HTML5 video API







trainer: Emiliano course: HTML5 & CSS3

HTML5 video API, pros and cons

pros:

*native audio-video content

*no need for third party plugins

*easy to use (when complete)

*accessible content

*big control with API

cons:

*browsers inconsistencies in format support

*no data protection

*still incomplete

*still tricky for support and formats

*we will work mainly with video as its API is widely supported, audio and video APIs are quite similar though.





HTML5 video API, support tables



*YELLOW LIGHT: widely supported, but still in working draft



ii

trainer: Emiliano course: HTML5 & CSS3

HTML5 video API, support tables



*YELLOW LIGHT: widely supported, but still in working draft



iii

HTML5 video API, support tables



*RED LIGHT: still in working draft, poorly supported



iv

HTML5 video tag, sample



HTML5 video tag, attributes

<video> attributes:

*controls : displays controls (full keyboard control in opera only)

*autoplay : starts automatically

*poster : displays a pic instead of the first frame of the video

*loop : loops the video

*preload : [none / meta]



course: HTML5 & CSS3



HTML5 video - codecs support

video codecs:

FIREFOX: Vorbis and Theora, VP8

OPERA : Vorbis and Theora, Vp8

IE9 : *H.264 and mp3*

SAFARI: H.264 and mp3

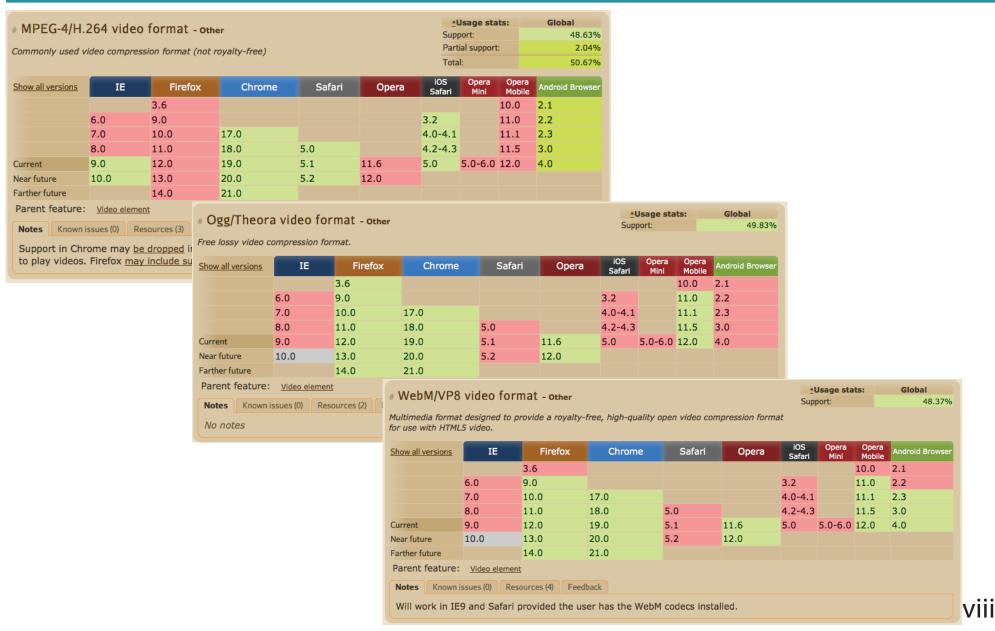
CHROME: Theora, H.264, Vorbis, mp3, VP8

WebM container: VP8 for video, Vorbis for audio

vii



HTML5 video - codecs support tables





trainer: Emiliano

course: HTML5 & CSS3

HTML5 video - server video support

If everything is alright (markup, MIME types, codecs), but your video still does not work, it may be that your server is not configured properly, and video files are served as "text/plain"

Add this code in httpd.conf (if you have access) or create a .htaccess file in the directory where video files are stored with same code:



ix

HTML5 video - useful tools

free video converters:

http://www.mirovideoconverter.com/ (MAC, WIN)

http://handbrake.fr/ (MAC, WIN, LINUX)

http://easyhtml5video.com/ (MAC, WIN)

video generator:

http://sandbox.thewikies.com/vfe-generator/



X

HTML5 video API methods

methods:

play()
pause()
load()
canPlayType()

- -> begins or continues the video
- -> pauses the video
- -> fetches a new media resource
- -> determines probability of browser's support for parsed video type





HTML5 video API events

events:

play pause ended progress canplay

- -> fires when the video starts
- -> fires when video is paused
- -> fires when video ends
- -> fires when media has been retrieved
- -> media has been fully loaded, ready to be played





HTML5 video API properties

properties:

duration currentTime autoplay poster paused ended

- -> length of media
- -> current position
- -> bool, true if media was set to autostart
- -> complete path to poster
- -> boolean, indicates if in pause
- -> boolean, indicates if media was completed

xiii



HTML5 video - check for support

with raw js:

```
var supportsMedia = (function() {
    //!! will force a value to boolean type
    return !!('canPlayType' in document.createElement('video'));
})();

//usage
if ( supportsMedia ) { //supported }
```

with Modernizr:

```
if ( Modernizr.video ) { //supported }
if ( Modernizr.audio ) { //supported }
```

VIDEO:

```
// browser supports video
Modernizr.video
// browser supports the WebM format
Modernizr.video.webm
// browser supports the H.264 format
Modernizr.video.h264
```

AUDIO:

Modernizr.audio.mp3 Modernizr.audio.ogg Modernizr.audio.wav Modernizr.audio.m4a

xiv

