

# 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 individual 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](#).

The screenshot shows the DGLux5 software interface. At the top, there is a menu bar with options: File, Project, Edit, View, Modify, Insert, Help. The user's name 'a.beckett' and a refresh icon are visible in the top right. The main workspace is divided into several panels. On the left, there is a 'Project' panel with a 'Components' list containing files like '05Map.dg5', '05MapCallout.dg5', '06MapGroup.dg5', '07IFrame.dg5', '08PageInclude.dg5', '09DataGrid.dg5', '10Video.dg5' (highlighted), '11HeatMap.dg5', '12Symbol.dg5', '13Calendar.dg5', '14DateRange.dg5', and '15Gauge.dg5'. Below this is a 'Details' panel for the selected '10Video.dg5' component, showing its name, path, size (1.29 KB), and modification date (September 18, 2015). The central area is a video player showing a LEGO Technic model. The player has a progress bar at 0:05 and various control icons. On the right, there is a 'Properties' panel for the 'Bricks' component, showing its name, URL ('http://techslides.com/demos/sar'), video controls (Show, Autoplay), and various styling options like Fill and Stroke, Rounded Corners, and Effects. The 'Outline' panel at the bottom right shows the component hierarchy with 'Bricks' selected.

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.

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## 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](#).

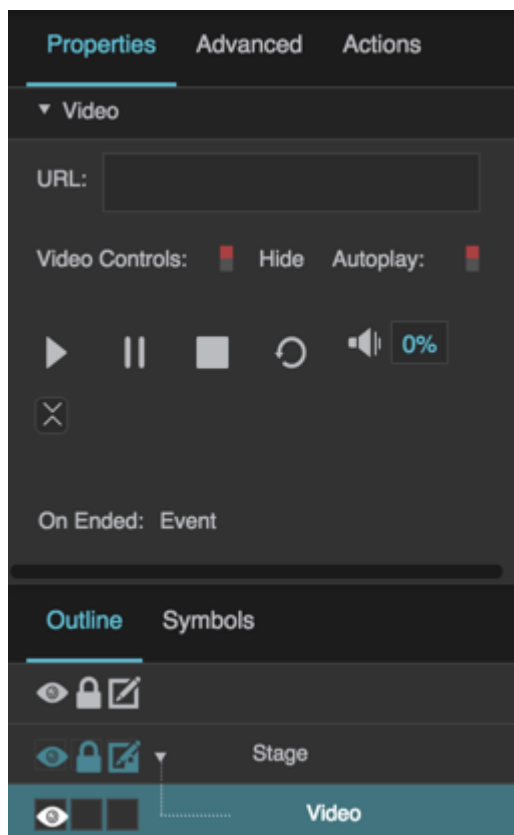
## Video Properties

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

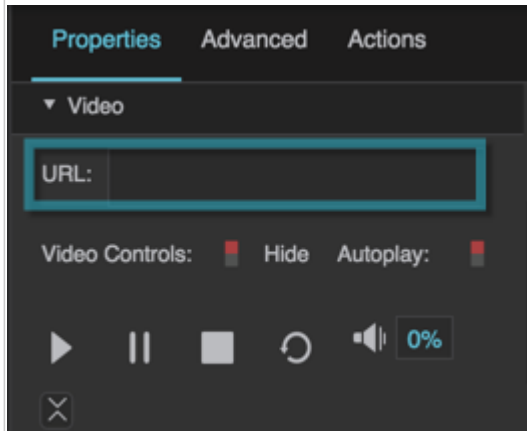
Specifies the path where the video is located. Click the folder icon to select or upload an image, or enter a relative URL within the project, such as `assets/video.mp4`. You can also enter any absolute URL, even if it is outside of your project or DGLux.

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.

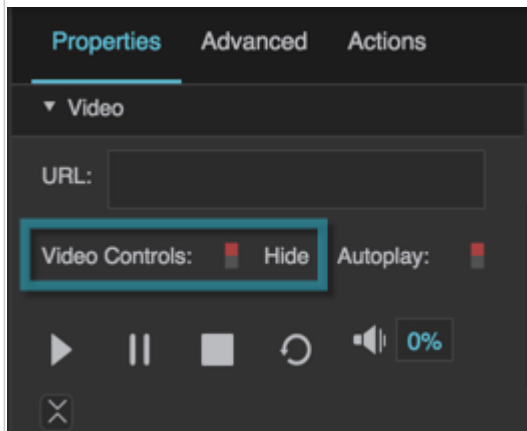
You can use any video format that is supported by the user's browser.



*The URL property*

### **Video Controls**

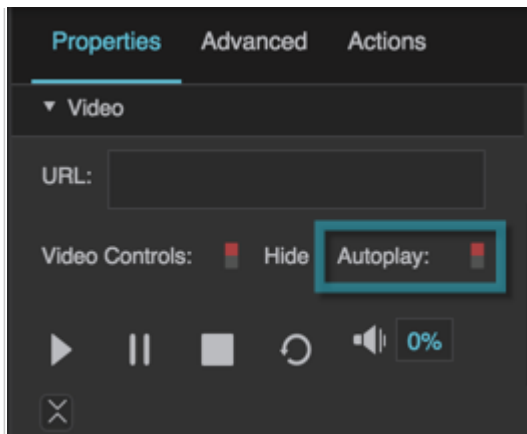
Specifies whether video controls are shown to the user.



*The Video Controls property*

### **Autoplay**

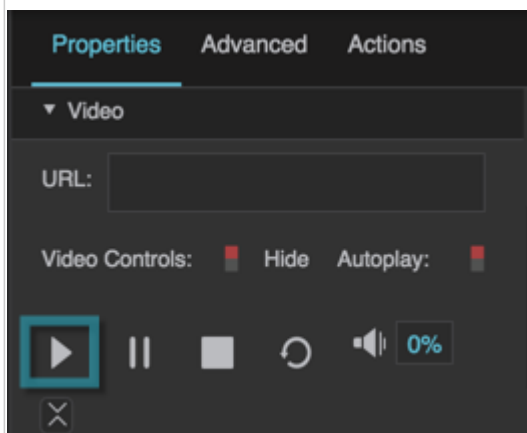
Specifies whether the video starts playing automatically when the video player is loaded on the page.



*The Autoplay property*

## Play

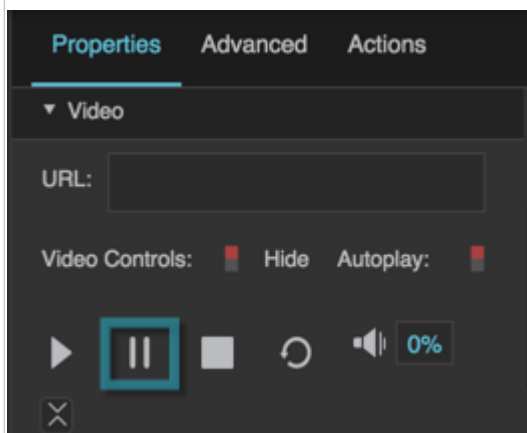
Plays the video. You can bind to this button, or click it as part of a recorded action.



*The Play property*

## Pause

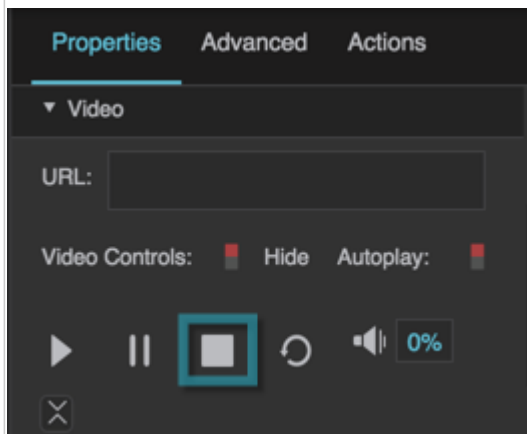
Pauses the video. You can bind to this button, or click it as part of a recorded action.



*The Pause property*

## Stop

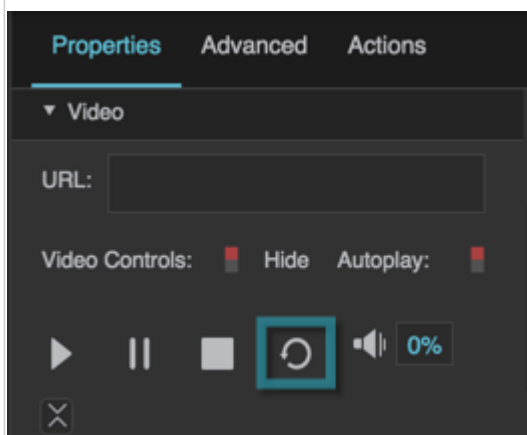
Stops the video. You can bind to this button, or click it as part of a recorded action.



*The Stop property*

## Restart

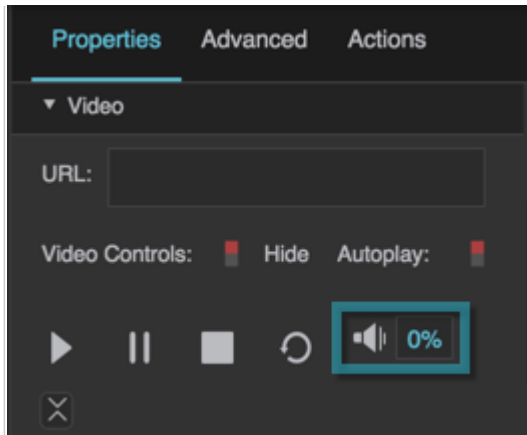
Restarts the video. You can bind to this button, or click it as part of a recorded action.



*The Restart property*

## Volume

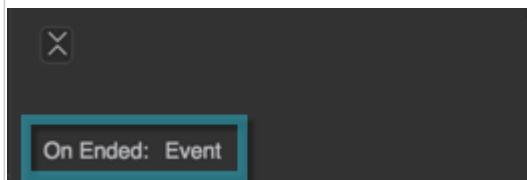
Changes the video player's volume. You can bind to this property, or modify it as part of a recorded action.



*The Volume property*

### On Ended

Triggers an event on completion of this video. Can be used to invoke actions.



*The On Ended property*

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