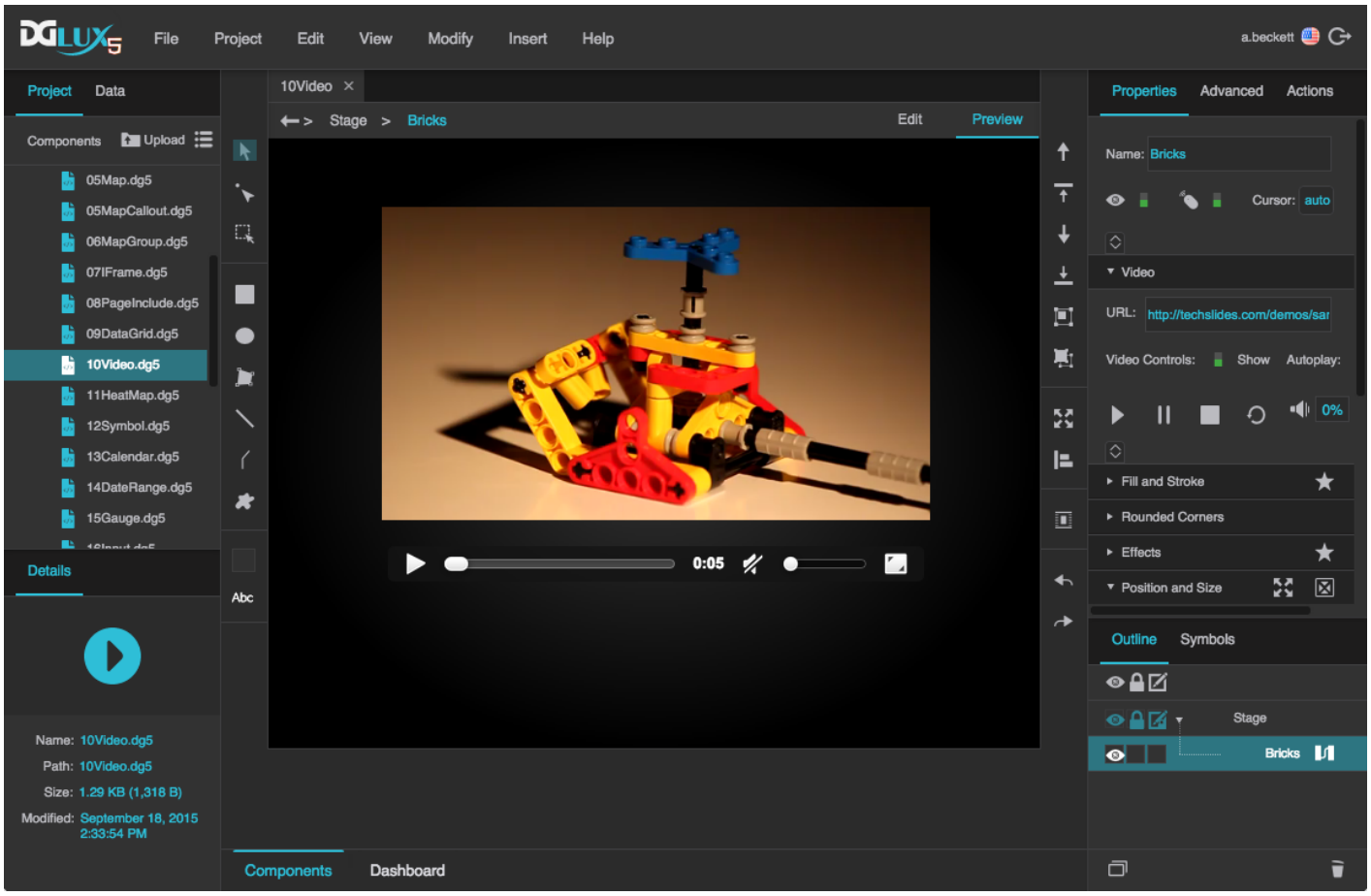
Video

The video component allows you to embed a video file in your page. It supports all video formats supported by the browser. The browser must support both the file format and the profile with which the video is encoded.

Note

Some individuals files do not play in a browser that supports their file format. This failure happens when MP4 files are encoded with a profile that the browser does not support. If you experience this failure, check your video's profile. The Baseline profile is most likely to be supported. See articles like this one for more information.

For a detailed reference of properties that affect video components, see Common Properties and Video Properties.



A video component in DGLux5

Create a Video Component

Before you create a video component, you might want to load your video into the project. You can also use videos stored at external URLs.

To load a video:

1. Drag the video file from your file system onto the DGLux5 environment.
2. When prompted to upload the video, click **Yes**.

   Your video is uploaded to the `assets` folder in the Project panel.

To create a video component:

1. Right-click in the Outline or Document window, and select **Insert** > **Components** > **Video**.
2. In the Outline or Document window, select the video component.
3. In the Property Inspector, under **URL**, click the folder icon, and select the video.

   If the video is stored outside this project, enter the full URL of the video instead.

Video FAQ

Click to display/hide all elements

How do I show or hide controls for the user?
You can enable the user to control volume and play, pause, stop, and restart the video.

To show or hide controls:

1. In the Outline or Document window, select the video.
2. In the Property Inspector, under **Video**, edit the **Video Controls** property.

How do I embed a video from YouTube, Vimeo, or another site?
To embed a video hosted on YouTube or Vimeo, use the IFrame component.

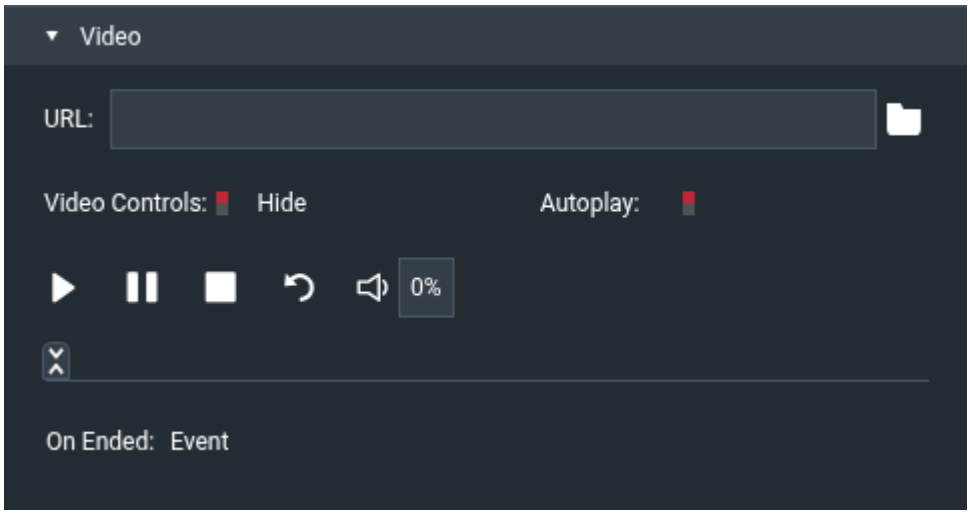
How do I include live CCTV images?
To display a CCTV feed, use the Image component and set the URL to the `mjpeg` URL for your camera. To find the `mjpeg` URL for your camera, use a reference like this one.

Video Properties

These properties affect the video component.

For a guide to using the video component, see Video.

Video components are also affected by Common Properties.



The Video properties in the Property Inspector

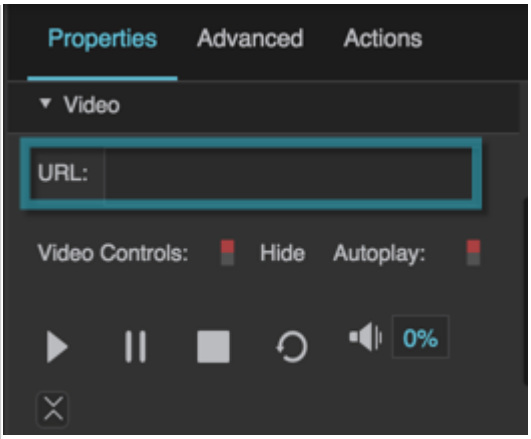
Click to display/hide all elements

URL
Specifies the path where the video is located. Click the folder icon to select or upload an image, or enter a relative URL within the project, such as `assets/video.mp4`. You can also enter any absolute URL, even if it is outside of your project or DGLux.

You can also drag the file from your computer:

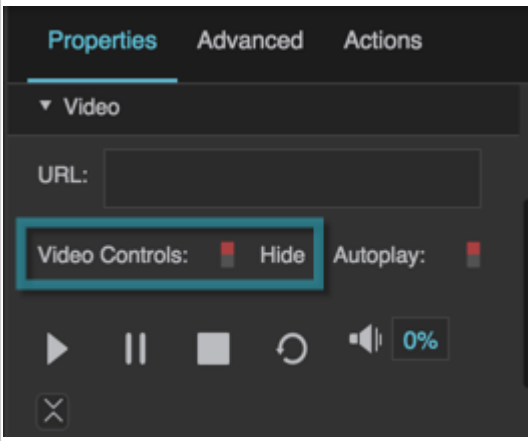
1. Drag the image onto DGLux5.
2. When prompted to upload the image, click Yes. Your image is uploaded. It can be found under the `assets` folder in the Project Tree.

You can use any video format that is supported by the user's browser.



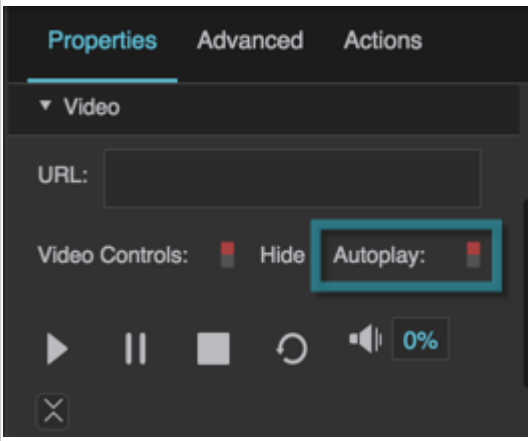
The URL property

Video Controls
Specifies whether video controls are shown to the user.



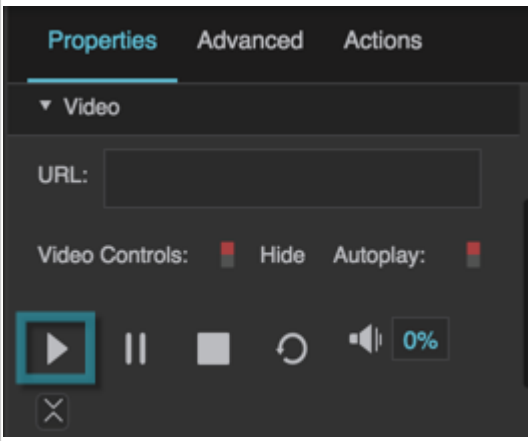
The Video Controls property

Autoplay
Specifies whether the video starts playing automatically when the video player is loaded on the page.



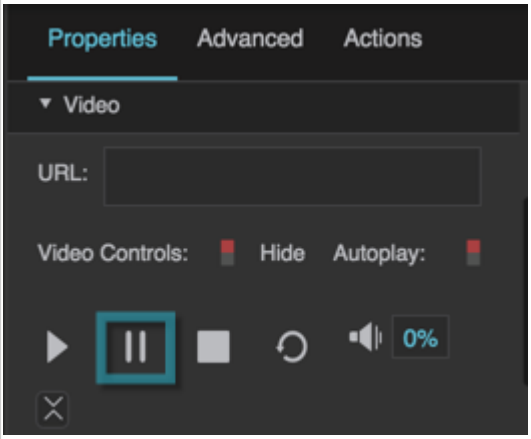
The Autoplay property

Play
Plays the video. You can bind to this button, or click it as part of a recorded action.



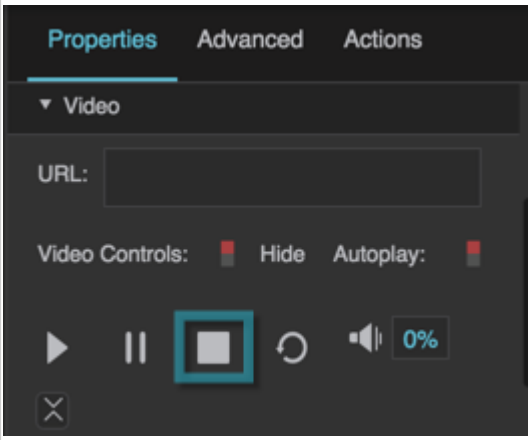
The Play property

Pause
Pauses the video. You can bind to this button, or click it as part of a recorded action.



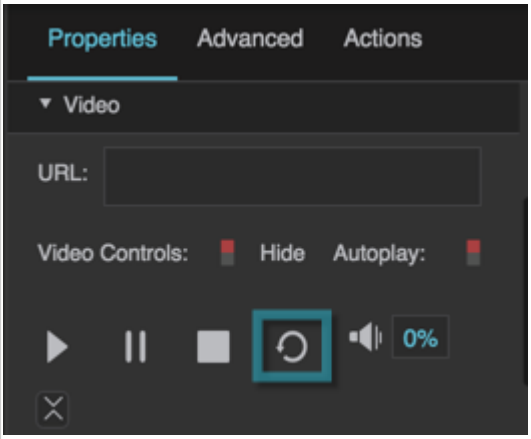
The Pause property

Stop
Stops the video. You can bind to this button, or click it as part of a recorded action.



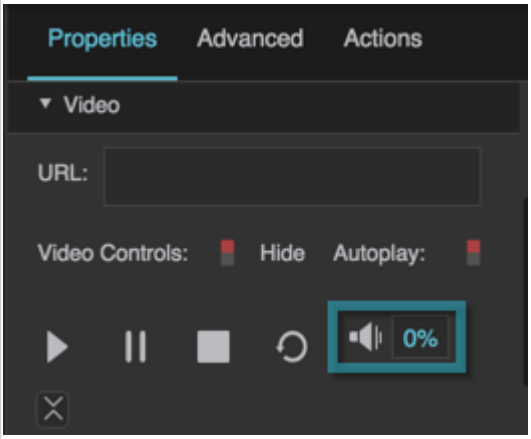
The Stop property

Restart
Restarts the video. You can bind to this button, or click it as part of a recorded action.



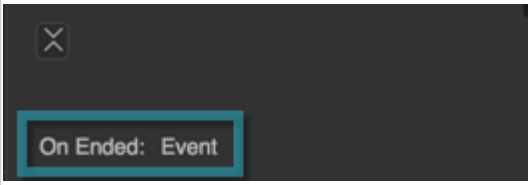
The Restart property

Volume
Changes the video player's volume, from 0 to 100 (%). The default is 0. A volume below 1% mutes the video, which allows browsers to autoplay it. You can bind to this property, or modify it as part of a recorded action.



The Volume property

On Ended
Found under **Advanced** in the Video section. Triggers an event on completion of this video. Can be used to invoke actions.



The On Ended property

These properties are available in the Advanced Property Inspector and in dataflow:

Property	Description
onError	Event that fires when the video fails to load or play.
sourceSupport	Read-only. True if the browser can play the video source; false if the source format is not supported or cannot be decoded.

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