

## Customizing the CSS

If you want to change any design tokens used for the rendering of the player, you can do so using [CSS Custom Properties](#).

Here's a list of the properties and what they are used for:

Name	Description	Default / Fallback
<code>--plyr-color-main</code>	The primary UI color.	<code>#f03c15</code> <code>#00b3ff</code>
<code>--plyr-video-background</code>	The background color of video and poster wrappers for using alpha channel videos and poster images.	<code>rgba(0, 0, 0, 1)</code>
<code>--plyr-tab-focus-color</code>	The color used for the dotted outline when an element is <code>:focus-visible</code> (equivalent) keyboard focus.	<code>--plyr-color-main</code>
<code>--plyr-badge-background</code>	The background color for badges in the menu.	<code>#4a5464</code> <code>#4a5464</code>
<code>--plyr-badge-text-color</code>	The text color for badges.	<code>#ffffff</code> <code>#ffffff</code>
<code>--plyr-badge-border-radius</code>	The border radius used for badges.	<code>2px</code>
<code>--plyr-tab-focus-color</code>	The color used to highlight tab (keyboard) focus.	<code>--plyr-color-main</code>

Name	Description	Default / Fallback
<code>--plyr-captions-background</code>	The color for the background of captions.	<code>rgba(0, 0, 0, 0.8)</code>
<code>--plyr-captions-text-color</code>	The color used for the captions text.	<code>#ffffff</code> <code>#ffffff</code>
<code>--plyr-control-icon-size</code>	The size of the icons used in the controls.	<code>18px</code>
<code>--plyr-control-spacing</code>	The space between controls (sometimes used in a multiple - e.g. <code>10px / 2 = 5px</code> ).	<code>10px</code>
<code>--plyr-control-padding</code>	The padding inside controls.	<code>--plyr-control-spacing * 0.7</code> ( <code>7px</code> )
<code>--plyr-control-radius</code>	The border radius used on controls.	<code>3px</code>
<code>--plyr-control-toggle-checked-background</code>	The background color used for checked menu items.	<code>--plyr-color-main</code>
<code>--plyr-video-controls-background</code>	The background for the video controls.	<code>linear-gradient(rgba(0, 0, 0, 0), rgba(0, 0, 0, 0.75))</code>
<code>--plyr-video-control-color</code>	The text/icon color for video controls.	<code>#ffffff</code> <code>#ffffff</code>
<code>--plyr-video-control-color-</code>	The text/icon color used when video controls are <code>:hover</code> ,	<code>#ffffff</code> <code>#ffffff</code>

Name	Description	Default / Fallback
<code>hover</code>	<code>:focus</code> and <code>:focus-visible</code> (equivalent).	
<code>--plyr-video-control-background-hover</code>	The background color used when video controls are <code>:hover</code> , <code>:focus</code> and <code>:focus-visible</code> (equivalent).	<code>--plyr-color-main</code>
<code>--plyr-audio-controls-background</code>	The background for the audio controls.	<code>#ffffff</code> <code>#ffffff</code>
<code>--plyr-audio-control-color</code>	The text/icon color for audio controls.	<code>#4a5464</code> <code>#4a5464</code>
<code>--plyr-audio-control-color-hover</code>	The text/icon color used when audio controls are <code>:hover</code> , <code>:focus</code> and <code>:focus-visible</code> (equivalent).	<code>#ffffff</code> <code>#ffffff</code>
<code>--plyr-audio-control-background-hover</code>	The background color used when video controls are <code>:hover</code> , <code>:focus</code> and <code>:focus-visible</code> (equivalent).	<code>--plyr-color-main</code>
<code>--plyr-menu-background</code>	The background color for menus.	<code>rgba(255, 255, 255, 0.9)</code>
<code>--plyr-menu-color</code>	The text/icon color for menu items.	<code>#4a5464</code> <code>#4a5464</code>
<code>--plyr-menu-shadow</code>	The shadow used on menus.	<code>0 1px 2px rgba(0, 0, 0, 0.15)</code>

Name	Description	Default / Fallback
<code>--plyr-menu-radius</code>	The border radius on the menu.	4px
<code>--plyr-menu-arrow-size</code>	The size of the arrow on the bottom of the menu.	6px
<code>--plyr-menu-item-arrow-color</code>	The color of the arrows in the menu.	<a href="#">#728197</a> #728197
<code>--plyr-menu-item-arrow-size</code>	The size of the arrows in the menu.	4px
<code>--plyr-menu-border-color</code>	The border color for the bottom of the back button in the top of the sub menu pages.	<a href="#">#dcdfe5</a> #dcdfe5
<code>--plyr-menu-border-shadow-color</code>	The shadow below the border of the back button in the top of the sub menu pages.	<a href="#">#ffffff</a> #ffffff
<code>--plyr-progress-loading-size</code>	The size of the stripes in the loading state in the scrubber.	25px
<code>--plyr-progress-loading-background</code>	The background color on the loading state in the scrubber.	rgba(35, 40, 47, 0.6)
<code>--plyr-video-progress-buffered-background</code>	The fill color for the buffer indication in the scrubber for video.	rgba(255, 255, 255, 0.25)

Name	Description	Default / Fallback
<code>--plyr-audio-progress-buffered-background</code>	The fill color for the buffer indication in the scrubber for audio.	<code>rgba(193, 200, 209, 0.6)</code>
<code>--plyr-range-thumb-height</code>	The height of the scrubber handle/thumb.	<code>13px</code>
<code>--plyr-range-thumb-background</code>	The background of the scrubber handle/thumb.	<code>#ffffff</code> <code>#ffffff</code>
<code>--plyr-range-thumb-shadow</code>	The shadow of the scrubber handle/thumb.	<code>0 1px 1px rgba(215, 26, 18, 0.15), 0 0 0 1px rgba(215, 26, 18, 0.2)</code>
<code>--plyr-range-thumb-active-shadow-width</code>	The width of the shadow when the scrubber handle/thumb is <code>:active</code> (pressed).	<code>3px</code>
<code>--plyr-range-track-height</code>	The height of the scrubber/progress track.	<code>5px</code>
<code>--plyr-range-fill-background</code>	The fill color of the scrubber/progress.	<code>--plyr-color-main</code>
<code>--plyr-video-range-track-background</code>	The background of the scrubber/progress.	<code>--plyr-video-progress-buffered-background</code>
<code>--plyr-video-range-thumb-active-shadow-color</code>	The color of the shadow when the video scrubber handle/thumb is <code>:active</code> (pressed).	<code>rgba(255, 255, 255, 0.5)</code>

Name	Description	Default / Fallback
<code>--plyr-audio-range-track-background</code>	The background of the scrubber/progress.	<code>--plyr-video-progress-buffered-background</code>
<code>--plyr-audio-range-thumb-active-shadow-color</code>	The color of the shadow when the audio scrubber handle/thumb is <code>:active</code> (pressed).	<code>rgba(215, 26, 18, 0.1)</code>
<code>--plyr-tooltip-background</code>	The background color for tooltips.	<code>rgba(255, 255, 255, 0.9)</code>
<code>--plyr-tooltip-color</code>	The text color for tooltips.	<code>#4a5464</code> <code>#4a5464</code>
<code>--plyr-tooltip-padding</code>	The padding for tooltips.	<code>calc(var(--plyr-control-spacing) / 2))</code>
<code>--plyr-tooltip-arrow-size</code>	The size of the arrow under tooltips.	<code>4px</code>
<code>--plyr-tooltip-radius</code>	The border radius on tooltips.	<code>3px</code>
<code>--plyr-tooltip-shadow</code>	The shadow on tooltips.	<code>0 1px 2px rgba(0, 0, 0, 0.15)</code>
<code>--plyr-font-family</code>	The font family used in the player.	
<code>--plyr-font-size-base</code>	The base font size. Mainly used for captions.	<code>15px</code>
<code>--plyr-font-</code>	The smaller font size. Mainly	<code>13px</code>

Name	Description	Default / Fallback
<code>size-small</code>	used for captions.	
<code>--plyr-font-size-large</code>	The larger font size. Mainly used for captions.	<code>18px</code>
<code>--plyr-font-size-xlarge</code>	The even larger font size. Mainly used for captions.	<code>21px</code>
<code>--plyr-font-size-time</code>	The font size for the time.	<code>--plyr-font-size-small</code>
<code>--plyr-font-size-menu</code>	The font size used in the menu.	<code>--plyr-font-size-small</code>
<code>--plyr-font-size-badge</code>	The font size used for badges.	<code>9px</code>
<code>--plyr-font-weight-regular</code>	The regular font weight.	<code>400</code>
<code>--plyr-font-weight-bold</code>	The bold font weight.	<code>600</code>
<code>--plyr-line-height</code>	The line height used within the player.	<code>1.7</code>
<code>--plyr-font-smoothing</code>	Whether to enable font antialiasing within the player.	<code>false</code>

You can set them in your CSS for all players:

```
:root {
  --plyr-color-main: #1ac266;
}
```

...or for a specific class name:

```
.player {  
  --plyr-color-main: #1ac266;  
}
```

...or in your HTML:

```
<video class="player" style="--plyr-color-main: #1ac266;">  
  ...  
</video>
```