

[Advanced] Customize player text when embedding the player

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This article is designated for advanced users.

About

To customize player text when embedding the player, add a `translations` object under the `ui` section of the `KalturaPlayer.setup()` configuration.

Configure player text

Add a `translations` object under the `ui` section of the player configuration.

Example

```
KalturaPlayer.setup({
  targetId: "kaltura_player",
  provider: {
    partnerId: <partnerId>,
    uiConfId: <uiConfId>
  },
  ui: {
    translations: {
      en: {
        kalturaLive: {
          offline_title: "Stream starting soon"
        },
        error: {
          default_error_title: "Oops, something went wrong"
        }
      }
    }
  }
});
```

In this example:

- `en` specifies the language.
- `kalturaLive` and `error` identify the groups of player text to update.
- `offline_title` and `default_error_title` identify the text to replace.
- `"Stream starting soon"` and `"Oops, something went wrong"` are the replacement text displayed in the player.

Customize additional text

You can override any supported player text by adding additional translation groups and keys to the `translations` object.

For example, to customize the Play button label:

```
translations: {
  en: {
    controls: {
      play: "Start playback"
    }
  }
}
```

Customize text for multiple languages

Add a translation object for each language you want to customize.

For example:

```
translations: {
  en: {
    controls: {
      play: "Play"
    }
  },
  es: {
    controls: {
      play: "Reproducir"
    }
  }
}
```