

HTML object tag

 [w3schools.com/tags/tag_object.asp](https://www.w3schools.com/tags/tag_object.asp)

Example

An embedded image:

```
<object data="pic_trulli.jpg" width="300" height="200"></object>
```

Example

An embedded HTML page:

```
<object data="snippet.html" width="500" height="200"></object>
```

Example

An embedded video:

```
<object data="video.mp4" width="400" height="300"></object>
```

Definition and Usage

The `<object>` tag defines a container for an external resource.

The external resource can be a web page, a picture, a media player, or a plug-in application.

To embed a picture, it is better to use the `` tag.

To embed HTML, it is better to use the `<iframe>` tag.

To embed video or audio, it is better to use the `<video>` and `<audio>` tags.

Browser Support

Element

<code><object></code>	Yes	Yes	Yes	Yes	Yes
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Plug-ins

The `<object>` tag was originally designed to embed browser Plug-ins.

Plug-ins are computer programs that extend the standard functionality of the browser.

Plug-ins have been used for many different purposes:

- Run Java applets
- Run ActiveX controls
- Display Flash movies
- Display maps
- Scan for viruses
- Verify a bank id

Warning !

Most browsers no longer support Java Applets and Plug-ins.

ActiveX controls are no longer supported in any browser.

The support for Shockwave Flash has also been turned off in modern browsers.

Attributes

Attribute	Value	Description
<u>data</u>	<i>URL</i>	Specifies the URL of the resource to be used by the object
<u>form</u>	<i>form_id</i>	Specifies which form the object belongs to
<u>height</u>	<i>pixels</i>	Specifies the height of the object
<u>name</u>	<i>name</i>	Specifies a name for the object
<u>type</u>	<i>media_type</i>	Specifies the media type of data specified in the data attribute
typemustmatch	<i>true/false</i>	Specifies whether the type attribute and the actual content of the resource must match to be displayed
<u>usemap</u>	<i>#mapname</i>	Specifies the name of a client-side image map to be used with the object
<u>width</u>	<i>pixels</i>	Specifies the width of the object

Global Attributes

The `<object>` tag also supports the [Global Attributes in HTML](#).

Event Attributes

The `<object>` tag also supports the [Event Attributes in HTML](#).

Related Pages

HTML tutorial: [HTML Object Element](#)

HTML DOM reference: [Object Object](#)

Default CSS Settings

Most browsers will display the `<object>` element with the following default values:

```
object:focus {  
  outline: none;  
}
```