

# Image and Media Support

EditLive! supports working with a wide variety of media from images to interactive maps and social media. This section of the documentation provides an overview of how to take advantage of this functionality.

## Working with Images

EditLive! includes rich functionality for working with images. It enables the insertion of images from both web servers and local machines. With EditLive! Enterprise Edition users can also resize, resample and edit images within the editor, without any extra desktop tooling.

For more information see the [Working with Images](#) document.

## Working with Media

With EditLive! users can also embed a wide variety of media assets within their content. EditLive! supports embedding media in multiple ways. This includes the following:

- Linking to content on public media services
- Using HTML5 AUDIO and VIDEO tags to link to web-based media
- Embedding content using IFRAME tags

For more information see the [Working with Media](#) document.

## Advanced Media Support

EditLive! also supports several advanced media integration techniques including working with <object> tags.

For more information on how to use these capabilities see the [Advanced Media Support](#) documentation.