



Linking & Embedding

```
<iframe  
  width="420"  
  height="315"  
  src="http://www.yc  
  frameborder="0"  
  allowfullscreen>  
</iframe>
```



3. [Linking & Embedding Multimedia](#)
4. [Using the HTML5 Widget Video Player](#)
5. [Embedding Google Maps](#)

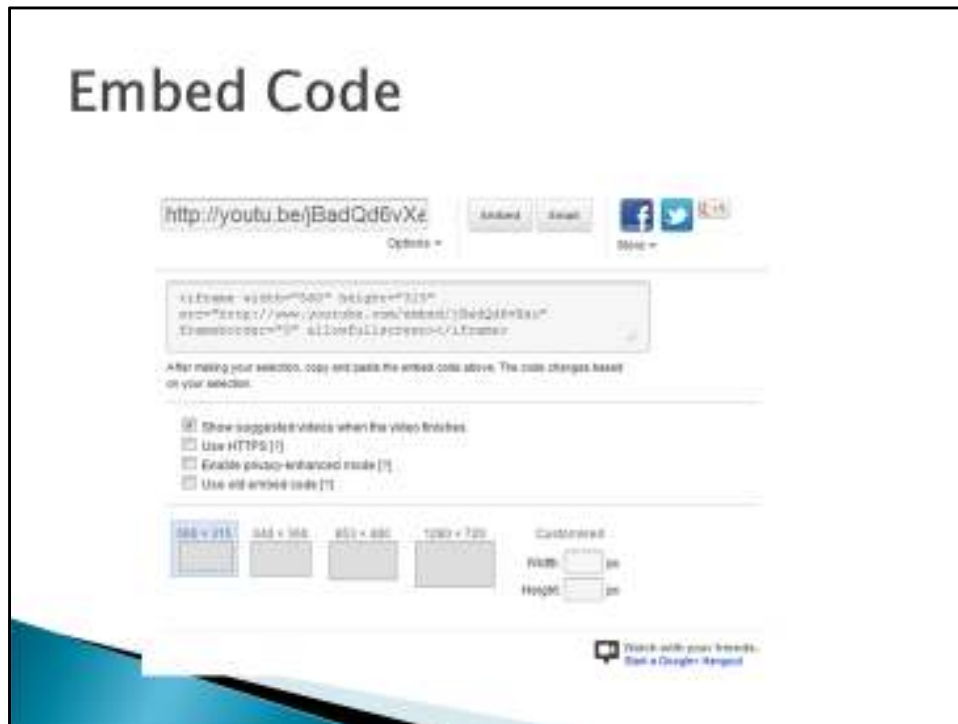
The screenshot shows a web browser window with a video player interface. The video player has a play button in the center and a progress bar at the bottom. To the right of the video player, there is a list of navigation links: '3. Linking & Embedding Multimedia', '4. Using the HTML5 Widget Video Player', and '5. Embedding Google Maps'. The browser's address bar shows 'http://www.yc'.

Linking simply provides hyperlinks to an external web page on another web server such as YouTube. **Embedding** provides a similar link to the external web server, but the video is embedded in the local web page and can be played without switching pages. In the above example **<iframe>** is used to provide a frame inside of which the video is enclosed. The video itself is part of another web site (YouTube in this case).

Iframes were an earlier technology used to break a web page up into separate frames (each frame was normally a separate file).



To get the code to embed a YouTube video click on **Share**, and then click on **Embed**








YouTube provides code suitable for embedding, the code needs to be copied and pasted (in code view) into the right position in a web page. The window size for the displayed video can be selected before copying the code. Adobe and other web sites provide similar facilities.



To use a video in html5 the basics are very simple, a **<video>** tag with the source indicated by the **src** attribute, and a play and pause control added by the **controls** attribute. The size of the window is automatically adjusted to suite the native size of the video being played.

Browser Support

| | H.264 | Ogg Theora | VP8 (WebM) |
|-----------------------------------------------------------------------------------|------------------------------------------------|--------------|---------------|
|  | native | with install | with installs |
|  | native for now; with install from Microsoft | native | native |
|  | native | with install | no |
|  | with install from Microsoft | native | native |
|  | no | native | native |

There are three native formats to choose from, but there are not universally supported. To provide support for all browsers you need to provide the video in at least two formats, MP4 (H.264) and Ogg Theora. Alternatively Google have devised a new WebM format which could be used instead of Ogg.

Video Converters

- › Miro Video Converter:
<http://www.mirovideoconverter.com/>
- › Handbrake:
<http://handbrake.fr/>
- › Mpeg Streamclip:
<http://www.squared5.com/>

There are several free video converters available that will convert from a variety of formats into a choice of destination formats. **Miro Video Converter** supports all the new formats, unfortunately it failed to convert my **mov** file to **MP4** or **WebM**. **Mpeg Streamclip** managed to convert it to MP4, but not WebM


Typical Code

```
<video controls width="640" height="480">  
  <source src="../../../Media/BradgatePark2.mp4">  
  <source src="../../../Media/BradgatePark2.theora.ogv">  
  <p>Browser does not support MP4 or Ogg Video</p>  
</video>
```

To provide support for multiple browsers, you can list alternative `<source>` and in this case if ogg and MP4 are not supported then there will be a message on the screen saying so. A link to download the video might however be more useful.

HTML5 Audio

```
<audio controls>
  <source src="Audio/MinuteWaltz.mp3"
    type="audio/mp3">
  <source src="Audio/MinuteWaltz.ogg"
    type="audio/ogg">
  <p>No Support for mp3 or ogg!</p>
</audio>
```



There are refreshments available at the Bradgate room, situated in the centre of Bradgate park, bet Bradgate House and the Halgates car park. There near by.

Meed Music

Health Activities June 2012

In a similar way HTML5 supports native audio, and again for multiple browser support you need to provide at least two formats. Most browsers support MP3 and Ogg. The Controls attribute provides a play and pause button. There are other attributes that can be added such as **autoplay** and **loop**.