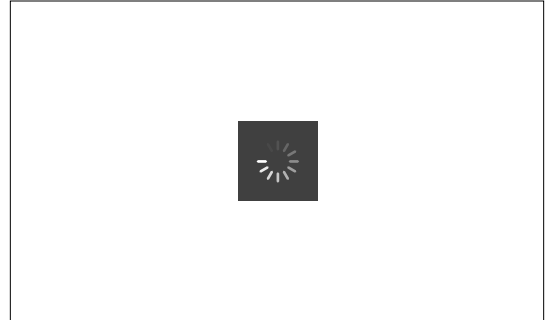


## 1 LOADING STATE

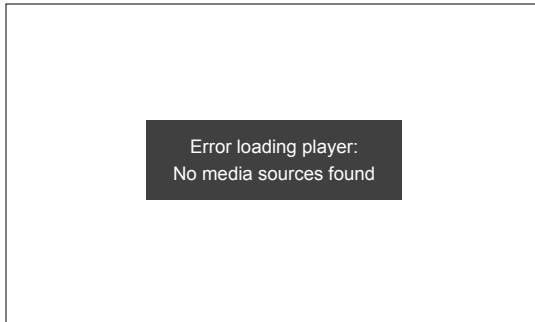
Player detects page background color.  
The loading placeholder box will show up in that color.



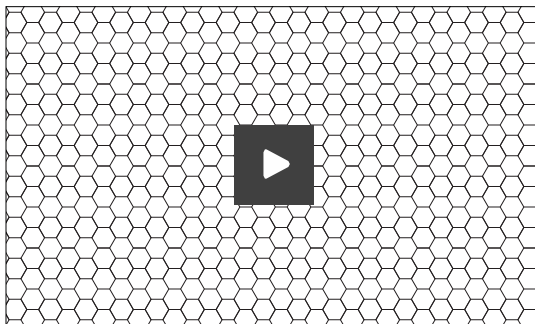
After 5 seconds, an activity indicator fades in.



Player setup error is rendered on page background.  
2 lines of white text in black box. Text can expand to edges.

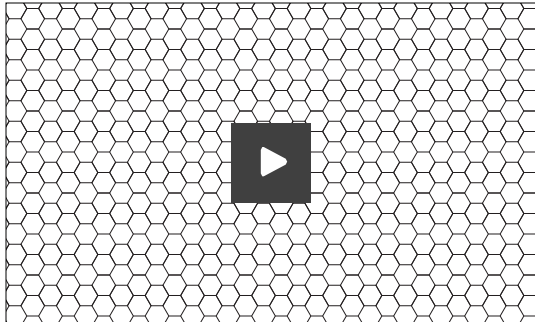


Download fallback is using a simple "play" icon.  
Preview image is displayed when available.

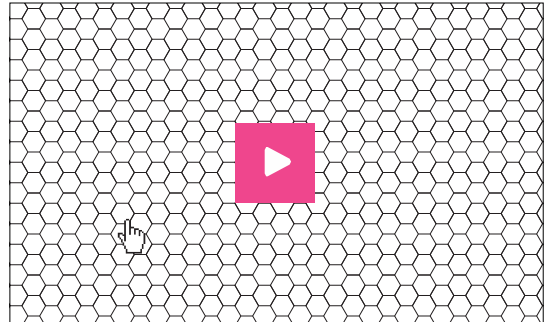


## 2 IDLE STATE

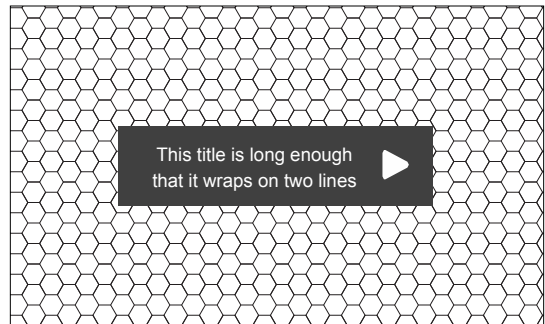
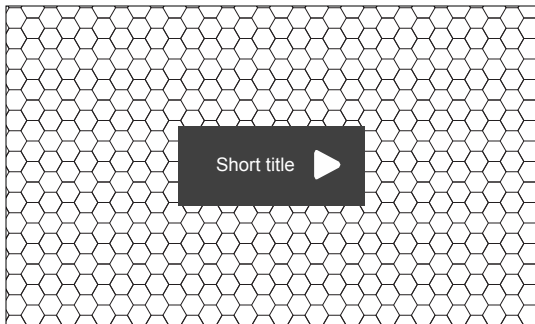
Play button and preview image fade into view.  
As of this state, all assets are coming from skin.



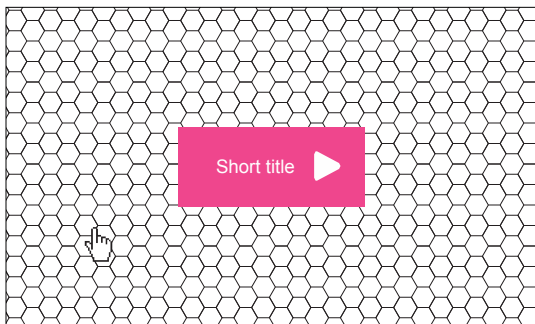
On focus, a highlight effect fades in.  
It fades out again on defocus.



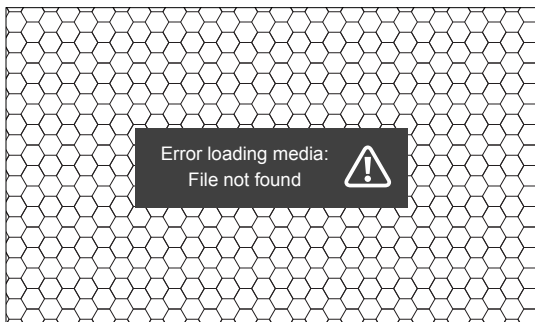
If the video title is set, it will appear in the display.  
Up to two lines are supported, then the title is broken off.



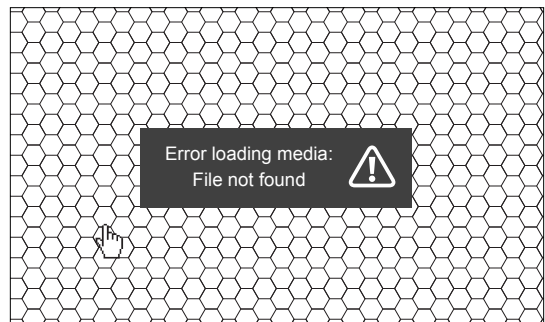
The same highlight effect is supported



When a media error is encountered, the player switches to IDLE.  
Instead of the title, an error message is displayed

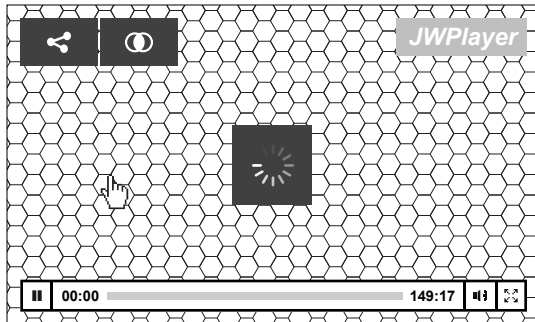


No (de)focus effect and/or action are available.

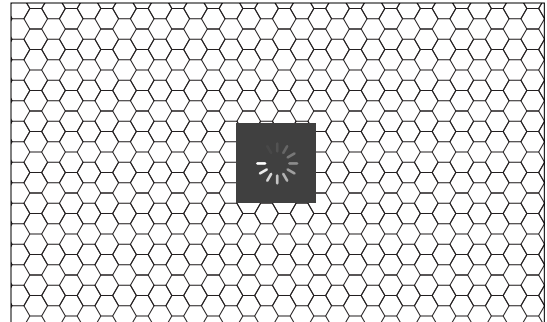


### 3 BUFFER STATE

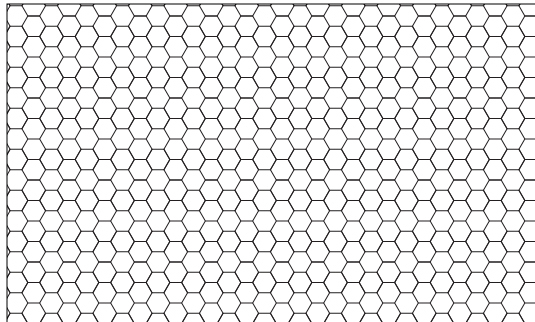
Play icon is crossfaded with rotating buffering icon.  
Dock, logo and controlbar fade in at the same time.



Upon defocus, dock, logo and controlbar fade out.  
Buffering icon in the middle stays (note: no rollover).



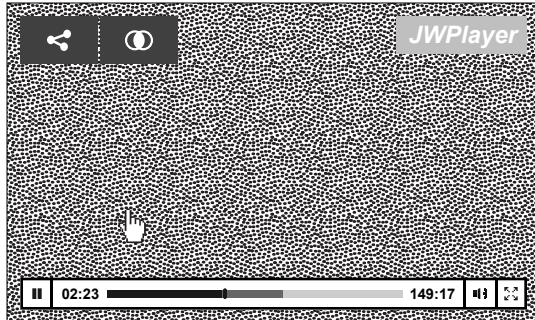
For mobile devices, the built-in controls are used.



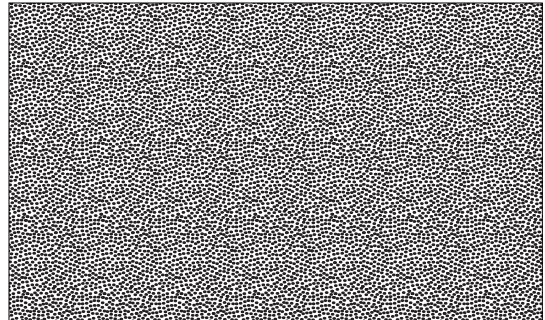
## 4

## PLAYING STATE

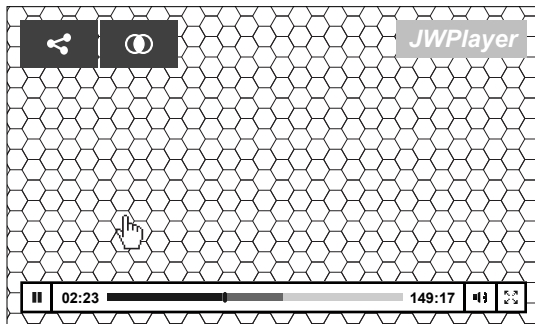
When playback starts, the buffer icon fades out.  
Image is crossfaded with the video.



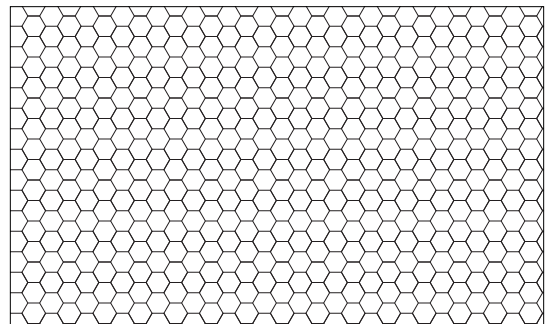
Upon defocus, dock, logo and controlbar fade out.  
Only the video is now visible.



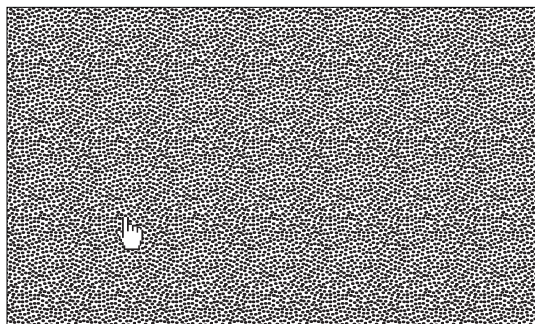
For audio-only, the image stays visible during playback.



For audio-only, controls still fade out during playback.



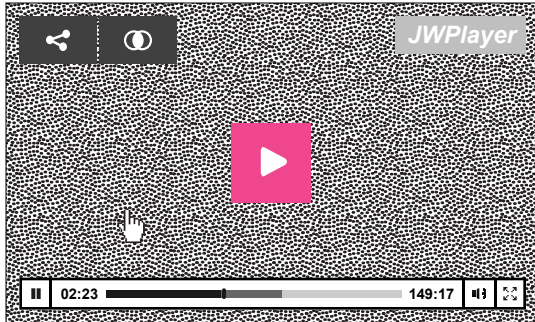
For mobile devices, the built-in controls are used.



## 5

## PAUSED STATE

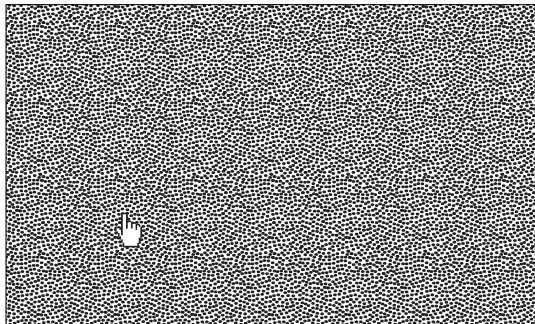
Upon pausing, the central play icon fades in.  
The same highlight effect as in IDLE state is used.



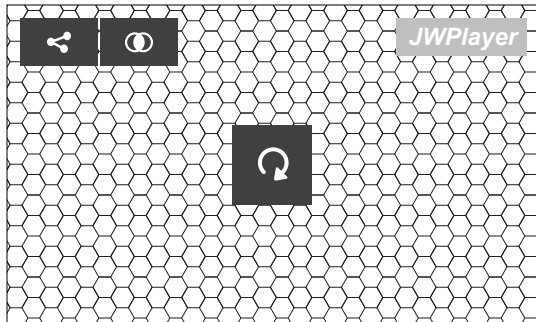
Upon defocus, the dock logo and controlbar are hidden.  
The title is not displayed in the central icon.



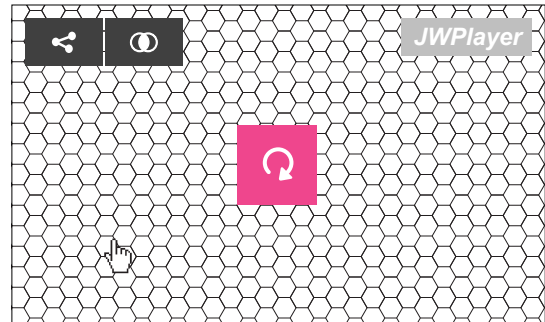
For mobile devices, the built-in controls are used.



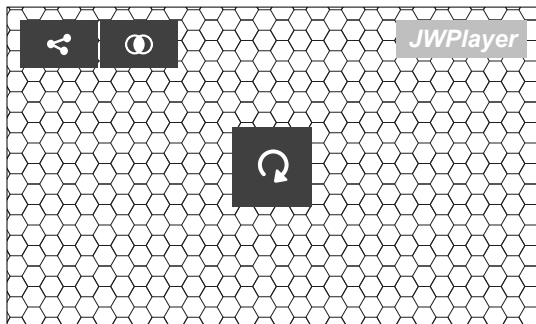
In the complete state, a replay icon is shown.  
The controlbar fades out and the video is replaced by the image.



The same (de)focus effect as in other states is possible.  
Note the dock and logo stay visible regardless of focus



On mobile, this is the only state where the dock/logo are visible.

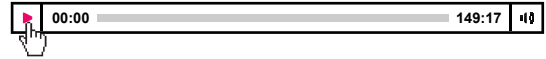


## 7 AUDIO MODE

If the embed is <50px high, only the controlbar is displayed.  
The controlbar is extended to the edges, ignoring the margins.



Buttons display a highlight effect on focus (crossfaded).



In audio mode, the fullscreen button is omitted.  
Rolling over the volume/seek buttons will not popup a tooltip.



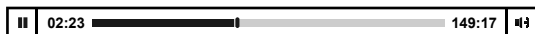
When switching from idle to buffer, no indicator is shown.



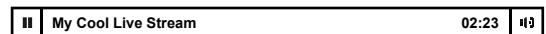
During playback, one bar shows download progress.  
A second bar shows playback progress.



For streaming media, the download progress is omitted.



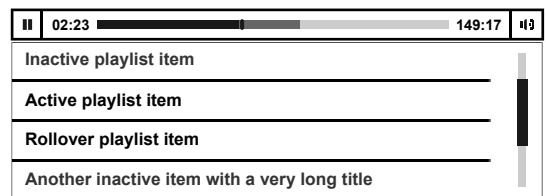
For live streams, the seekbar is omitted entirely.  
Elapsed time is displayed on the right, video title on the left.



If a playlist with multiple items is active,  
prev/next buttons are shown in the controlbar.

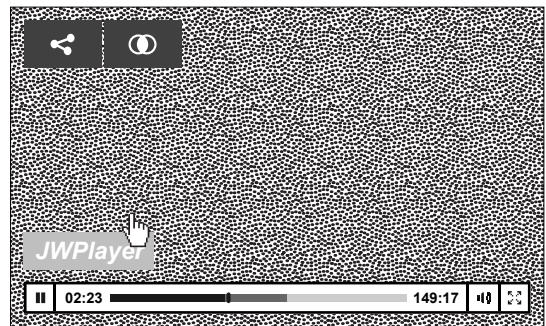
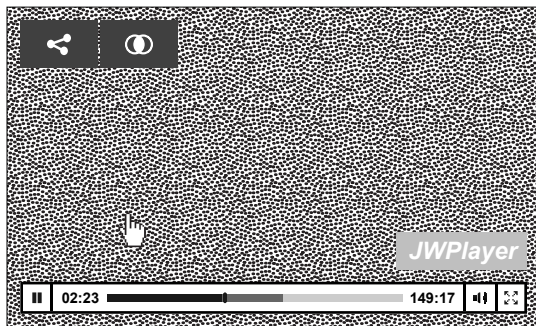
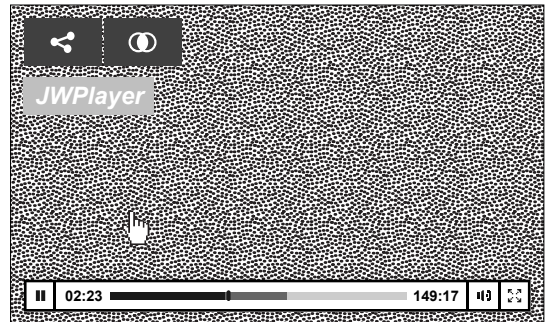
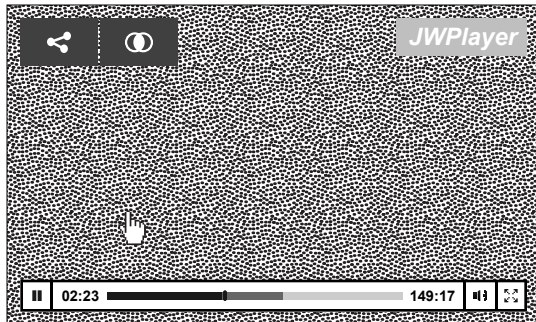


With a listbar, the prev/next buttons are not available

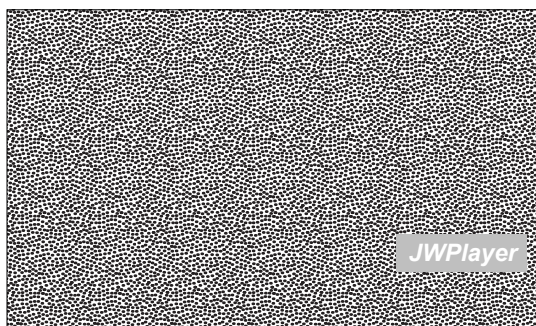


## 8 LOGO

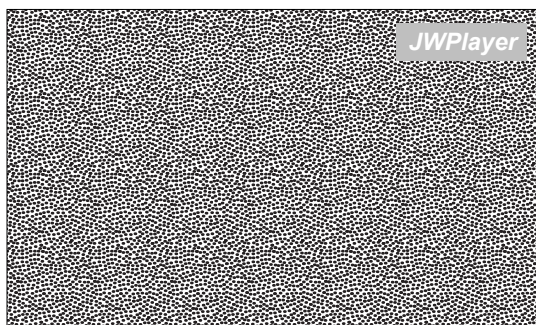
Only in the top-right spot, the logo is positioned at the edge.  
In all other spots, it's positioned inside the safe region.



When set to always position, the logo is not moved on defocus.



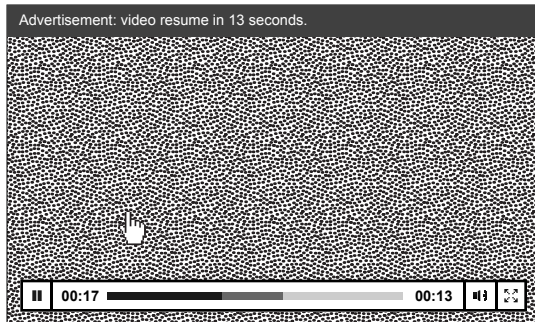
On mobile, the logo is only visible on buffer/play/pause  
when it is set to always position.



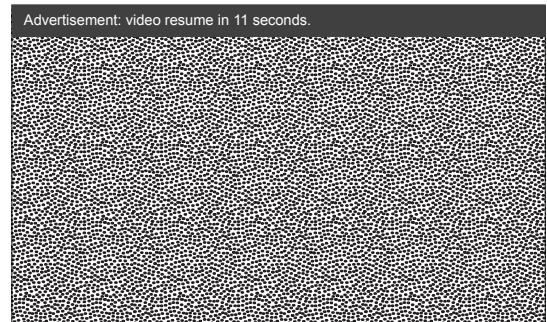


## 9 ADS

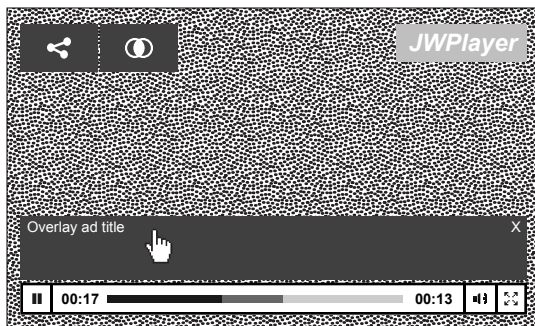
For in-stream ads, the existing controlbar is re-used.  
Dock and logo are replaced by a countdown bar.



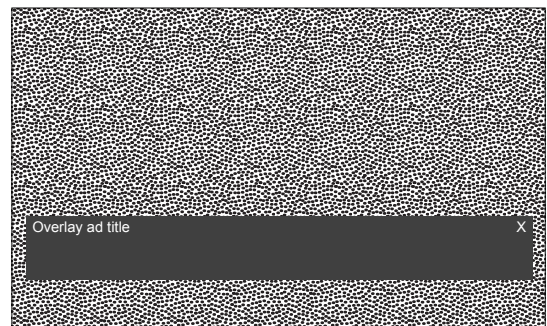
Upon defocus, the controls fade out but the countdown stays.



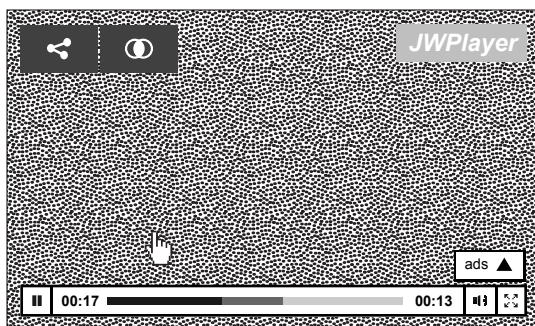
Overlay ads appear inside the safe region.



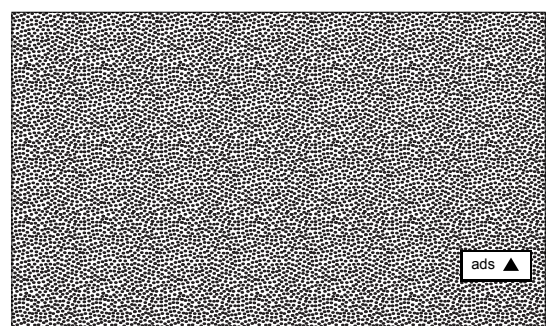
Upon defocus, overlay ads are not repositioned.



The overlay callout also stays inside the safe region.

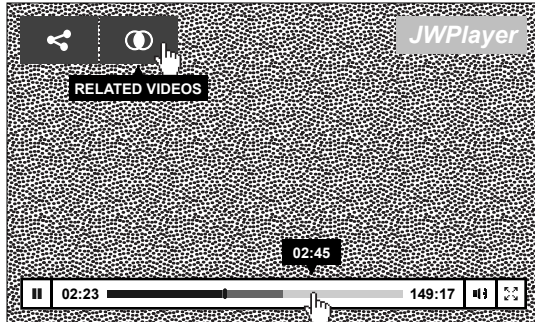


Again, no re-positioning upon defocus.

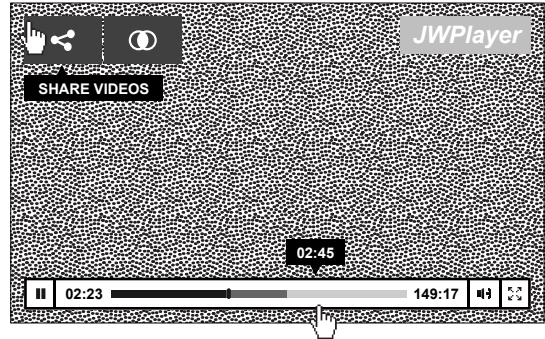


## 10 TOOLTIPS

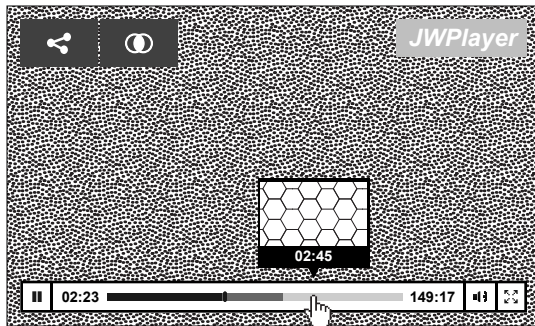
Tooltips fade in when hovering the controlbar or dock.  
They fade out when the mouse exits the control.



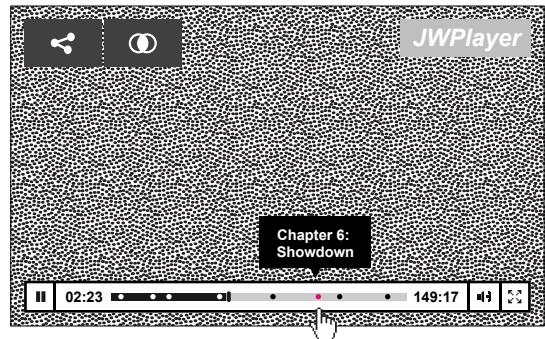
The tooltip arrow "touches" the controls but never overlaps.  
Tooltips do not extend beyond the margin of the controls.



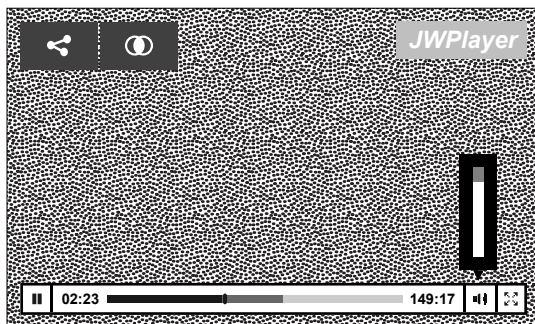
When a thumbstrip is available, the preview thumb is shown.



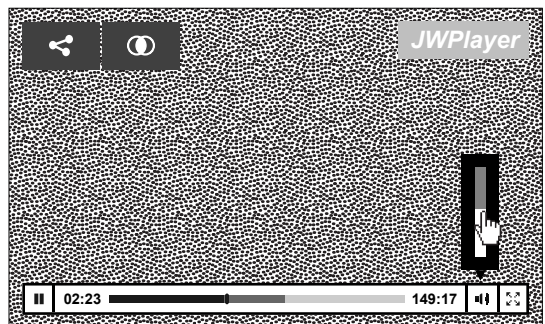
If cuepoints are set, their contents are shown.



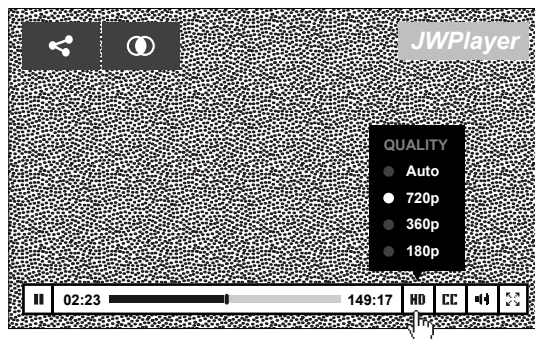
The volume tooltip is a special, interactive case.  
It won't disappear when the mouse moves from control to tooltip.



Only when mousing out the tooltip, it will disappear.

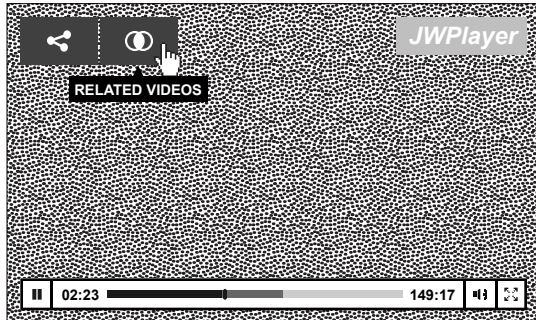


The CC/HD menus are also interactive.  
They still fade in on hover.

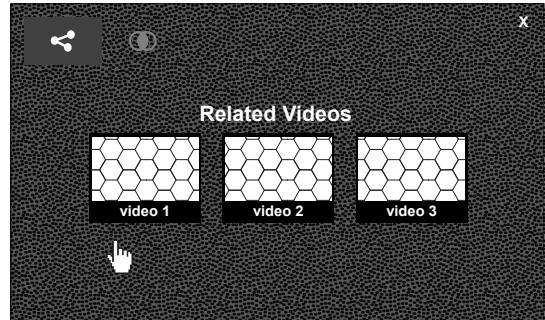


## 11 MODALS

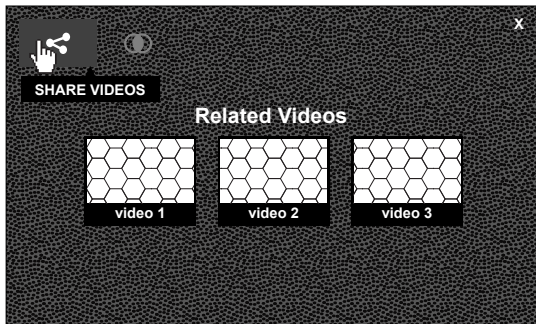
When activating a modal overlay, controlbar and logo are hidden. The currently playing video is paused and fullscreen is exited.



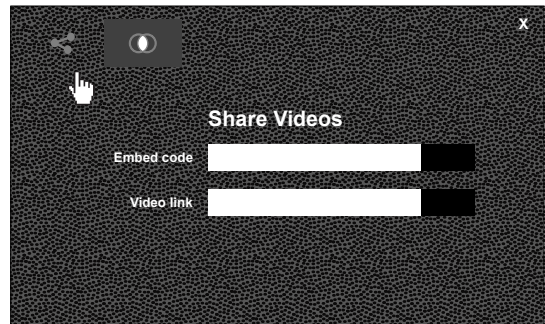
The modal fades in over the content, but below the dock. The button associated with the modal fades to "active" state.



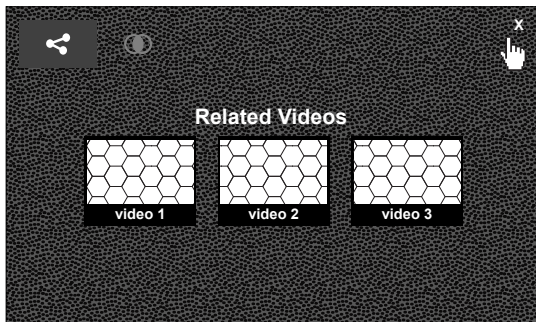
The dock allows for fast switching between modals. When switching, the contents crossfade; the dark sheet stays.



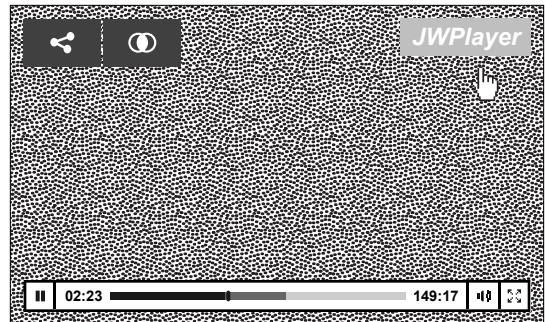
The button in the "active" state cannot be clicked. Its tooltip does not appear on hover.



When closing a modal, its contents and dark sheet fade out.

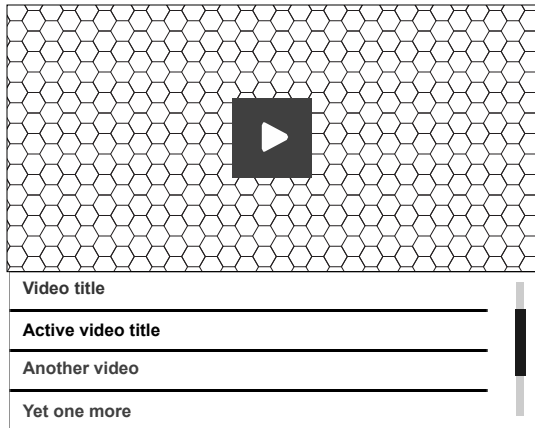


Player controls fade in again and buttons go to none-active state.

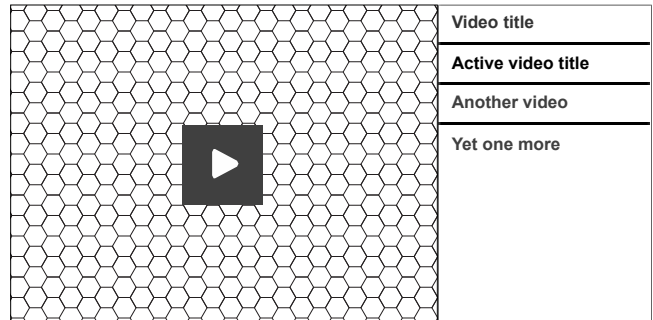


## 12 LISTBAR

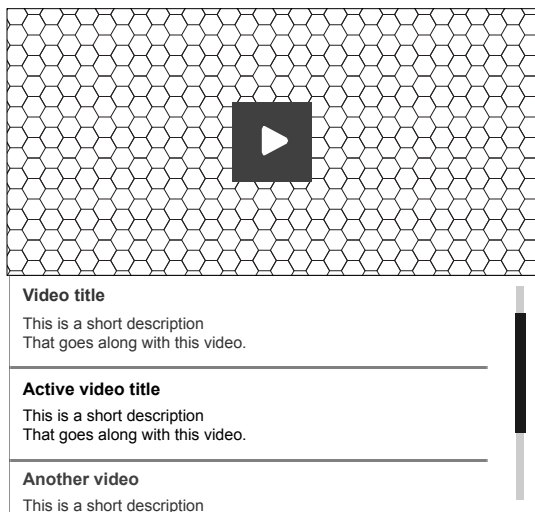
The listbar can be positioned at the bottom or to the right.  
The amount of space it takes is set-able.



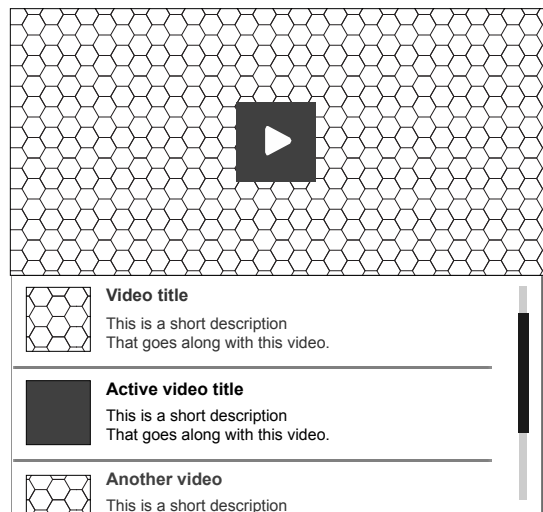
The scrollbar is only displayed when scrolling is needed.



When descriptions are available, the listbar shows them.  
Height of the entries therefore increases.

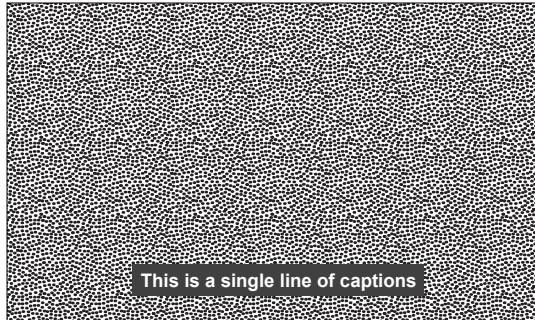


If at least one video contains a thumb, these are shown too.  
Placeholders are shown for entries without thumb.

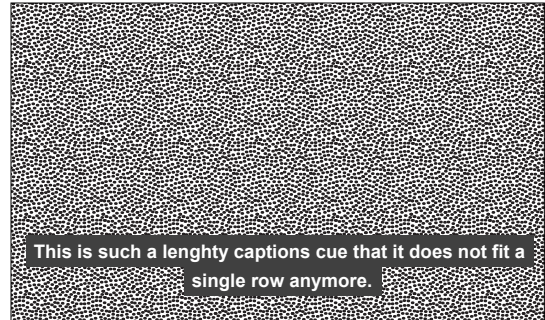


## 13 CAPTIONS

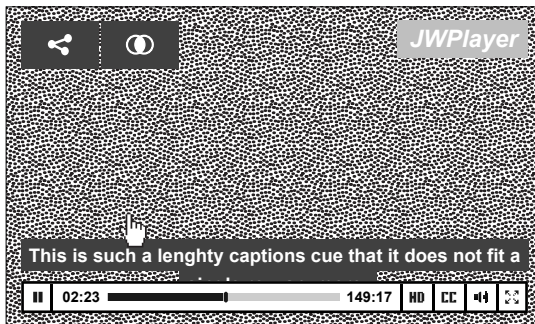
Captions are displayed at the bottom of the screen. They are contained by a black box.



Up to 90% of the display width is used, with up to 3 lines. Line breaks are inserted automatically.



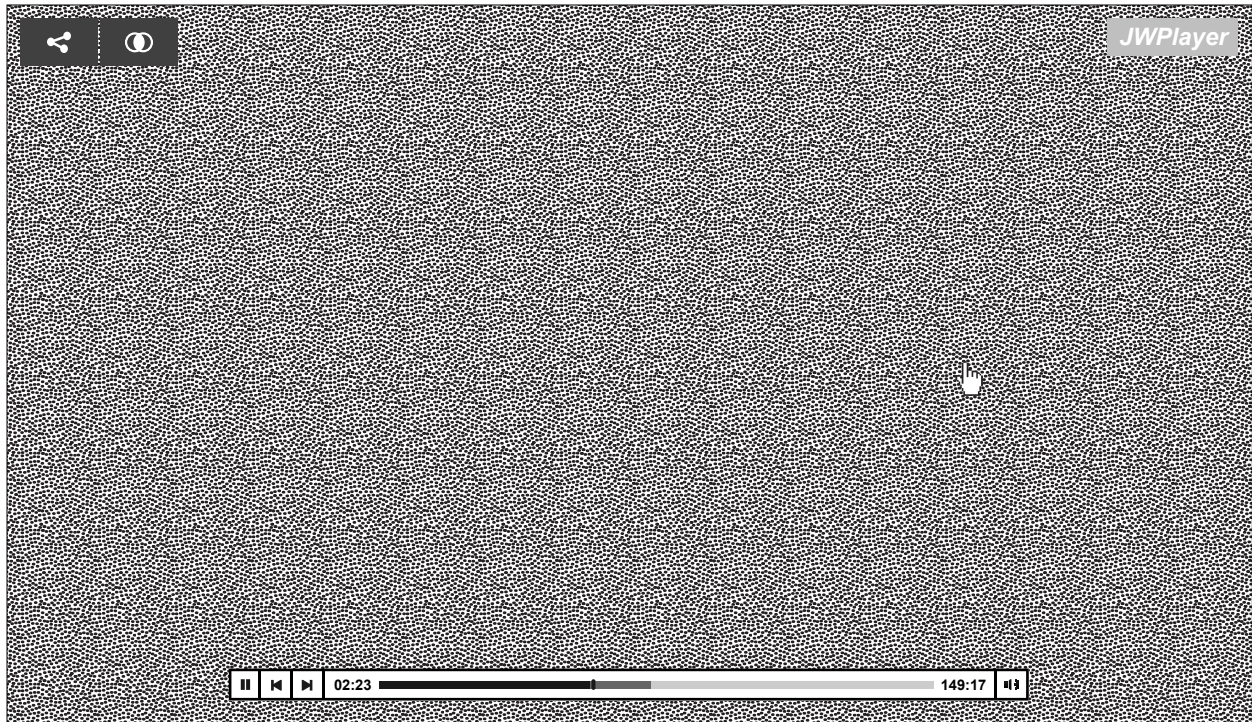
When controls fade in, captions stay below and don't reposition.



## 14 FULLSCREEN

In fullscreen mode, controls are repositioned to the edges. The listbar is hidden; instead the prev/next controls show.

Maximum width of the controlbar is restricted. Clicking a dock button exits fullscreen mode.



After a few seconds of mouse inactivity, both controls and mouse fade out.