

Advanced player settings: Customize text displayed in the player

Last Modified on 07/07/2026 9:42 am IDT

 This article is designated for administrators.

About

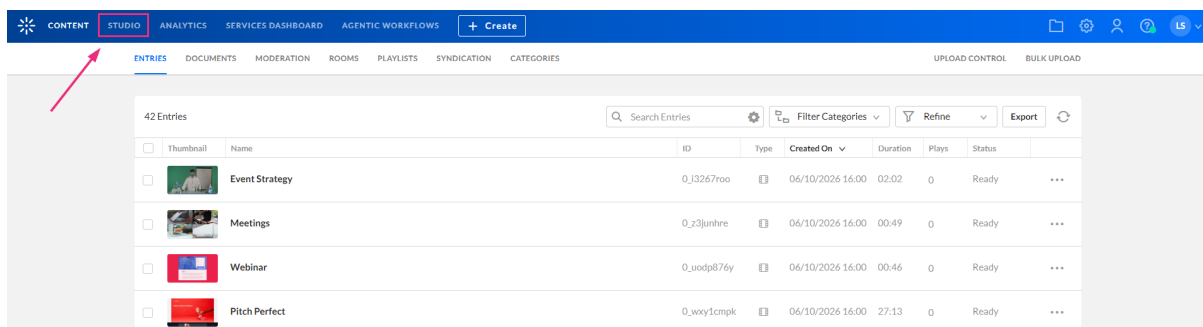
You can customize the text displayed in the player through the player's Advanced Settings. This configuration isn't exposed in the standard Player Studio interface.

Use this setting to replace the default player text for one or more languages, including control labels, status messages, and error messages.

Access the advanced settings

VOD **AUDIO** **REELS**

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

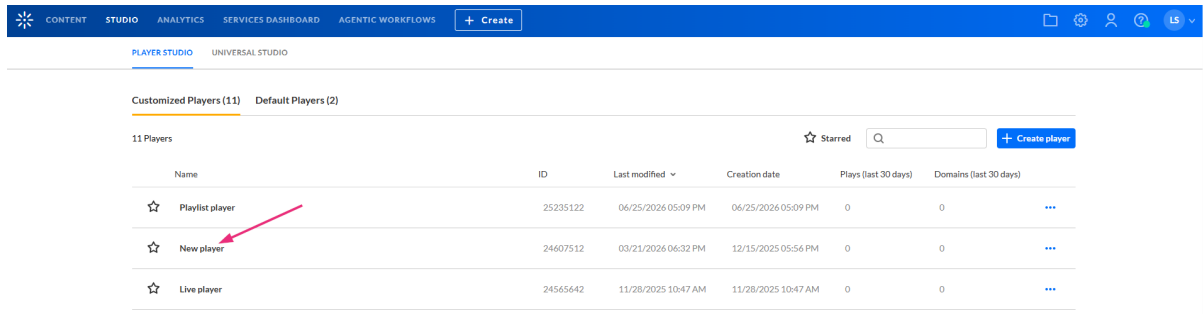


The **Player Studio** page displays.

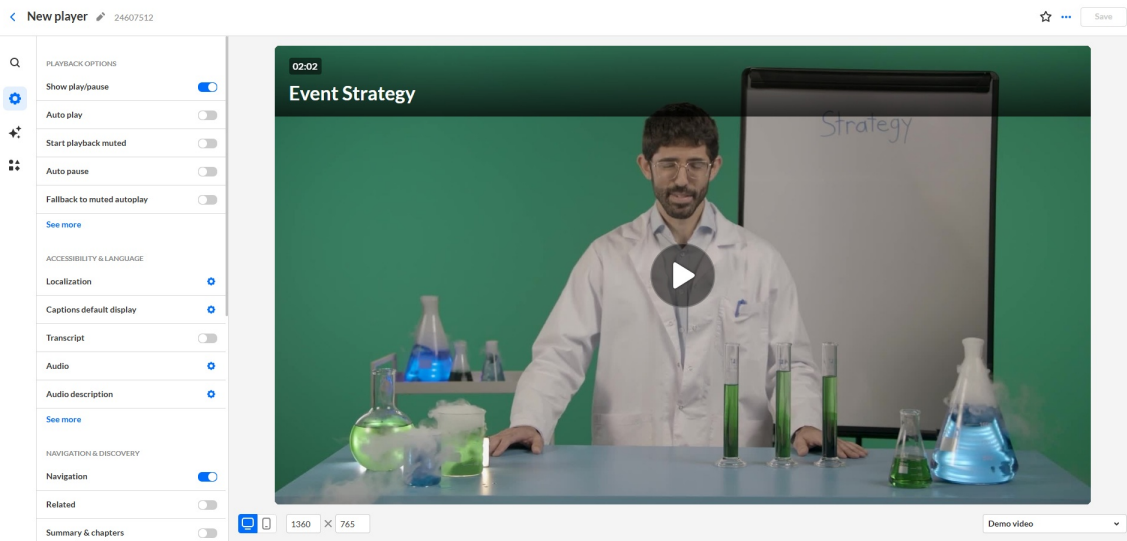
2. Click the player you want to edit from the list (or use the search bar in the top right).



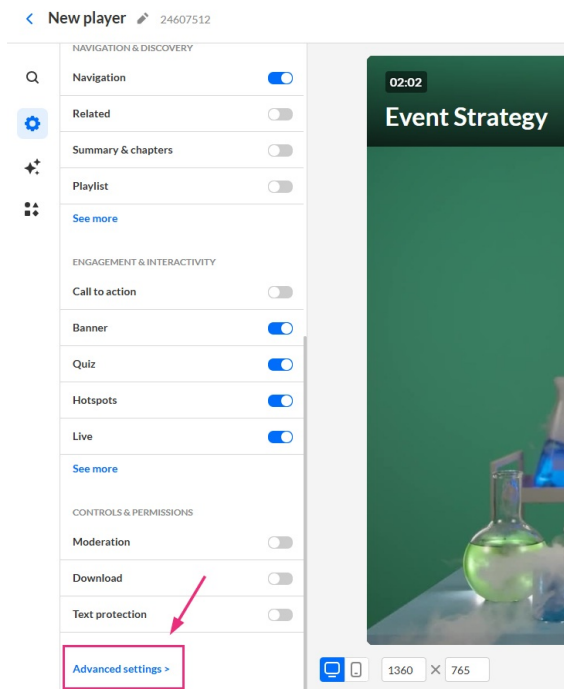
If you haven't created a player yet, check out our article [Create a player](#) for guidance.



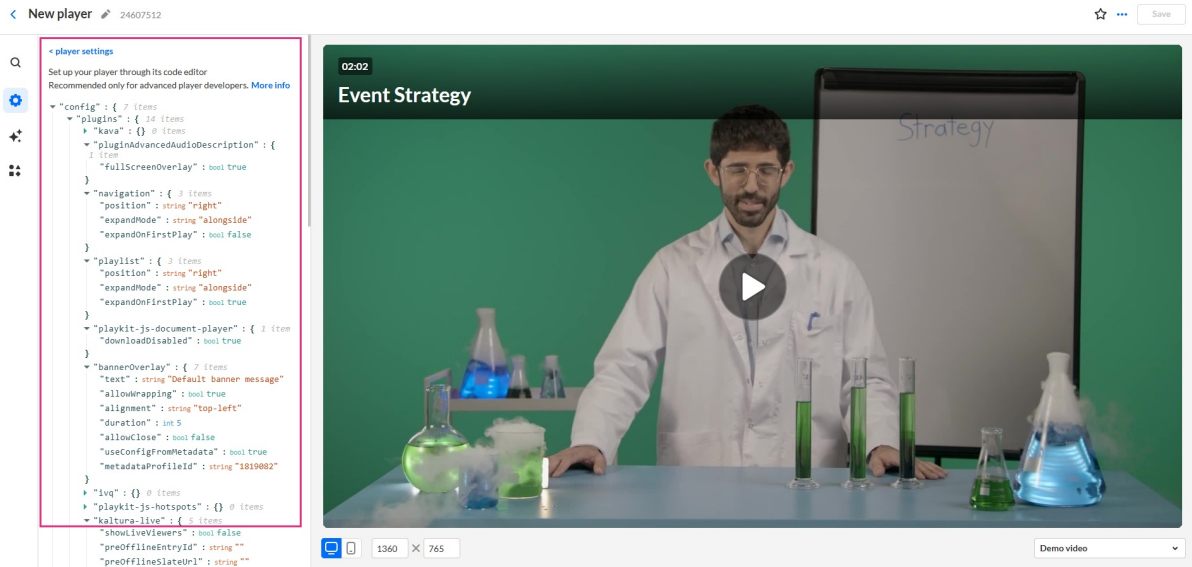
The player settings display.



3. Scroll to the bottom of the player settings and click **Advanced Settings**.



The advanced settings editor opens.



Customize player text

1. In the **Advanced Settings** panel, hover over **text** then click the **green+ icon**.

```

}
  "text": { 1 item + ✖
    "textTrackDisplaySetting": {
      "align": string "default"
    }
  }

```

The **Key Name** box displays.

2. In the box, enter translations, then click the **green checkmark** or press 'enter'.

```

"config": { 7 items
  "plugins": { 3 items
    "kaltura-live": { 5 items
      "translations": string "translations"
    }
  }
  "position": string "right"
}

```

The new 'translations' setting displays.

3. Hover over the translations setting and click the **green edit icon**.

```

"translations": NULL ✎ ✖

```

A box containing a null value displays.

```

}
"translations" :
  null
  
```

4. Replace the **null** value with your translation configuration exactly as shown below (make sure to include the opening and closing curly brackets **{ }**), then click the **small green checkmark**.

```

}
"translations" :
  {
    "en": {
      "kalturaLive": {
        "offline_title":
        "Custom title"
      },
      "controls": {
        "play": "My
        play button"
      }
    }
  }
  
```


In this example:

- **en** specifies the language.
- **kalturaLive** and **controls** identify the groups of player text to update.
- **offline_title** and **play** identify the text to replace.
- **"Custom title"** and **"My play button"** are the replacement text that will be displayed in the player.

It will look something like this:

```

"translations" : { 1 item
  "en" : { 2 items
    "kalturaLive" : { 1 item
      "offline_title" :
      string "Custom title"
    }
    "controls" : { 1 item
      "play" : string "My play button"
    }
  }
}
  
```

 When entering JSON:

- Make sure each line ends with a comma except the last one before a closing bracket.
- Use double quotes " around key names and string values.

- 5. Click **Save** at the top right before exiting.
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