Keypad Operations

() Some browsers may require you to first enable keypad operations in their settings/advanced functions tab.

To enable keypad operations for the player, ensure that you have enabled the "keyboard control" option in the additional settings tab within the Player Generator.

(i) The following browsers support keypad operations:

- Firefox, Safari, Internet Explorer: latest version 2
- Chrome, Edge: latest version
- iOS, Android standard browser: latest version

By default, users are able to control the movingimage player without using a mouse or other input methods. The following table lists the functions with respective keyboard key:

When a control is selected, the corresponding button is visually highlighted.

Function	Кеу
Standard	
Direct focus to inside the player	tab, shift + tab
Leave the focus of the player, tab through control elements	tab, shift + tab
Navigate to all of the player control elements	shift + tab
Activate/ deactivate control element	return or space
Start video playback / Pause video playback	space, K
Forward 5000 ms	right arrow cursor
Forward 10.000 ms	L
Rewind 5000 ms	left arrow cursor
Rewind 10.000 ms	J
Skip to the beginning	home
Skip to end	end
Skip to time segment (e.g., 3 = 30%)	0, 1, 2, 3, 4, 5, 6, 7, 8, 9
Activate fullscreen	F
Escape fullscreen	esc
Control the volume: turn up (between 0 and 1, in 0.1 steps)	up arrow cursor
Control the volume: turn down (between 0 and 1, in 0.1 steps)	down arrow cursor
Toggle mute	М
If volume control is focused	
Control the volume: turn up (between 0 and 1, in 0.1 steps)	right arrow cursor
Control the volume: turn down (between 0 and 1, in 0.1 steps)	left arrow cursor
If [Play] button is focused	
Play/ pause	space, enter
If [Stop] button is focused	
Stop	space, enter
If dropdown is focused	
Toggle dropdown	space, enter
If dropdown is open	
Move between elements	up, down arrow keys
Select element	space, enter

If [Mute] button is focused	
Toggle mute	space, enter
If [Fullscreen] button is focused	
Toggle fullscreen	space, enter