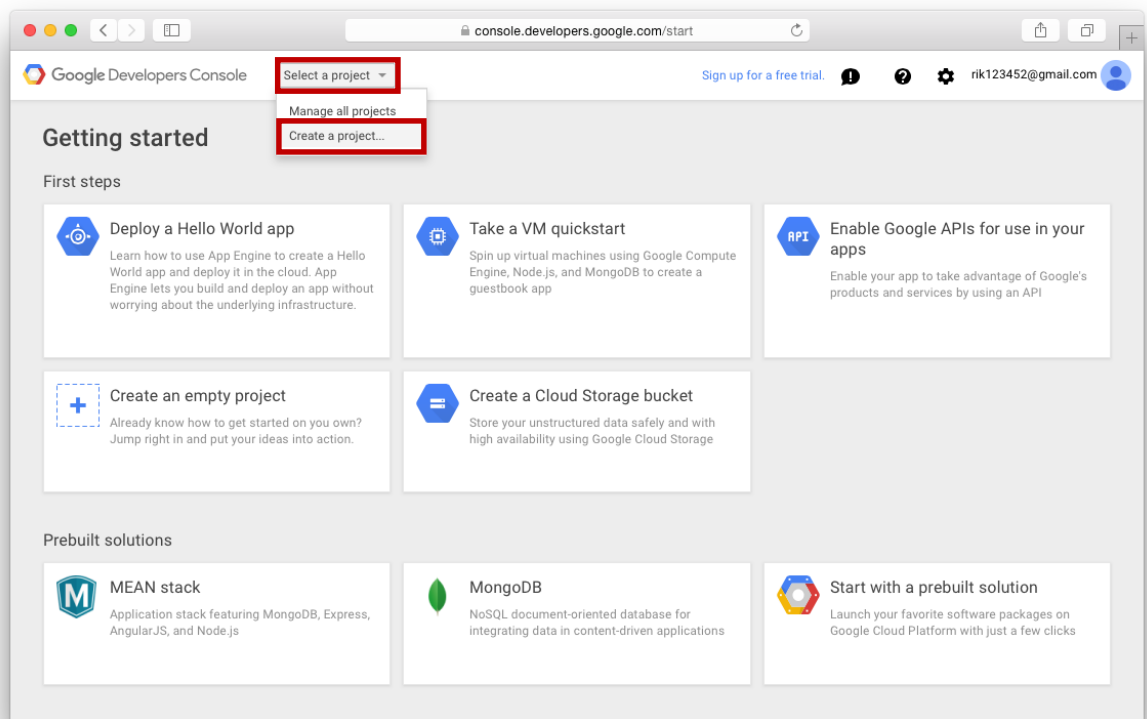


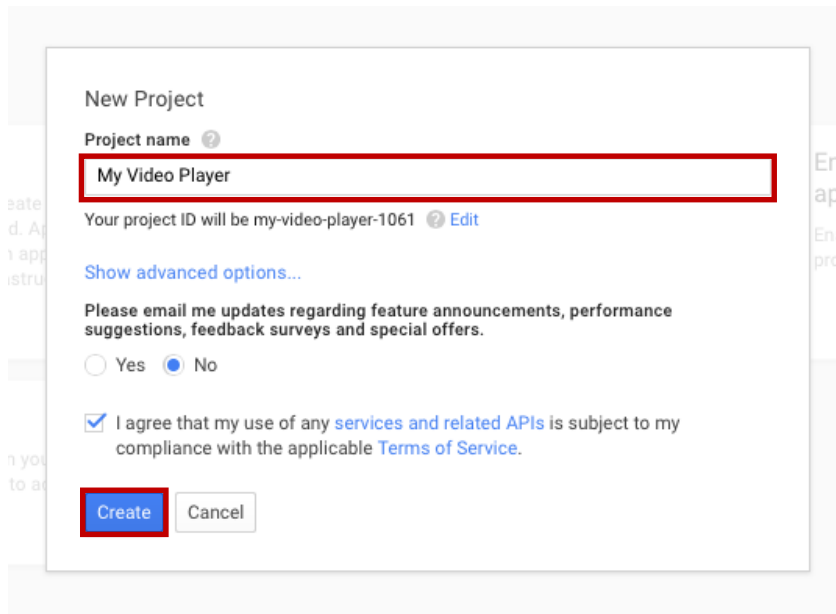
REGISTERING YOUR OWN YOUTUBE API KEY

To register your own key, follow these steps:

1. **Create a Google Account:** If you do not already have a Google account, create one now as you'll be needing it. Next go to the [Google Developers Console](#)
2. Click on **“Select a project”** in the upper-left, then **“Create a project”**.

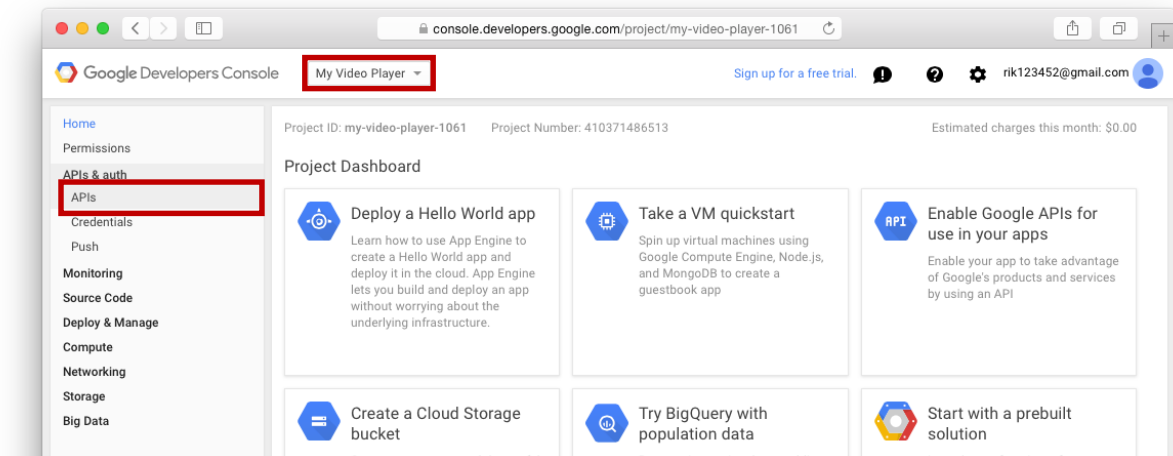


3. Enter a project name and click **“Create”**.

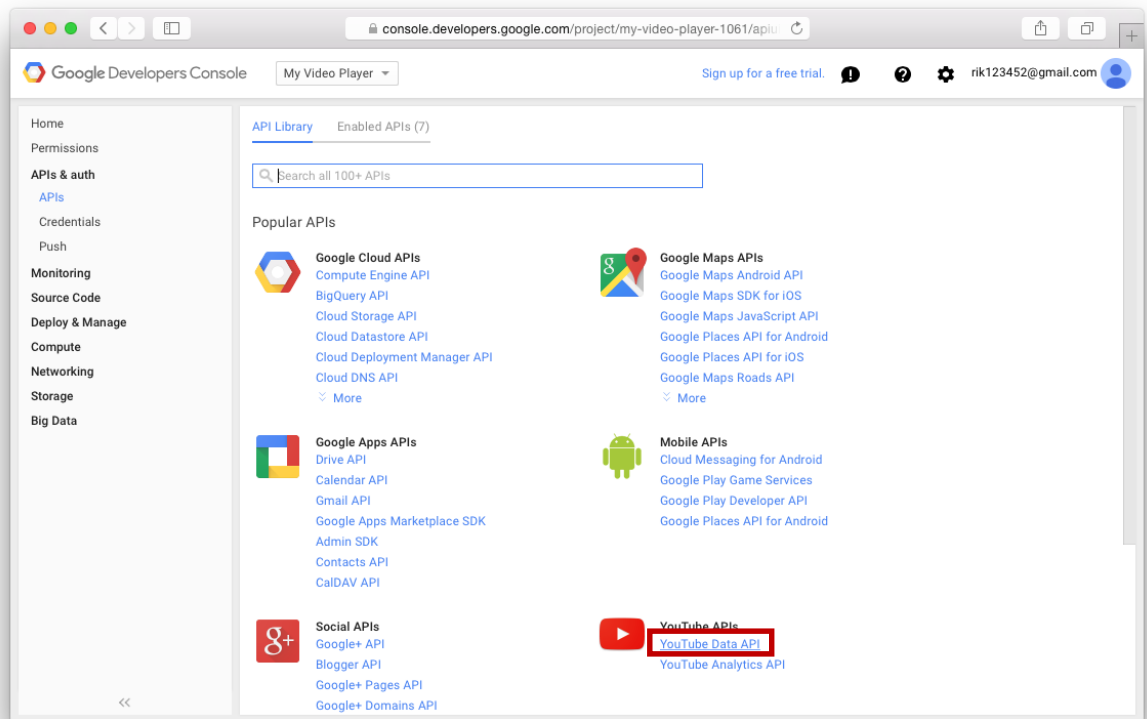


The screenshot shows the 'New Project' dialog box. The 'Project name' field is highlighted with a red rectangle and contains the text 'My Video Player'. Below the field, it says 'Your project ID will be my-video-player-1061' with a link to 'Edit'. There is a link 'Show advanced options...'. Below that, there is a checkbox for 'Please email me updates regarding feature announcements, performance suggestions, feedback surveys and special offers.' with radio buttons for 'Yes' and 'No'. At the bottom, there is a checked checkbox for 'I agree that my use of any services and related APIs is subject to my compliance with the applicable Terms of Service.' and two buttons: 'Create' (highlighted with a red rectangle) and 'Cancel'.

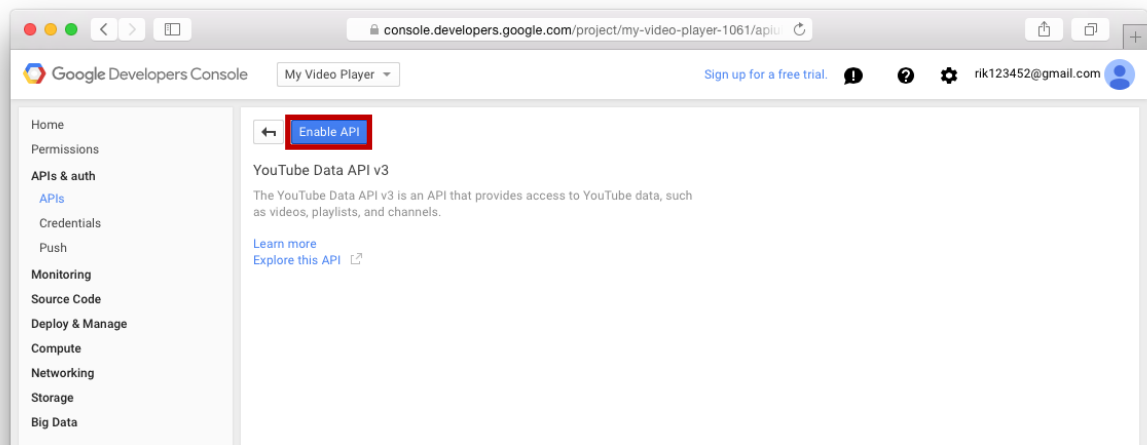
4. Next, open the project you created. Then go to **“APIs & auth”** on the left and click **“APIs”**.



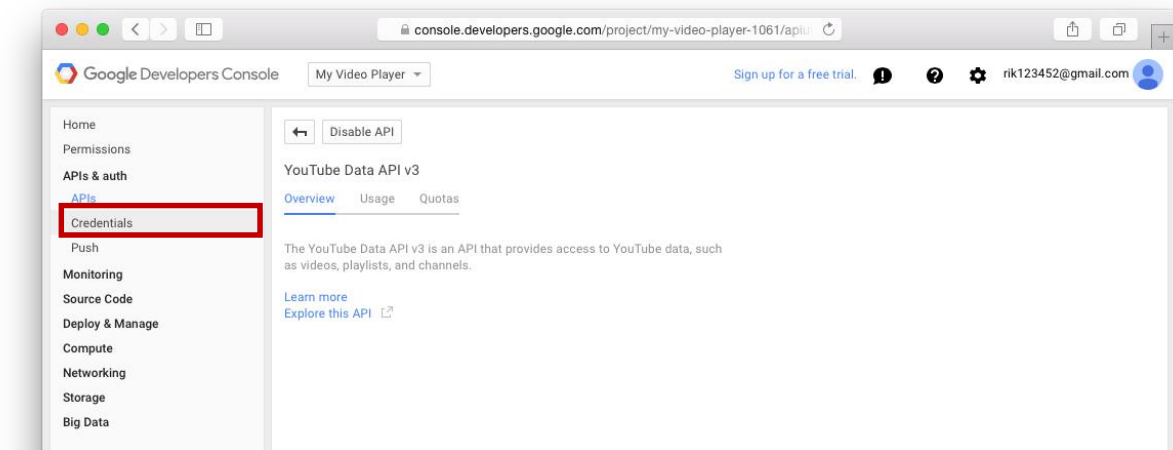
5. Click on **“Youtube Data API”** at the bottom of the screen.



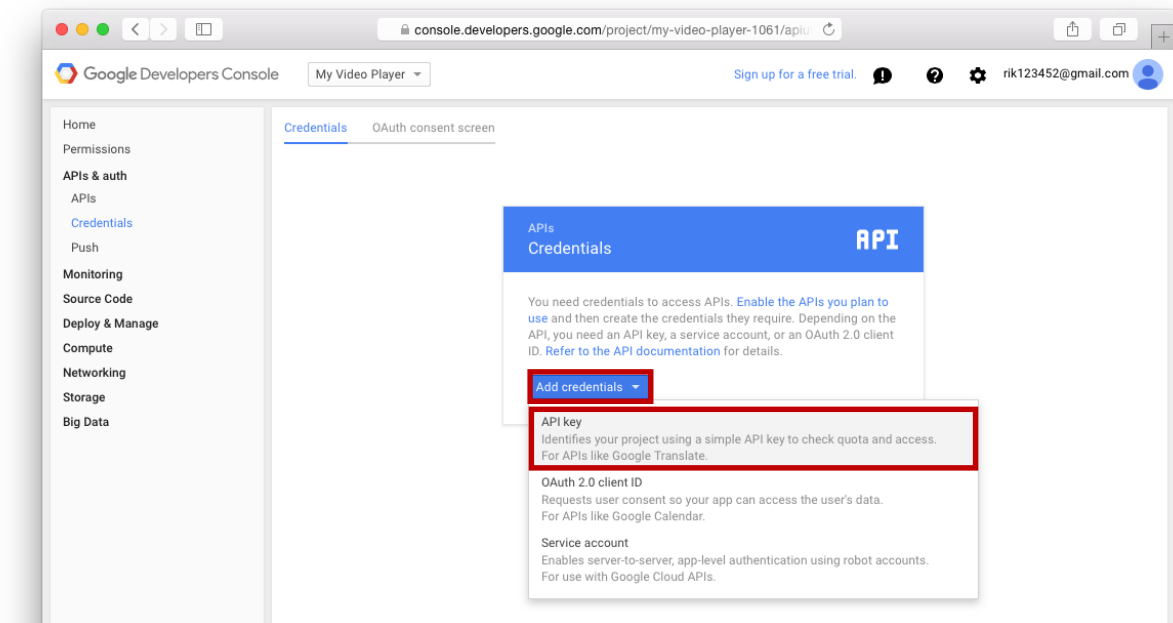
6. Click on **“Enable API”**.



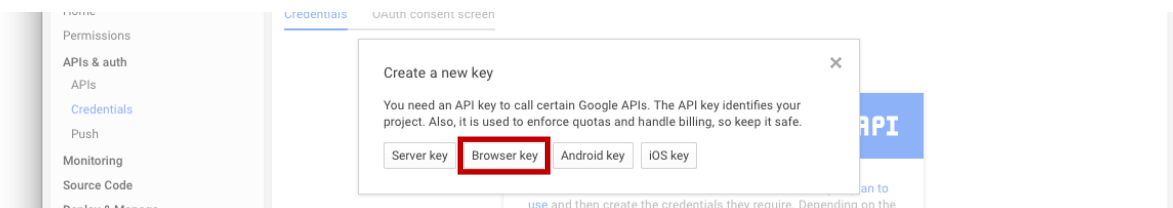
7. The API is now enabled. Next thing you have to do is create a browser key for this project. Click on **“Credentials”**.



8. The click on **“Add credentials”** and choose **“API key”**.

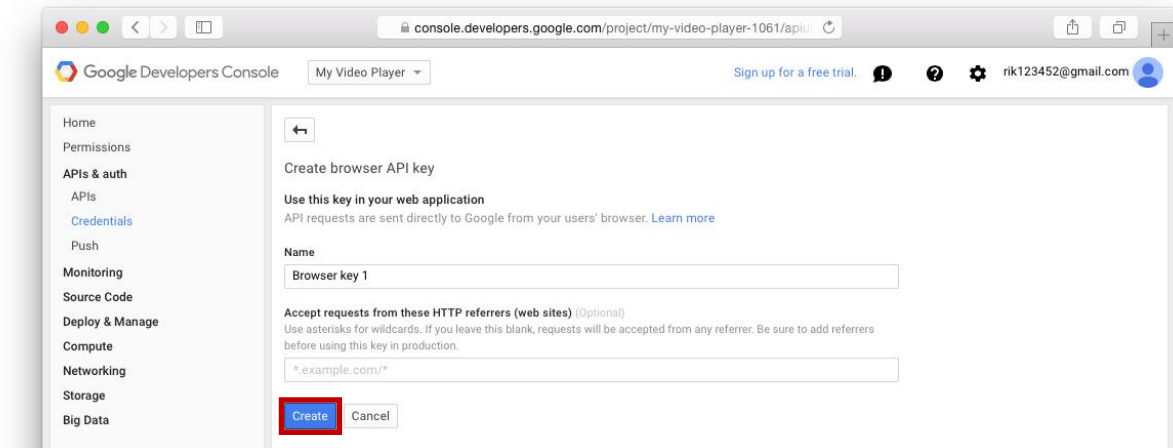


9. Select **“Browser key”**.



10. Enter a name for the browser key, then click **“Create”**.

Additionally you can type your website in the second textbox so the key only works for your site, but this is optional and only recommended if you have a heavy amount of traffic.



11. Copy paste the API key into the settings of the plugin and save changes. The plugin will now use your API key.

