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frame-by-frame stepping plugin for use with video.js

31 commits

3 branches

2 releases

2 contributors

GPL-3.0

Branch: master

Patch bump for license change		Latest commit 0987266 on 27 Feb 2016
dist	We're a real project now	a year ago
.gitignore	Add gitignore	a year ago
.jscsrc	We're a real project now	a year ago
.jshintc	We're a real project now	a year ago
.travis.yml	Sure why not	a year ago
CHANGELOG.md	We're a real project now	a year ago
Gruntfile.js	We're a real project now	a year ago
LICENSE.gpl	Relicense	a year ago
LICENSE.mit	Relicense	a year ago
README.md	Relicense	a year ago
bower.json	Patch bump for license change	a year ago
package.json	Patch bump for license change	a year ago
videojs.framebyframe.js	We're a real project now	a year ago

README.md

videojs-framebyframe

npm

v1.0.1

downloads

488/month

license

MIT

build

passing

get this with bower



[Check out the demo!](#)

Allows users to step frame-by-frame through a video.

This has to make an unfortunate assumption about framerate, but it should be "ok" for general use. If you can run framerate detection on the server side, this plugin works perfectly for you.

Installation

```
$ npm install videojs-framebyframe
$ bower install videojs-framebyframe
```

Framerate Issues

We have no easy way to calculate framerate in Javascript, so we make a guess. If you're serving the video yourself or otherwise can calculate the FPS value, then you should use that and supply it to your videojs instance.

- <http://stackoverflow.com/questions/20336955/how-to-step-one-frame-forward-and-one-frame-backward-in-video-playback>
- <http://stackoverflow.com/questions/4298084/html5-frame-by-frame-viewing-frame-seeking>
- <https://github.com/videojs/video.js/issues/692>

Other

- There's 4.X videojs code in the similarly named branch.

Contributors

- Eric Rasche (@erasche)
- Miguel Grinberg (@migueldgrinberg)

License

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