Chapter 11: HML5 Supports Multimedia!!!!

Does it really? That’s surprising!!! I never knew!?!?!?!??! Until now that is ;p

# Video Tags!!!

If you were unaware, these are great thing! They make your life much easier!! So much easier that I’d say that your life becomes 10x easier!! No more flash or shockwave or any other garbage frameworks that forced us to write code to display videos. Who does that? Not us, anymore!! We write HTML5 code now!!! And this is how!

## Popular video formats

There are formats that were the quarterback and prom queen of videos. They reign supreme as the most accepted of their kind. Everyone likes them or is at least forced (on some level) to like them. Anyway, here they are, you should probably know them too!

* Ogg/Theora (.ogv extension): Royalty free with no patent
* WebM/VP8 (.webm extension): Googles format uses BSD open-source license
* MPEG-4/H.264 (.mp4 extension): Patented

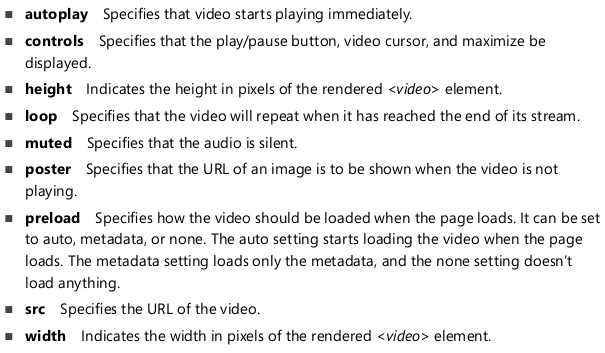
**MPEG-4/H.264 is the most popular of them all!!!!!!**

## The Video Tag

The whole point of this section! This is what you’ve been reading for! Don’t hold your breath any longer!!! Because I’ve got what you’ve been hankering. The food that tastes the best! The story that keeps your mind racing! The video tag that plays video on the web!!!!!!

Yeah, whatever. You were probably expecting a lot from this section after that into. Well sorry all you get is a link. If you click the link, you might get more of what you were expecting…………

## Video Tag Attributes

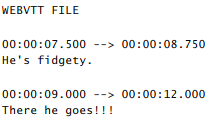


## So you want to add subtitles

Well you can!!! The format used is called WebVTT or Web Video Text Tracks. Here is how it works:

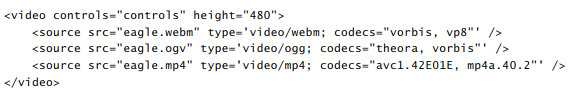
* The file starts with a declaration of WEBVTT FILE
* Skip a line
* Define a cue which is composed of:
  + A timespan on the first line
  + The caption on the next line or lines
* There is a line separator between each cue

Here is an example of the format of a WebVTT file



## Best Practice

* Provide the same video in different video formats. You can do this by specifying multiple sources. The browser will decide which to play by checking to see if they are supported in the order the source is specified.



In the example above, the browser will see if it can play .webm. If it can’t, then it will proceed to try to play the .ogv file. If it can’t, then it will try to play the .mp4 file.

* Provide a default message to the user if their browser doesn’t support HTML5.

