

# Doohclick - HTML information

## Resolution

When coding an HTML campaign, you should think about what resolution the surface that the HTML should be displayed on. In the case of LED screens, the resolution must be identical to the correct resolution on the screen. The system does NOT scale any resolution.

If you want to use the same HTML for several screens with different ratio, we recommend that you make an HTML with a dynamic frame that can auto-adapt to the player window.

## Quality

Please think about the "weight" of the HTML, because the system will ask for content 5-10 sec before its time to be displayed. If its to "heavy" then it will not be able to download in time and a black surface will be visible.

## Cache control

Please make sure that resource cache control is working.

(if its not working then the computer will use extreme data, some screens are using mobile internet connection)

## Chromium version

72.0.3626.28

## Sample of Java script if HTML has full motion

Script part is changed to this which uses doohclick player extension in Javascript

```
<script>
  // check if doohclick player extension available
  if(window.mediacast != null)
  {
    // start video when html page starts to display !
    window.mediacast.OnStarted = function()
    {
      var video = document.getElementById("video");
      if(video != null) {
        video.play()
      }
    };
  }
</script>
```

And video set to not auto play