Features   Explore   Pricing

This repository   Search   Sign in or Sign up

spchuang / videojs-markers

Watch   7   Star   102   Fork   57

<> Code   ⓘ Issues   7   Pull requests   4   Projects   0   Pulse   Graphs

Displays customizable markers upon progress bars of videojs players   http://sampingchuang.com/videojs-markers

111 commits   1 branch   4 releases   10 contributors   MIT

Branch: master ▾   New pull request   Find file   Clone or download ▾

spchuang committed on GitHub Merge pull request #52 from conorw/patch-1   ...   Latest commit c1f5b9c on 21 Jan

demo	support videojs 5 + demo code	5 months ago
dist	support videojs 5 + demo code	5 months ago
src	support videojs 5 + demo code	5 months ago
.flowconfig	add flow and babel	5 months ago
.gitignore	add grunt to compile/minify source files	2 years ago
Gruntfile.js	add flow and babel	5 months ago
LICENSE-MIT	add license	4 years ago
README.md	Update README.md	5 months ago
bower.json	Update Video.js dependancy to 'video.js'	2 months ago
package.json	support videojs 5 + demo code	5 months ago
screenshot.png	update screenshot	3 years ago

📖 README.md

Video.js Markers
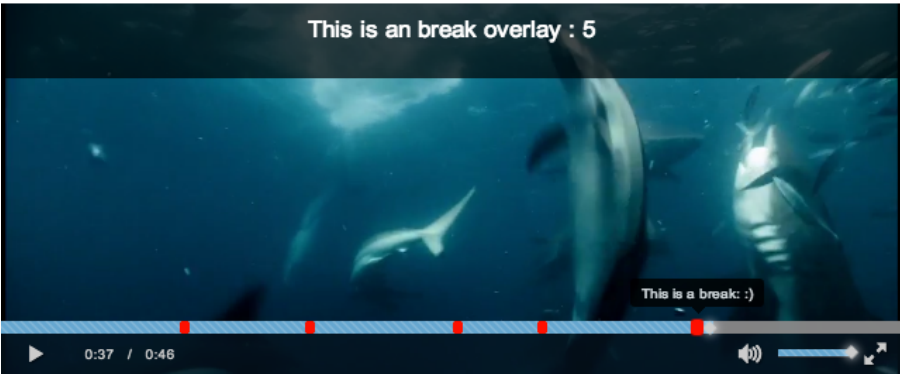
A plugin that displays customizable markers upon progress bars of the video with Video.js. This could be used to show video breaks and show overlaid text on the video when playback reaches the specific break point.

Demo and Documentation

See here

JSBin Demo can be found here

Features

- Display markers on progress bar, with hover-over tooltips
- Display break overlays
- Flexible styling
- Support dynamically adding and removing markers

Download

- Download master with git -- `git clone git@github.com:spchuang/videojs-markers.git`
- Download zip/tar files for newest release
- Download through bower -- `bower install videojs-markers`

Quick Start

Add the 'videojs.markers.js' plugin and stylesheet after including videojs script and jQuery library

```
<link href="http://vjs.zencdn.net/4.2/video-js.css" rel="stylesheet">
<link href="videojs.markers.css" rel="stylesheet">
<script src="http://code.jquery.com/jquery-2.0.3.min.js"></script>
<script src="http://vjs.zencdn.net/4.2/video.js"></script>
<script src='../src/videojs.markers.js'></script>
```

Basic usage: display break markers in the video.

To add breaks in the video, simply add a new time (in seconds) in the list of breaks option.

```
// initialize video.js
var video = videojs('test_video');

//load the marker plugin
video.markers({
  markers: [
      {time: 9.5, text: "this"},
      {time: 16,  text: "is"},
      {time: 23.6,text: "so"},
      {time: 28,  text: "cool"}
  ]
});
```

Customize marker style:

The style of the markers could be modified by passing an optional setting "markerStyle" with your preference of css styles.

```
video.markers({
  markerStyle: {
      'width':'8px',
      'background-color': 'red'
  },
  markers: [
      {time: 9.5, text: "this"},
      {time: 16,  text: "is"},
      {time: 23.6,text: "so"},
      {time: 28,  text: "cool"}
  ]
});
```

History

- 0.7.0
  - support videojs 5
- 0.6.0
  - add index parameter to `onMarkerReached`
  - fix bugs where video crashes when played the second time

- break overlay uses `html` instead of `test`
- added babel && flow
- 0.5.0
  - add 'onMarkerClick' callback handler. When this returns false, the default behavior of seeking to the marker time will be prevented.
  - add new 'getMarkers' API
  - remove constraints of using 'time' as the marker time attribute. Instead, a new markertip.time() function is added to resolve the time dynamically. This mean the time attribute can be represented in different attributes. This also made marker times modifiable (see new demo file). Note that the UI position of the marker will only be updated after you call marker.players.updateTime().
- 0.4
  - change display_time to displayTime
  - markers now takes an array of object containing time, text, overlay text
  - add markerReached callback
  - markerTip and overlay text is now a clalback function for higher flexibility
  - Add many markers APIs for adding and removing markers dynamically.
- 0.1
  - initial release

License

This project is licensed under MIT.