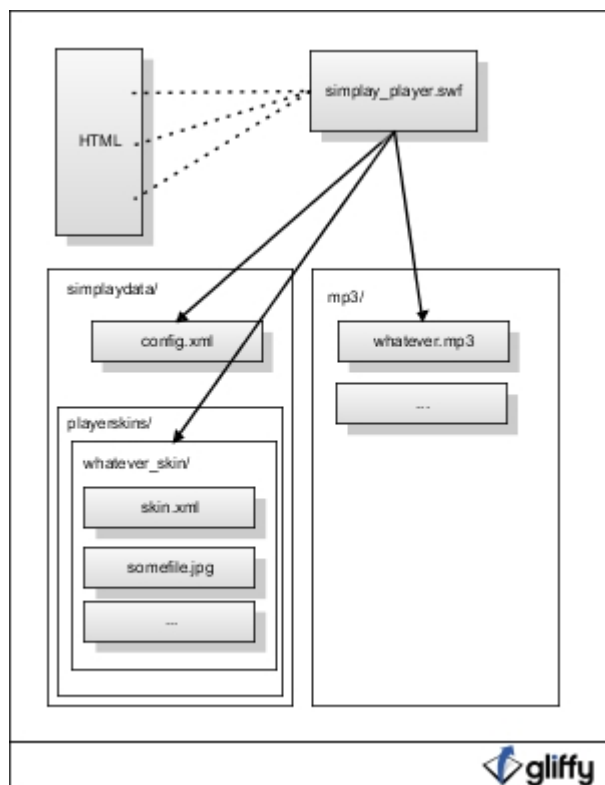


Simpleplay 2.0 Documentation (docu v015)

required flash player version: 8

File Structure



HTML embedding

Example:

```
<object classid="clsid:D27CDB6E-AE6D-11cf-96B8-444553540000"
codebase="http://download.macromedia.com/pub/shockwave/cabs/flash/swflash.cab#version=7,0,0,0" width="200" height="20">
```

```
<param name="movie"
value="http://www.yourdomain.com/.../simply_player.swf?audiofile=whatever.mp3&configpath=http://www.yourdomain.com/.../playerconfig.xml">
```

```
<param name="quality" value="high">
<param name="scale" value="noscale">
<embed
src="http://www.yourdomain.com/.../simply_player.swf?audiofile=whatever.mp3?configpath=http://www.yourdomain.com/.../playerconfig.xml"
scale="noscale"
quality="high"
pluginspage="http://www.macromedia.com/go/getflashplayer"
type="application/x-shockwave-flash"
width="200"
height="20"/>
```

```
</object>
```

width and **height** define the flash area size. Use the values of the according skin background pic size.

scale must be set to "noscale" in order to allow the skins to be drawn with the correct scale.

movie and **src** must contain the path to the `simplay_player` file. An absolute path is highly recommended. You can pass the following parameters through the URL to the `simplay` application:

audiofile = rel. or abs. path to an audio-file*

configpath = rel. or abs path to a `config.xml` file (default is `simplaydata/playerconfig.xml`)*

autoplay = true/false (over-rides `autoload` if true, default is false)

autoload = true/false (default is false)

loopactive = true/false (default is false)

skinpath = rel. or abs path to a skin directory (optional, overrides the `playerconfig.xml` `skinpath`)

*Obligatory

Config.xml Documentation

Example config.xml

```
<?xml version='1.0' encoding='UTF-8'?>
<config>
<skin path="http://www.yourdomain.com/.../simplaydata/playerskins/default/" />
<audiofiles path="http://www.yourdomain.com/.../mp3directory/" />
<audiobuffersize sec="0.5" />
</config>
```

- **<skin path="http://www.yourdomain.com/.../simplaydata/playerskins/default/" />**
absolute path to a valid skin directory.
- **<audiofiles path="http://www.yourdomain.com/.../mp3directory/" />**
(usually) an absolute path to a mp3 directory. the value is concatenated with the **audiofile** URL parameter to construct the full mp3 path.
- **<audiobuffersize sec="0.5" />**
the size of the audio buffer in seconds.

Skin.xml documentation

Example skin.xml

```
<?xml version='1.0' encoding='UTF-8'?>

<GUI>
<background back_pic="background.jpg" w="200", h="20"/>

<controls>
<playbutton up_pic="play_up.jpg" over_pic="play_over.jpg"
down_pic="play_down.jpg" x="2" y="2"/>

<pausebutton up_pic="pause_up.jpg" over_pic="pause_over.jpg"
down_pic="pause_down.jpg" x="2" y="2"/>

<statusbar backcolor="EEEEEE" streamcolor="D0D0D0" poscolor="990000" x="24"
y="7" w="145" h="8"/>

<statusanim color="D0D0D0" bands="4" band_width="4" band_spacing="1"
band_height="8" x="175" y="14"/>
</controls>
</GUI>
```

Only the file-names are needed when loading gfx files simply because the skin-directory path has already been set in the config.xml. the skin-folder must contain all files requested by the skin.xml! supported file-types are JPG, GIF, PNG and SWF.

All tags are optional, the multiple use of the same tag is not allowed. The file must be named "skin.xml".

- **<background back_pic ="somefile.jpg" w="200", h="20" />**
The Background File. Automatically positioned at the upper left corner. w and h is the width and height of the player - these values are not used by the simplay-player, but can be useful for other applications managing the player (example: our wordpress plugin). the size of the player is defined in the HTML document (see "HTML embedding").
- **<playbutton up_pic="play_up.jpg" over_pic="play_over.jpg" down_pic="play_down.jpg" x="2" y="2"/>**
Creates a Play button. x and y are the positioning coordinates, starting at the upper left corner. Must be enclosed by <control/>.
- **<pausebutton up_pic="pause_up.jpg" over_pic="pause_over.jpg" down_pic="pause_down.jpg" x="2" y="2"/>**
Creates a Pause button. x and y are the positioning coordinates, starting at the upper left corner. Must be enclosed by <control/>.
- **<statusbar backcolor="EEEEEE" streamcolor="D0D0D0" poscolor="990000" x="24" y="7" w="145" h="8"/>**
Creates a status-bar. x and y are the positioning coordinates, starting at the upper left corner. w and h is the width and height of the status-bar in pixel. Must be enclosed by <control/>.
- **<statusanim color="D0D0D0" bands="4" band_width="4" band_spacing="1" band_height="8" x="175" y="14"/>**
Creates a status-animation, a pseudo analyser showing the current playback state. You can set the number of bands, their width, spacing and height. the total width can be calculated with $totalwidth = bands * (width + spacing)$. x and y are the positioning coordinates, starting

at the upper left corner. Must be enclosed by <control/>.

Skin-Folder description

A valid skin-folder must:

- Have a unique name.
- Contain a valid skin.xml file.
- Contain all assets required by the skin.xml.

For exchange reasons, the skin-folder can:

- Contain a folder with the original gfx files (psd, fireworks png ect).