use a video from Dropbox:

1. Copy the Dropbox link of your file.
2. Paste the link into the **Bumper external URL** field, but change the end of the link from '=0' to '=1' - this changes the URL from a 'show' to a 'download'.

Use a video from Google Drive:

1. Copy the 'share' link of your file (ie. the link for your file when sharing it).
2. Change the link from a "share" to a "download" link by using the [Google Drive Direct Link Generator](#).
3. Paste the new, "download" link into the **Bumper external URL** field.

For the user guide, see [Bumpers](#).