

Playing a stream in custom HTML5 video element

By default, WebSDK creates HTML5 video element to play a stream automatically. However, in some cases it is necessary to play a stream on custom video element, for example, to use custom controls. Let's tweak Two Way Streaming application code.

1. Add `video` element to example HTML page

```
<div class="col-sm-6">
  <div class="text-center text-muted">Player</div>
  <div class="fp-Video">
    <div id="remoteVideo" class="display"><video id="videoControls"
controls="controls"></video></div>
  </div>
  ...
</div>
```

2. Pass the custom `video` element to `Session.createStream()` function using `remoteVideo` parameter

```
var videoControls = document.getElementById("videoControls");
...
function playStream() {
  var session = Flashphoner.getSessions()[0];
  var streamName = $('#playStream').val();

  session.createStream({
    name: streamName,
    display: remoteVideo,
    remoteVideo: videoControls
  }).on(STREAM_STATUS.PENDING, function (stream) {
    var video = videoControls;
    if (!video.hasListeners) {
      video.hasListeners = true;
      video.addEventListener('resize', function (event) {
        resizeVideo(event.target);
      });
    }
    ...
  }).play();
}
```

3. Publish test stream in modified Two Way Streaming example and play it on custom video element with controls enabled

Two-way Streaming

Local



af34

Stop

PUBLISHING

Player



af34

Stop

Available

PLAYING