

# **Delve Networks**

## **PLAYER BUILDER**

**Reference**

# Audience and Overview

This documentation is intended for both programmers and non-technical designers who wish to customize various aspects of the Delve Networks player using the Delve Player Builder tool.

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## 1.0 The Delve Player Builder

The Delve Player Builder is an easy-to-use player designer that is built into your Delve Networks platform account. The Player Builder is designed for all users, tech and non-tech alike. A GUI editor allows non-tech users to intuitively customize the player while access to player CSS and XML give web professionals a limitless ability to programmatically customize.

In general, the Player Builder allows you to match the look, feel and overall branding of your site without having to write custom code. However, should you need more advanced customization, Delve offers a suite of APIs that allow technically savvy users to further customize the player. For more information on advanced customization options, please refer to our Player API Developers Reference here:

[www.delvenetworks.com/document-references/Delve\\_Player\\_API\\_Reference.pdf](http://www.delvenetworks.com/document-references/Delve_Player_API_Reference.pdf)

### 1.1 Accessing the Player Builder

The Delve Player Builder can be accessed by following these simple steps:

- 1) Log in to your Delve Networks Account
- 2) Navigate to the 'Channels' tab
- 3) Click the 'Player Builder' button at the top



### 1.2 Creating a New Player

To create a new player, simply select one of the six standard player templates that are built into the Player Builder and select 'Clone'. These templates act as the building blocks for all customized players.



For more information on each of the standard player templates, see the Delve Standard Player Templates reference document, here:

[www.delvenetworks.com/document-references/Delve\\_Standard\\_Player\\_Templates.pdf](http://www.delvenetworks.com/document-references/Delve_Standard_Player_Templates.pdf)

## 1.3 Editing a Player

To begin editing, select the desired player then select 'Edit'. The player can be edited in one of two modes, 'Basic' and 'Advanced'. 'Basic' mode is opened by default and exposes the editable components of the player as easy-to-use buttons, checkboxes, sliders, and color palettes. Alternatively, 'Advanced' mode directly exposes the XML and CSS used to generate the player. You can toggle between 'Basic' and 'Advanced' by selecting the button in the top right corner of the 'Edit Properties'.

## 2.0 The Anatomy of a Delve Player

The visual aspects of the Delve Player are divided into eight component groups. Each group is described below. The aspect of the player to which each group corresponds is displayed visually in the graphic that follows.

Component Group	Description
Control Bar	The container that includes all the buttons and controls for the player
Scrubber	The progress bar that indicates the location of video playback
Play Overlay	The triangular icon at the center of the video screen that represents the 'play' button
Watermark	A branding image to be displayed as an overlay
Header	The top portion of the player which includes a title and playlist grouping options, such as tabs
Player Size	The overall size of the player and playlist
Playerlist	The list of videos in a channel that can be selected by the user
Tool Tips	The tool tips that appear when mouse-over a player control



## 3.0 Basic Mode Editing

The overall organization of editable properties in 'Basic' mode corresponds to the eight component groups described above. Within each group, multiple properties of the player can be edited. The following sections outline each editable property:

### 3.1 Control Bar

Component Group	Editable Properties
Control Bar	<ul style="list-style-type: none"> <li>• Height of the control bar</li> <li>• Color(s) of the control bar</li> <li>• Color gradient(s) of the control bar</li> <li>• Transparency of the color gradient(s)</li> </ul>
Icons	<ul style="list-style-type: none"> <li>• Spacing between player icons</li> <li>• Color(s) of player icons</li> <li>• Color gradient(s) of player icons</li> <li>• Color(s) of player icon Mouse-over</li> <li>• Color gradient(s) of player icon Mouse-over</li> <li>• Transparency of player icon Mouse-over color gradient(s)</li> </ul>
Time Display	<ul style="list-style-type: none"> <li>• Add/Remove 'Duration' (current video duration)</li> <li>• Add/Remove 'Time' (current playback time)</li> <li>• Color of 'Duration' and 'Time' displays</li> </ul>
Volume Control	<ul style="list-style-type: none"> <li>• Add/Remove 'Volume Button'</li> <li>• Color of volume display background (seen when expanded)</li> <li>• Transparency of volume display background</li> <li>• Color(s) of volume thumb selector (seen when expanded)</li> <li>• Color gradient(s) of volume thumb selector</li> <li>• Transparency of volume thumb selector color gradient(s)</li> </ul>
Search Box	<ul style="list-style-type: none"> <li>• Color of search box background</li> <li>• Color of search box text</li> <li>• Color of search box hint text</li> <li>• Corner Radius of search box (make the box round or square)</li> <li>• Color(s) of magnifying glass icon</li> <li>• Color gradient(s) of magnifying glass icon</li> <li>• Transparency of magnifying glass color gradient(s)</li> </ul>
Info Button	<ul style="list-style-type: none"> <li>• Add/Remove 'Info Button'</li> </ul>
Sharing	<ul style="list-style-type: none"> <li>• Add/Remove 'Sharing Button'</li> <li>• Color of E-mail form input text</li> <li>• Corner Radius of e-mail form fields (make fields round or square)</li> <li>• Color of get Link and Embed form input text</li> <li>• Corner Radius of Link and Embed form fields (make fields round or square)</li> </ul>
Fullscreen Button	<ul style="list-style-type: none"> <li>• Add/Remove 'Fullscreen Button'</li> </ul>

### 3.2 Scrubber

Component Group	Editable Properties
Scrubber	<ul style="list-style-type: none"> <li>• Color(s) of the scrubber</li> <li>• Color gradient(s) of the scrubber</li> <li>• Transparency of the scrubber color gradient(s)</li> <li>• Color of the scrubber thumb (indicates the location of video progress)</li> </ul>

### 3.3 Play Overlay

Component Group	Editable Properties
Play Overlay	<ul style="list-style-type: none"> <li>• Height of the play overlay</li> <li>• Width of the play overlay</li> </ul>

### 3.4 Watermark

Component Group	Editable Properties
Watermark	<ul style="list-style-type: none"> <li>• Add/Remove watermark</li> <li>• Upload watermark image from file</li> <li>• Click URL of watermark (the webpage that is opened when a user clicks the watermark)</li> <li>• Vertical location of the watermark</li> <li>• Horizontal location of the watermark</li> <li>• Padding away from player edge</li> <li>• Transparency of the watermark</li> </ul>

### 3.5 Header

Component Group	Editable Properties
Header	<ul style="list-style-type: none"> <li>• Color(s) of header</li> <li>• Color gradient(s) of header</li> <li>• Transparency of header tabs color gradient(s)</li> <li>• Add/Remove 'Header Gap' (gap between header and playlist tabs, if apply)</li> <li>• Add/Remove header</li> <li>• Height of header</li> <li>• Color of header text</li> <li>• Font size of header tool tip</li> <li>• Add/Remove playlist header</li> <li>• Height of playlist header</li> </ul>
Header Tabs	<ul style="list-style-type: none"> <li>• Spacing between tabs</li> <li>• Height of tabs (top padding)</li> <li>• Number of tabs per page</li> <li>• Color(s) of unselected tab(s)</li> <li>• Color gradient(s) of unselected tab</li> <li>• Transparency of unselected tab(s) color gradient(s)</li> </ul>

	<ul style="list-style-type: none"> <li>• Color of unselected tab(s) text</li> <li>• Rollover color of unselected tab(s) text</li> <li>• Color of select tab</li> <li>• Color of select tab text</li> <li>• Rollover color of selected tab text</li> </ul>
Header Tab Arrows	<ul style="list-style-type: none"> <li>• Size of arrows</li> <li>• Corner Radius of arrows</li> </ul> <p>The following properties for the Arrow Background, the Arrow Background Over-state (mouse over), Arrow Background Down-state (mouse click), and Arrow Background Disabled-state</p> <ul style="list-style-type: none"> <li>• Color(s) of background</li> <li>• Color gradient(s)</li> <li>• Transparency of color gradient(s)</li> <li>• Color of arrows</li> <li>• Color of arrow borders</li> </ul>

### 3.6 Player Size

Component Group	Editable Properties
Player Size	<ul style="list-style-type: none"> <li>• Overall width of the player (including playlist)</li> <li>• Overall height of the player (including header)</li> </ul>

### 3.7 Playlist

Component Group	Editable Properties
Playlist	<ul style="list-style-type: none"> <li>• Add/Remove playlist</li> <li>• Playlist type – {standard, mini} (mini shows no thumbnails)</li> <li>• Playlist position – {right, left, top, bottom}</li> <li>• Video to playlist ratio</li> <li>• Distance between playlist and player</li> <li>• Color of playlist borders</li> <li>• Color of playlist text</li> </ul>
Playlist Item	<p>The following properties for the Playlist Item Background, the Selected Playlist Item Background, and the Playlist Item Background Hover-state:</p> <ul style="list-style-type: none"> <li>• Color(s)</li> <li>• Color gradient(s)</li> <li>• Transparency of color gradient(s)</li> <li>• Gradient rotation</li> </ul>
Scroll Bar	<p>The following properties for the Scroll Bar and Scroll Bar Track:</p> <ul style="list-style-type: none"> <li>• Color(s)</li> <li>• Color gradient(s)</li> <li>• Transparency of color gradient(s)</li> </ul>

### 3.8 Tool Tips

Component Group	Editable Properties
Tool Tips	<ul style="list-style-type: none"> <li>• Color of the tool tips background</li> <li>• Color of the tool tips font</li> <li>• Font size of the tool tips</li> </ul>

## 4.0 Advanced Mode Editing

The 'Advanced' mode editor gives direct access to the player CSS and XML, virtually providing a limitless way to customize the player. Changes can be made directly to the code and instantly reflected by selecting the 'Preview' button at the bottom of the code editor.

*Note: The CSS and XML Style Editor is a handy tool for making small changes and quickly previewing them. For batch changes and excessive style updates however we recommend you perform a 'select all' and 'copy' all of the styles and 'paste' them into your favorite CSS or XML editor; this will give you the freedom of undo, batch find/replace etc. When you're ready to preview your changes, perform a 'select all' and 'copy' then 'paste' all the styles back into the CSS or XML Style Editor and click 'Preview' to view your changes and 'Save' to save them.*

The following sections showcase examples of modifying player editable properties with advanced mode.

### 4.1 Control Bar

Changing the background color of the Control Bar is a great place to start customizing and can offer some dramatic results.

There are 3 styles to watch when editing the **ControlBar** colors: **backgroundGradientColors**, **backgroundGradientAlphas** and **backgroundGradientRatios**. **backgroundGradientColors** is a list of hex values (e.g. white is #FFFFFF) that make up the gradient colors of the **ControlBar** background. **backgroundGradientAlphas** is a list of numbers that correspond to the colors in **backgroundGradientColors** and represent the alpha, or transparency of each of those colors. The range for each is 0 (totally transparent) to 1 (totally opaque). **backgroundGradientRatios** is a list of numbers that correspond to the colors in **backgroundGradientColors** and represent the location of each of those colors over the spread of the gradient. The range of values begins at 0 (the start of the gradient) and ends at 255 (the end of the gradient). The background gradient for the **ControlBar** starts at the top and goes downward, so 0 represents the very top of the **ControlBar** and 255 represents the very bottom. If, for example, you wanted an evenly spread gradient of opaque Red – White – Blue with White in the dead center of the **ControlBar**, you'd enter the following values:

```
ControlBar
{
    backgroundGradientColors: #FF0000, #FFFFFF, #0000FF;
    backgroundGradientAlphas: 1, 1, 1;
    backgroundGradientRatios: 0, 127, 255;
}
```

It's important to note that although you can enter as many or few colors for your gradients as you want, you must match that same number of values for each of the three styles – so if there are 5 gradient color values, you need 5 alpha values and 5 ratio values. Likewise, if you wanted a single, solid color – you simply enter 1 hex value, 1 alpha and 1 ratio (0). This parity holds true for every instance of gradient colors you'll find throughout the styles.

## 4.2 Player Buttons

The first step in styling your buttons is setting the global fill, hover, stroke and stroke hover colors (and of course the appropriate alphas and ratios). For example, if you wanted a slightly chrome-looking style for your buttons you could enter the following values:

```
ControlBarButton
{
  fillColors: #FFFFFF, #ABABAB, #ABABAB, #FFFFFF;
  fillAlphas: 1, 1, 1, 1;
  fillRatios: 0, 75, 155, 255;
  hoverFillColors: #ABABAB, #FFFFFF, #FFFFFF, #ABABAB;
  iconStrokeColor: #3E3E3E;
  iconStrokeHoverColor: #ABABAB;
}
```

Notice that the hover values are simply the inverse of the normal state. This is a quick and easy way to show your users the state of your buttons without having to come up with a ton of different colors and styles. The `controlBarButton` colors take care of all of the buttons except the **Play** button, **Search Button** (the little magnifying glass) and the **Scrubber Thumb**, which are handled separately.

There are 3 other styles: `iconGlowColor`, `iconGlowAlpha` and `iconGlowRadius`. These styles specify a glow effect shown when the user rolls their mouse over a button. We added a separate style for the **Play** button so you could make it stand out from the other buttons – drawing your users' focus and encouraging interaction. To change the Play button's colors you edit the `playIconFillColors` style inside the `ControlBar` class. For example, to make it a shiny green, you could enter the following values:

```
ControlBar
{
  playIconFillColors: #ADF1A3, #2DD317, #2DD317, #ADF1A3;
}
```

Notice that you need to include the same number of gradient values here as you included in the `fillColors` for all buttons. The hover state remains as you set it in the `controlBarButton` class.

The `SearchBox` class handles the styles for the **Search Box** – meaning the rectangle that encloses your users' search terms. You can change the `cornerRadius` and `backgroundColor` of the rectangle, and the size of the **Search Button** (`iconWidth`, `iconHeight`).

Lastly, when you roll over the **Volume** button you see the **Volume Slider** popup. These styles are located in the **VolumeSlider** class. The color and transparency of the popup background are handled by the **backgroundColor** and **backgroundAlpha** styles. The color of the slider track itself is the **trackBackgroundColor**. The color of the slider that shows below the thumb is the **trackFillColor**.

You can dictate the length of the **Volume Slider Track** by setting the **sliderWidth** style in the **VolumeControl** class.

### 4.3 Text Size and Color

Changing the size and color of the different text elements is very easy. Simply look for the styles **fontSize** and **color** inside of the appropriate class and adjust the values to your liking.

Some elements have special names in addition to in place of **fontSize** and **color**. For example, in the **BasicPlaylist** class (the class that controls the look of the playlist section of a playlist player) you'll find **headerFontSize**, **timeFontSize**, and **nowPlayingFontSize** – all of which allow you to set different values for each text element. Another example is the **SearchBox** – which has 2 font colors: 1 for the Search... prompt (**hintColor**) and 1 for the text the user types (**color**).

### 4.4 The Progress Bar

The Progress Bar is where you view the media's progress and can jump directly to any point in the stream by clicking on the track or dragging the **Scrubber Thumb** (this process is called scrubbing). The Progress Bar styles are found in the **Scrubber** class.

The styles that dictate what the track looks like are the fill and border colors, alphas and ratios. If you set the left, top, right and bottom padding to 0, you won't see the border at all. To change the color of the **Scrubber Thumb** itself edit the **thumbColor** style.