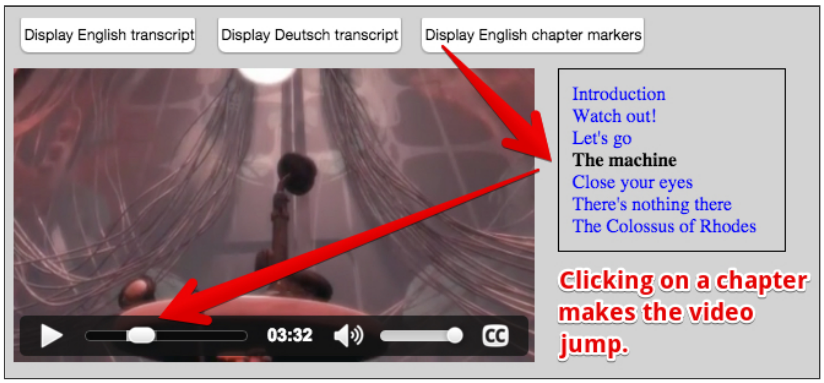
Example 4: making a simple chapter navigation menu

INTRODUCTION

You can use WebVTT files in order to define chapters. The syntax is exactly the same as for subtitles/caption `.vtt` files. The only difference is in the declaration of the track. Here is how we declared a chapter track in one of the previous examples (in bold in the example below):



HTML code:

```
    <video id="myVideo" preload="metadata" controls crossOrigin="anonymous">
        <source src="http://...../elephants-dream-medium.mp4"
                type="video/mp4">
4.      <source src="http://...../elephants-dream-medium.webm"
5.              type="video/webm">
        <track label="English subtitles"
               kind="subtitles"
               srclang="en"
               src="http://...../elephants-dream-subtitles-en.vtt" >
        <track label="Deutsch subtitles"
               kind="subtitles"
               srclang="de"
               src="http://...../elephants-dream-subtitles-de.vtt"
               default>
        <track label="English chapters"
               kind="chapters"
               srclang="en"
               src="http://...../elephants-dream-chapters-en.vtt">
    </video>
```

If we try this code in an HTML document, nothing special happens. No magic menu, no extra button!

Currently (as at November 2015), no browser takes chapter tracks into account. You can use one of the enhanced video players presented during the HTML5 Part 1 course, but as you will see in this lesson:

making your own chapter navigation menu is not complicated.

FIRST, LET'S HAVE A LOOK AT THE `.VTT` FILES FROM THIS EXAMPLE:

elephant-dream-chapters-en.vtt:

```
WEBVTT

chapter-1
00:00:00.000 --> 00:00:26.000
Introduction

chapter-2
00:00:28.206 --> 00:01:02.000
Watch out!

chapter-3
00:01:02.034 --> 00:03:10.000
Let's go

chapter-4
00:03:10.014 --> 00:05:40.000
The machine

chapter-5
00:05:41.208 --> 00:07:26.000
Close your eyes

chapter-6
00:07:27.125 --> 00:08:12.000
There's nothing there

chapter-7
00:08:13.000 --> 00:09:07.500
The Colossus of Rhodes
```

We've got 7 cues (one for each chapter). Each cue id is chapter- followed by the chapter number, then we have the start and end time of the cue/chapter, and the cue content. In this case: the description of the chapter ("Introduction", "Watch out!", "Let's go", etc...).

Hmm... let's try to open this chapter track with the example we wrote in a previous lesson - the one that displayed the clickable transcript for subtitles/captions on the right of the video. We need to modify it a little bit:

1. We add a "show English chapters" button with a click event listener similar to this :

```
<button disabledid="buttonEnglishChapters"onclick="loadTranscript('en',
'chapters');">
    Display English chapter markers
</button>
```

2. We modify the `loadTranscript` function from the previous example, so that it matches both the`srclang` and the `kind` attribute of the track.

   Here is a new version: in bold are the source code lines we modified.

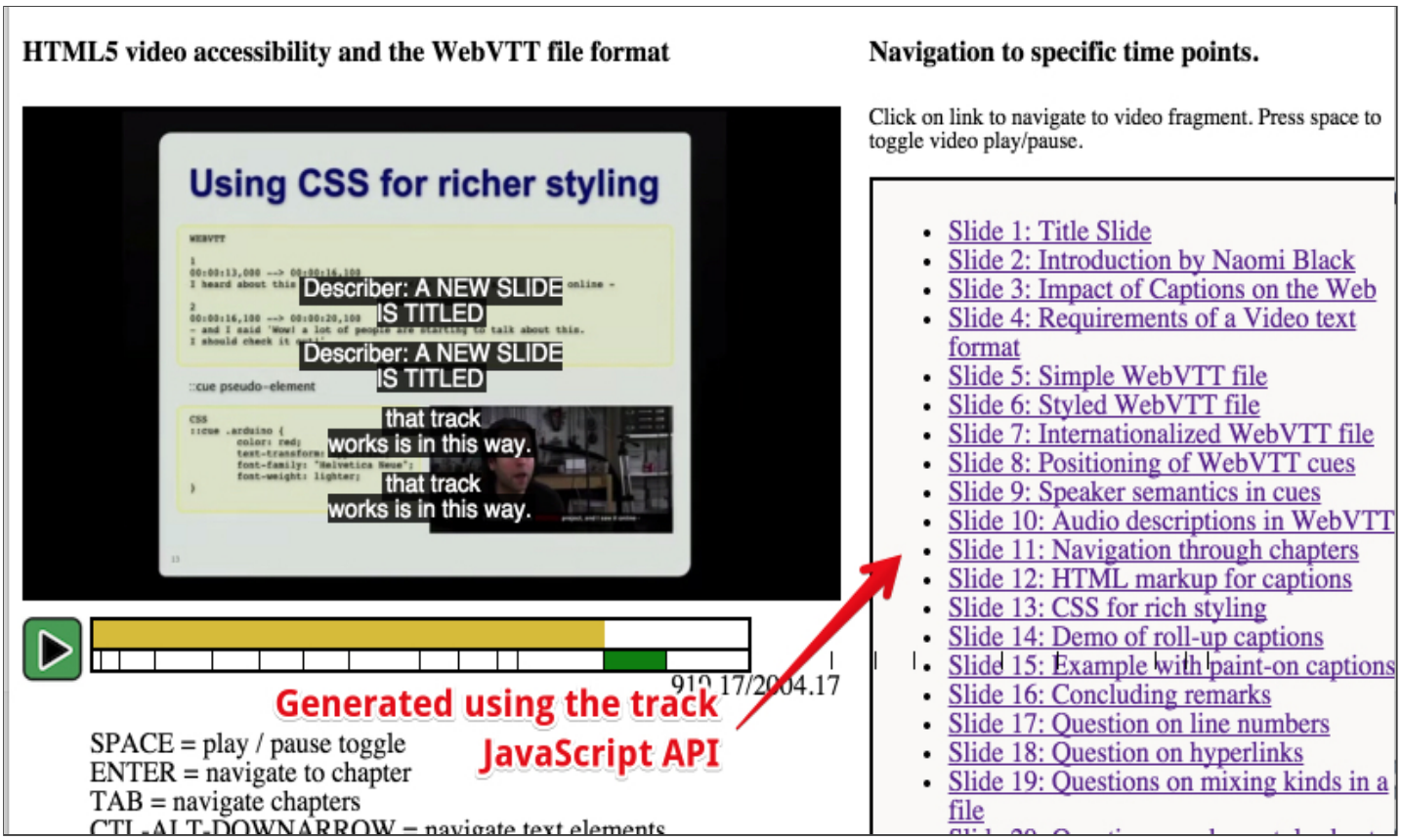
```
function loadTranscript(lang, kind){
   ...
   // Locate the track with lang and kind that match the
parameters
   for(var i = 0; i < tracks.length;i++) {
      ...
      if((track.language === lang)&& (track.kind === kind)) {
         // display it contents...
      }
   }
}
```

FIRST VERSION : CHAPTERS AS CLICKABLE TEXT ON THE RIGHT OF THE VIDEO

Try it on JSBin; this version includes the modifications we presented earlier - nothing more. Notice that we kept the existing buttons to display a clickable transcript:

Look at the JavaScript and HTML tab of the JSBin example to see the source code. It's the same as in the clickable transcript example, except for the small changes we explained earlier.

This sort of navigation, illustrated in the video player below, is fairly popular.



In addition to the clickable chapter list, this one displays an enhanced progress bar created using a canvas. The small squares are drawn depending on the chapter cues start and end time, etc. You can try to modify the provided example in order to add such an enhanced progress indicator.

However, we will see how we can do better by using JSON objects as cue contents. This is the topic of the two next lessons!