



## Typical AudioClipstream™ Implementation – 5 Easy Steps

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This document will run through the basic implementation of AudioClipstream™. Since the basic implementation of AudioClipstream™ is common to all versions of the product, a good understanding of this process is essential to all Clipstream™ developers.

### 5 Easy Steps

1. *Download and install the AudioClipstream™ Encoder.*

The AudioClipstream™ Encoder software application can be downloaded for free from the website ([www.clipstream.com](http://www.clipstream.com)). Currently, the Encoder software is available for both PC and Mac platforms. You must agree to an End User License Agreement prior to installing the AudioClipstream Encoder.

2. *Choose or create an audio file you would like to stream.*

The AudioClipstream™ Encoder will accept a variety of audio formats including:

- CD Audio
- .WAV
- .MP3
- .AIFF

These files can be created from a number of different software applications or derived from another source.

3. *Compress your files with the AudioClipstream™ Encoder.*

- a. Open the Encoder by double clicking the Icon on your desktop, selecting it from the start menu, or through Windows Explorer.

- b. Click the Add button to add files that you would like to encode. Acceptable file formats are:

- **.wav** – Standard PCM WAV files
- **.mp3** – Standard MP3 files
- **.cda** – Standard CD Audio files
- **.aiff** – Mac Encoder Only

As many files of any type in combination can be added during any given encoding session. To remove a file, highlight the file in the display window, and click remove.

- c. Click the Target button to choose where the AudioClipstream Encoder will output the .20 and .32 files. Remember, the Encoder will also output the audioclipstream.zip file to this location as well. **DO NOT UNZIP THIS FILE!**

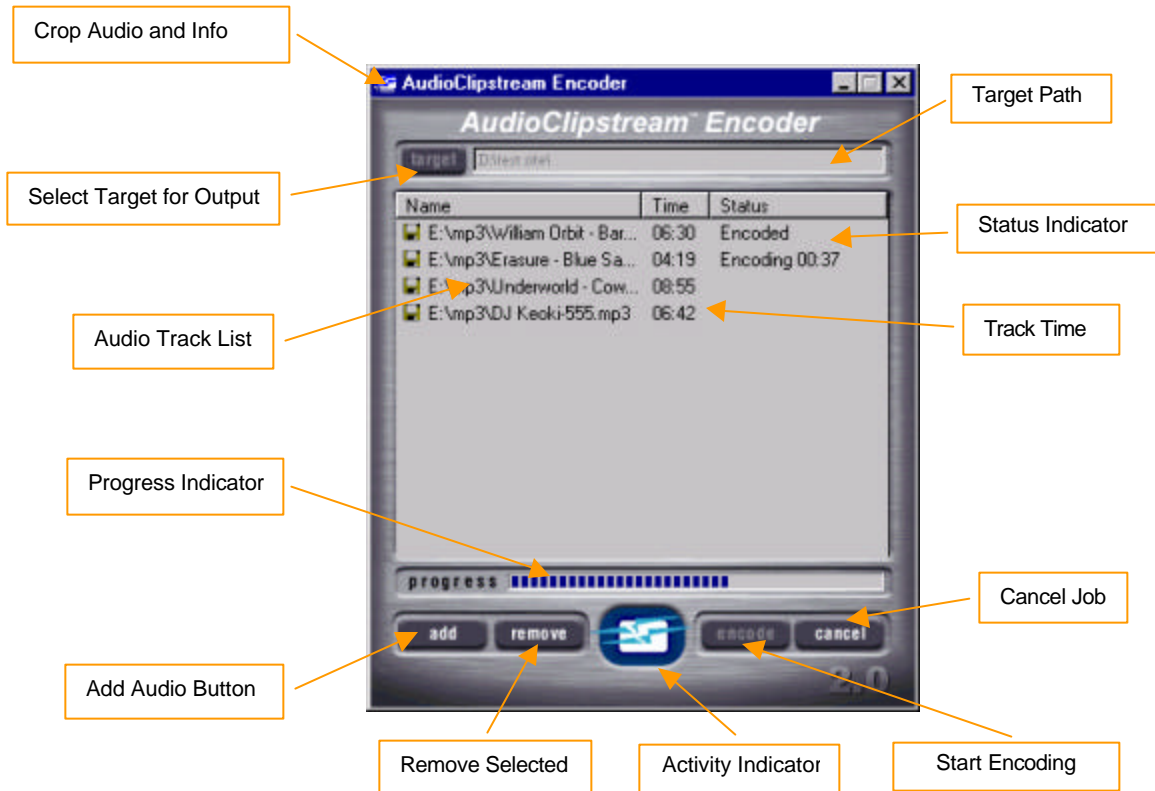


- d. Click **Encode** to begin the encoding process. At any time you can click Cancel to stop the current job.

**The Clipstream Encoder User Interface**



AudioClipstream Encoder Icon



**4. Insert the Java Applet code into the web page.**

When your encoding job is finished, you will be prompted to visit the clipstream.com website. You will need to visit the website to purchase a code key, or generate the applet code.

Click "Yes" to visit the website to generate your applet code. This page is a simple form. Fill out the information requested as completely as possible. When asked for a code key, if you have purchased a code key or have obtained an evaluation code key from our sales staff, enter the one you were issued.



If you have not purchased a code key, you will not be able to use AudioClipstream™ on your server, but you will be able to test AudioClipstream™ on your local hard drive. To do this, just enter in the code of 00000000 (eight zeros).

Click "Generate Code", select all and cut and paste into your web page.

A sample of the code is as follows:

```
<!-- Begin AudioClipstream Applet Code -->
<APPLET ARCHIVE="audioclipstream.zip" CODE="audioclipstream.class" ALT="The
AudioClipstream Player" NAME="AudioClipstream" WIDTH="87" HEIGHT="55">
  <param name="AudioStreamURL" value="sample">
  <param name="AutoPlay" value="false">
  <param name="AutoLoop" value="false">
  <param name="Key" value="00000000">
  <HR>
  If you were using a Java-enabled browser, you would see the
  <a href="http://www.clipstream.com/help/visitorhelp.html">AudioClipstream</a>
  player instead of this paragraph.
  <HR>
</APPLET>
<!-- AudioClipstream developed by Destiny Software Productions Inc. (http://dsny.com |
http://clipstream.com) -->
<!-- End AudioClipstream applet code -->
```

5. *Upload all the necessary files to your server.*

The AudioClipstream™ Encoder creates three files that need to be uploaded to the users web server:

YourFileName.20  
YourFileName.32  
audioclipstream.zip

Upload these files to your web server, as well as the web page that displays the AudioClipstream™ player. In the simplest implementation, using the applet code above, all the files would be uploaded to the same directory or folder as the web page that contains the applet code.

For a more detailed explanation of the AudioClipstream creation process and a discussion of more advanced implementation issues, download the AudioClipstream™ Technical Guide from <http://www.clipstream.com/help/docs.shtml>.