Bullet Chatting Rendering API Proposal

Bullet Chatting Task Force / CG
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Agenda

- Rendering - UI Component Way
- Rendering - CSS Way
- Next Step

Rendering - UI Component Way

- [API Proposal](#)
- Pros:
  - Simple and intuitive
    - Better performance
    - Flexible, support both video and no-video scenarios
- Cons:
  - Browser vendors aren't interested in adding new UI component, it may risk security issues
  - Lifecycle needs to be handled by developers (removing invisible bullet chatting comments, syncing with the video timeline, etc.)

```
<bulletchatlist>
  <bulletchat mode="scroll" >This is Content</bulletchat>
  <bulletchat mode="bottom" >Fixed Content</bulletchat>
</bulletchatlist>
```

Rendering - CSS Way

- Inspired by UI Component Way
- Adding new CSS attribute："display：bulletchat"
- Pros:
  - Simple and intuitive
  - Flexible, support both video and no-video scenarios
  - CSS way seems been an appetite for browser vendors
- Cons:
  - Lifecycle need to be handled by developers (remove invisible bullet chatting comments, syncing with the video timeline, etc .)

```html
<div class="parent">
    <div class="child">content</div>
    <div class="child"></div>
</div>

<style>
.parent {
    display: bulletchat;
    bullet-mode: scroll;
    bullet-overlap: overlap;
    bullet-duration: 5s;
}

.child {
    bullet-mode: scroll-reverse;
}
</style>
```

Rendering - CSS Way

- Parent CSS properties:
  - display: bulletchat
  - bullet-mode: scroll/fixed-top/fixed-bottom/scroll-reverse, defines the type of Bullet Chatting
  - bullet-overlap: normal / overlap, defines whether the Bullet Chatting beyond the display area allows overlap
  - bullet-duration: <time>, in seconds (s) or milliseconds (ms), defines the duration of the Bullet Chatting

Rendering - CSS Way

- Child CSS properties:

  - bullet-mode: scroll/fixed-top/fixed-bottom/scroll-reverse, defines the type of Bullet Chatting
  - bullet-play-state: initial/running/paused, defines the state of the Bullet Chatting as running or paused
  - bullet-play-delay: <time>, in seconds (s) or milliseconds (ms), defines when the Bullet Chatting animation begins, defining a negative value allows a Bullet Chatting to start moving from the middle.
  - bullet-duration: <time>, in seconds (s) or milliseconds (ms), defines the duration of the Bullet Chatting

Next Step

- Looking for better CSS attribute naming
- More API proposal?