



(Responsive) Video





No pain  
No gain

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## HTML5 tests - video

[show page contents](#)

This page tests the `<video>` tag.

On the mobile side iPhone supports H.264, and that's it.

Contents of this table



See also the [key](#) to my compatibility tables.

Format	IE 9	FF 4.0b11	Saf 5	Chrome 9	Opera 11
H.264/MP4	yes	no	yes	yes	no
WebM	no	yes	no	yes	yes
Ogg/Theora	no	yes	no	yes	yes

### Test cases

Note the syntax; IE and Firefox need the source and type.

```

<video controls>
  <source src="../videos/big_buck_bunny.mp4" type="video/mp4">
  <p>Your browser does not support H.264/MP4.</p>
</video>

```

# Formats

MP4

WebM

~~Ogg Theora~~

# Codecs

H.264 / AAC

VP8 / Ogg Vorbis

# Media queries

```
<video controls>
```

```
  <source src="small.mp4" type="video/mp4" media="all and (max-width:480px)">
```

```
  <source src="small.webm" type="video/webm" media="all and (max-width:480px)">
```

```
  <source src="big.mp4" type="video/mp4">
```

```
  <source src="big.webm" type="video/webm">
```

```
</video>
```

```
function supports_mp4() {  
    return !!document.createElement('video').canPlayType('video/mp4;  
        codecs="avc1.42E01E"').replace(/^no$/, '');  
}
```

```
function supports_flash() {  
    var hasFlash = false;  
    try {  
        var fo = new ActiveXObject('ShockwaveFlash.ShockwaveFlash');  
        if(fo) hasFlash = true;  
    }catch(e){  
        var fm = navigator.mimeTypes["application/x-shockwave-flash"];  
        if( fm && fm.enabledPlugin ) hasFlash = true;  
    }  
    return hasFlash;  
}
```



# MP4 moov atom

```
ffmpeg -i input.mp4 -c:v copy -c:a copy -movflags faststart output.mp4
```

<http://ffmpeg.org/>

[http://www.adobe.com/devnet/video/articles/mp4\\_movie\\_atom.html](http://www.adobe.com/devnet/video/articles/mp4_movie_atom.html)

# Apple HTTP Live Streaming (HLS)

<https://developer.apple.com/streaming/>

Apple HTTP Live Streaming (HLS)

This test page was created by [Walter Ebert](#). HLS support on Android requires version 3.0 or later.

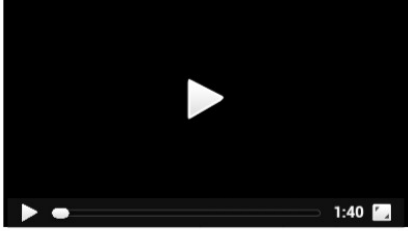

The videos are based on sources provided by [Sintel, the Durian Open Movie Project](#). The [build script is available on Bitbucket](#).

### Apache MIME type configuration

```
AddType application/x-mpegURL m3u8
AddType video/mp2t ts
```

**Note:** AddType application/vnd.apple.mpegurl m3u8  
#Does not work on Android

### Demos

HTML5	
Video	HTML code
	<pre>&lt;video controls width="480" height="270" src="sintel-trailer.m3u8"&gt;</pre>
	<pre>&lt;video controls width="480" height="270"&gt;   &lt;source src="sintel-trailer.m3u8" type="application/x-mpegURL"&gt; &lt;/video&gt;</pre>

# MPEG-DASH

<http://dashif.org/>

## ORBX.js

- downloadable HD codec written in JS and WebGL
  - 25% better compression than H.264
  - adaptive bit-rate while streaming

Search:

border-radius, WebGL, woff, etc

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Tables

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Embed

Compatibility tables

Browser comparison

Show options

Supported

Not supported

Partially supported

Support unknown

### Show all tables

#### # WebGL - 3D Canvas graphics - other

Method of generating dynamic 3D graphics using JavaScript, accelerated through hardware

Resources: [Instructions on enabling WebGL](#) [Tutorial](#) [Firefox blog post](#) [Webkit blog post](#)  
[Polyfill for IE](#)

*Usage stats:	Global
Support:	0%
Partial support:	48.4%
Total:	48.4%

Show all versions	IE	Firefox	Chrome	Safari	Opera	iOS Safari	Opera Mini	Opera Mobile	Android Browser
		3.6						10.0	2.1
	6.0	8.0				3.2		11.0	2.2
	7.0	9.0				4.0-4.1		11.1	2.3
	8.0	10.0	16.0	5.0		4.2-4.3		11.5	3.0
Current	9.0	11.0	17.0	5.1	11.6	5.0	5.0-6.0	12.0	4.0
Near future	10.0	12.0	18.0	6.0	12.0				
Farther future		13.0	19.0						

**Note:** All support is currently listed as "partial" because not all users with these browsers have WebGL access. This is due to the additional requirement for users to have [up to date video drivers](#). Note that WebGL is part of the [Khronos Group](#), not the W3C.

Feedback

Parent feature: [Canvas \(basic support\)](#)

http://caniuse.com/#feat=webgl



# High Efficiency Video Coding (HEVC) a.k.a. H.265

VP9

WebRTC???

<http://www.webrtc.org/>

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