

AudioClipstream™ HTML Applet Code

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HTML Applet Code

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About the HTML Applet Code

Every HTML document wanting to stream AudioClipstream must have the AudioClipstream Applet code embedded into the body of the page HTML. The AudioClipstream Applet code is simply a chunk of programming code that is cut and pasted into your HTML. The Applet code contains pointers to your files as well as custom parameters that control how your content is presented and controlled. Typically, this code is created using the AudioClipstream Applet Code Generation pages on the Clipstream.com. However more advanced and experienced users will be able to create and manipulate these parameters manually.

Applet Code Generator Page

In the help section of Clipstream.com you will find a Code Generator Utility (often referred to as the CodeGen page) to assist you with creating the necessary AudioClipstream applet code if you are unfamiliar or uncomfortable with manually changing the applet code within your HTML editor. The CodeGen page will ask you a number of simple questions and then create the code for you. We recommend that all new users use the CodeGen utility for the first few times they create the AudioClipstream applet code. In fact, even our developers use this utility as a starting point, prior to customizing the applet code. The CodeGen page can be found at:

<http://www.clipstream.com/codegen/codegenPro.shtml>

Once your applet code is created, simply cut and paste it into your HTML.

Typical Applet Code

```
<APPLET ARCHIVE="audioclipstream.zip" CODE="audioclipstream.class"
ALT="The AudioClipstream player" NAME="clipstream" WIDTH="87"
HEIGHT="55">
  <param name="AudioStreamURL" value="test">
  <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/">AudioClipstream</a> player
  instead of this message.
  <HR>
</APPLET>
```

Where to Place the Applet Code

The AudioClipstream applet code is intended to be placed within the body of your HTML page, between the body tags as follows:

```
<BODY>
```

Insert applet code somewhere between these tags, where you would like the player buttons to appear.

```
</BODY>
```

Body Tag Adjustment for Outlook Email

Outlook has a bug that could cause it to crash when the email window containing AudioClipstream is closed. To reduce this risk, the author of any AudioClipstream content intended to be viewed from within the Outlook email viewer should insert the following parameter into the <body> tag of their HTML document:

```
onUnload="this.focus()"
```

This parameter would look as follows within the body tag:

```
<BODY onUnload="this.focus()" >
```

This tag keeps the focus of the email client on the email window instead of the Java applet and should prevent the crash. AudioClipstream's developers have created a work-around in version 2 that keeps this from happening but that line of code is still recommended.

Applet Code Elements

The AudioClipstream™ applet code contains several key elements:

- **Applet Tag** – which defines the basic dimensions of the applet and where to find the applet Java classes
- **Parameters** – which specify all other information the applet needs to operate properly. There are two types of parameters:
 - **Pointers** - to the locations (URLs) of the essential files needed for proper remote playback
 - **Switches** - that allow you to customize how the movie is played and how it is presented.
- **Alternate Messaging** – which is displayed when Java is not available. ** Also referred to as the No Java message.

The following sections will run through these elements in detail.

Applet Tag

The applet tag defines and constrains where the applet code begins and ends and contains a large amount of user configurable parameters. There are some portions of this code that should not be changed, and those will be noted. Each instance of the AudioClipstream applet must have an applet opening and closing tag.

Typical Applet Tag

A typical applet opening tag looks as follows:

```
<APPLET ARCHIVE="audioclipstream.zip"  
CODE="audioclipstream.class" ALT="The AudioClipstream  
player" NAME="clipstream" WIDTH="87" HEIGHT="55">
```

Applet opening tag parameters will be discussed in the section **Applet Tag Parameters**.

The applet is terminated using the following necessary closing tag:

```
</applet>
```

Changing the Applet Tag Parameters

Even minor changes or omissions to the applet tag code can prevent AudioClipstream from operating as expected, so care should be taken when adjusting any parameter. Each time you change a value, you must save the page, re-upload it and reload your browser's cache before you can see the results. The codebase statement is useful for testing your html locally while playing a file that is on your server.

Applet Tag Parameter Syntax and Usage

<applet values...>, </applet>

Type

Tag

Values

Various

Default

None

Description

Defines the beginning and end of the applet code. There are no user configurable parameters for this particular part of the Applet tag. This beginning and end tag are necessary.

Example

```
<applet>  
    applet code  
</applet>
```

MAYSCRIPT

Type

Switch

Values

None

Default

None

Description

Toggles the ability of the applet code to use defined Java methods. This switch is optional, but **must be used if Java methods are to be called**.

Example

MAYSCRIPT

CODEBASE

Type

URL

Values

URL

Default

None

Description

Defines the location of the audioclipstream.zip file (Java classes). This parameter is necessary when remotely delivering or emailing AudioClipstream content. For example, it is sometimes necessary for the applet and content to be located on a different server than the HTML page on which it appears. The CODEBASE statement allows this. General applet URL parameters can be referred to relative to the CODEBASE URL. Note that all elements used by the applet must be served from the same server.

Example

CODEBASE="http://www.clipstream.com"

archive

Type

string

Values

File name

Default

None

Description

Defines the name of the Java class archive referenced by the applet code. In most cases of AudioClipstream, the archive is always audioclipstream.zip. The end user should not change this value. There are a few exceptions to this, such as the dsLoader applet for small banners, but that is very specialized, and will be discussed elsewhere.

Example

archive="audioclipstream.zip"

code

Type

string

Values

File name

Default

None

Description

Defines the name of the Java classes referenced by the applet code. In all cases of AudioClipstream, the code value is always audioclipstream.class. This value should not be changes by the end user.

Example

code="audioclipstream.class"

alt

Type

string

Values

File name

Default

None

Description

Defines text to be displayed in the event the HTML page displaying AudioClipstream is viewed by a non-Java / HTML compatible viewer. In this instance, the text entered here will be displayed if the Non-Javamessaging cannot be displayed.

Example

alt="The AudioClipstream Player"

name

Type

string

Values

name

Default

None

Description

This attribute identifies the AudioClipstream applet to other applets and applications on the page. Scripting languages, such as JavaScript, will use this name to identify this instance of the AudioClipstream Applet when taking advantage of available Java methods.

Example

name="clipstream"

width

Type

integer

Values

0 - ∞

Default

None

Description

Defines the width of the applet display in the HTML document. This attribute encompasses the entire width of the player applet.

Example

width="87"

height

Type

integer

Values

0 - ∞

Default

None

Description

Defines the height of the applet display in the HTML document. This attribute encompasses the entire height of the player applet.

Example

height="55"

General Applet Parameters

The general applet parameters specify all information needed by the applet for the playback and display of the audio stream. Parameters can be broken into two types:

Pointers

An example of a pointer is the line:

```
<param name="AudioStreamURL" value="test.gif">
```

This parameter is labeled as "AudioStreamURL" (<param name="AudioStreamURL"). The value "test" tells the applet player *where* to look for the encoded audio to stream when the video is loaded and waiting for playback to begin.

Switches

An example of a switch is the line:

```
<param name="AutoPlay" value="false">
```

This parameter tells the player not ("false") to begin playing audio automatically once the page is loaded. (A "True" value would begin playing it automatically)

Other switches have values that are based upon numbered values.

The line below tells the player how much of a buffer (preloaded data) to load before it begins playing. Changing the number up or down decides the buffer size.

```
<param name="AudioBufferSize" value="5">
```

Changing the General Applet Parameters

Even minor changes or omissions to the applet code can have drastic effects on the quality of playback, so care should be taken when adjusting any parameter. Each time you change a value, you must save the page, re-upload it and reload your browser's cache before you can see the results.

General Applet Parameter List

The VideoClipstream applet has been designed to be as customizable and flexible as possible using parameters available within the applet code itself. The following list outlines all of the parameters available to the streaming author. Detailed descriptions follow.

| Parameter | Default | Description |
|----------------------|----------------|--|
| AudioBufferSize | 30 | Internal audio buffer size, minimum is 4. |
| AudioHyperlink | none | "start_sec, end_sec, url START, title hyperlink url END, title at the end hyperlink url" |
| AudioHyperlinkInfo | FALSE | Send clip, timestamp, position with the Hyperlink? |
| AudioHyperlinkSize | 8 | Maximum number of audio hyperlink URLs. |
| AudioHyperlinkTarget | CSHTMLFrame | Target frame to show the URL. |
| AudioMessageMode | 1 | 0:off 1:status bar |
| AudioStreamURL | None | Clip to be played, no extension needed. |
| AudioStreamURLSize | AUTO | Maximum number of clips in a play list, auto search default. (for playlist, number AudioStreamURL in list) |
| AudioTrackingURL | none | "URL to call upon load, start, stop, PARAM: action={loaded started stopped}&kbps=sniffed_kbps&pos=start_msec,stop_msec&clientip=IP_ADDR extra parameter allowed" |
| AuthorizedDomainURL | none | Points to a text file on the server to indicate which web sites can use codebase to stream secured content. If this parameter is not set, Secure Streams and codebase with _scs_ must be hosted on the same server as CODEBASE. Part of the Piracy Protection Package. |
| AutoBitRate | TRUE | Set applet to detect bit rate. |
| AutoLoop | TRUE | Loop audio after each playback. |
| AutoPlay | TRUE | True, False or Rollover to play automatically upon loading. |
| ButtonPauseDown | in applet zip | Specification of optional button image. |
| ButtonPauseOver | in applet zip | Specification of optional button image. |
| ButtonPauseUp | in applet zip | Specification of optional button image. |
| ButtonPlayDown | in applet zip | Specification of optional button image. |
| ButtonPlayOver | in applet zip | Specification of optional button image. |
| ButtonPlayUp | in applet zip | Specification of optional button image. |
| ButtonSeekBar | in applet zip | Name and path to the seeking bar image. |
| ButtonSeekKnob | in applet zip | Name and path to the knob image. |
| ButtonSeekProgress | in applet zip | Name and path to the fully loaded seeking bar image. |
| ButtonStopDown | in applet zip | Specification of optional button image. |
| ButtonStopOver | in applet zip | Specification of optional button image. |
| ButtonStopUp | in applet zip | Specification of optional button image. |
| CallbackOnPlay | none | Enable JavaScript timer control. |
| EnableSeek | TRUE | Enable the seek bar. |
| EnableSeekText | TRUE | Enable progress/length on seek bar. |
| Event | none | "time, target, and URL for each event Format: [LOAD STOP time in ms],target,URL" |
| EventNumber | AUTO | Number of events. |
| FlashOnWaiting | TRUE | Flash between PlayUp and PlayOver. (AutoPlay = False) |
| Key / KeyURL | none | Specification of unique code Key or KeyURL for web implementation. |
| KnobLeft | 0 | # of pixels, knob's left most position. |
| KnobLength | 0 | # of pixels, knob's movable range. |
| Logolcon | in applet zip | Specification of optional logo. |
| LogoLink | clipstream.com | Specification of optional logo link. |
| ToggleButton | FALSE | Turn on play/pause, play/stop button toggle. |
| UseCaches | TRUE | Enable Browser's cache |
| UseDefaultIcon | TRUE | Use default icon image for any unspecified Button param. |

General Applet Parameter Syntax and Usage

AudioBufferSize

Type

Integer

Values

4,5,6,7 . . .

Default

30

Description

Internal audio buffer size. Minimum is 4. Specifies the maximum number of seconds of decoded audio to buffer.

Example

```
<param name="AudioBufferSize" value="30">
```

AudioHyperlink

Type

String

Values

Integer, URL

Default

None

Description

Specifies a time frame in seconds which defines the link of the Logocon parameter. Overrides LogoLink parameter when playback is between the specified times. Can also specify the link used at the specific events of start and end.

Example

```
<param name="AudioHyperlink1" value="start,link1.html">  
<param name="AudioHyperlink2" value="5,25,link1.html">  
<param name="AudioHyperlink3" value="end,link1.html">
```

AudioHyperlinkInfo

Type

Boolean

Values

True/False

Default

False

Description

Toggles on and off ability append URL call from AudioHyperlink with extra information including clip name, timestamp and current position. Extra information can be parsed from typical server logs.

Example

```
<param name="AudioHyperlinkInfo" value="True">
```

AudioHyperlinkSize

Type

Integer

Values

1,2,3,4, . . .

Default

8

Description

Specifies the number of AudioHyperlink parameters used by the applet. Only necessary if the number of links is greater than 8.

Example

```
<param name="AudioHyperlinkSize" value="5">
```

AudioHyperlinkTarget

Type

String

Values

Name

Default

CSHTML Frame

Description

Specifies a location to open the link as specified by the AudioHyperlink parameter. If not specified, the link will open in the current page.

Example

```
<param name="AudioHyperlinkTarget" value="_blank">
```

AudioMessageMode

Type

Integer

Values

0,1

Default

1

Description

Specifies whether the applet should display playback info (buffering, etc.) in the browser status bar. Elapsed time is always displayed.

0 = No

1 = Yes

Example

`<param name="AudioMessageMode" value="1">`

AudioStreamURL#

Type

String

Values

URL, File Name

Default

None

Description

Specifies the location of the AudioClipstream compressed content to be used by the applet. Multiple streams can be specified as a play list and played back in sequence. The extension of .20 or .32 is not needed.

Example

For a single file:

`<param name="AudioStreamURL" value="test">`

For a play list of files:

`<param name="AudioStreamURL1" value="test1">`

`<param name="AudioStreamURL2" value="test2">`

`<param name="AudioStreamURL3" value="test3">`

AudioStreamURLSize

Type

Integer

Values

1,2,3,4, . . .

Default

Auto

Description

Specifies the number of AudioStreamURL parameters used by the applet in a playlist.

Example

```
<param name="AudioStreamURLSize" value="3">
```

AudioTrackingURL

Type

String

Values

URL / CGI call

Default

None

Description

Specifies the URL or CGI to call when the user instigates the start or stop of the audio for tracking purposes. In addition, the URL or CGI can be called upon loading of the applet, thus making accurate impression tracking possible, regardless of whether or not the applet has been cached. Tracking data is appended to the URL as follows:

```
action={load|start|stop}&kbps=sniffed_kbps&  
pos=start_sec,stop_sec&clientip=IP_ADDR
```

An extra parameter in the URL is allowed as demonstrated below in "userid=123"

Example

```
<param name="AudioTrackingURL" value="track.cgi?userid=123">
```

Examples of values appended to URL:

When applet is loaded:

```
Track.cgi?userid=123&action=load&kbps=56&pos=0,0  
&clientip=mpypc/192.168.0.1
```

When stream is started:

```
Track.cgi?userid=123&action=start&kbps=56&pos=0,0  
&clientip=mpypc/192.168.0.1
```

When stream is stopped:

```
Track.cgi?userid=123&action=stop&kbps=56&pos=0,1  
20&clientip=mpypc/192.168.0.1
```

AuthorizedDomainURL

Type

String

Values

URL

Default

None

Description

URL points to a text file on the server outlining sites allowed to codebase applets using content encoded with a secure ID. If this parameter is not used, content encoded with the secure ID will only be servable by the host server.

Example

<param name="AuthorizedDomainURL" value="authorizedsites.txt">

Format of the text file is as follows:

URL #Comment1 ##Comment2 #EXP:YYMMDD

- URL is the URL of the site allowed to CodeBase. Sub directories can be specified. Note that when the URL is specified, all directories below are permitted.
- #Comment1 is any user definable comment
- #Comment2 is any user definable comment
- #EXP:YYMMDD is the date that the CodeBase permissions expire for that URL (Time based permission)

Text File Format Example:

```
#This is the list of web sites using codebase to remote streaming
http://www.clipstream.com## Clipstream
http://clipstream.com
http://www.dsnyc.com          ## DSNY
http://dsnyc.com
http://www.videoclipstream.com/demo
http://www.videoclipstream.com/akamai/testclips          #EXP:011201
```

AutoBitRate

Type

Boolean

Values

True, False

Default

True

Description

Automatically selects appropriate clip for playback based on the users' bandwidth available.

Example

<param name="AutoBitRate" value="true">

AutoLoop

Type
Boolean

Values
True, False

Default
False

Description
Automatically loops the audio when audio end of stream is reached.

Example
<param name="AutoLoop" value="true">

AutoPlay

Type
Boolean

Values
True, False, Rollover

Default
False

Description
Starts audio playback as soon as audio applet is loaded. Alternatively, the applet can be set to respond to a user rollover in the complete applet window for instigating initial playback.

Example
<param name="AutoPlay" value="true">

ButtonPauseDown

Type
String

Values
URL, .gif, .jpg

Default
In audioclipstream.zip

Description
Specifies the image used by the player for the pause button in the down state. Default button image is contained in the audioclipstream.zip file

Example
<param name="ButtonPauseDown" value="button.gif">

ButtonPauseOver

Type
String

Values
URL, .gif, .jpg

Default
In audioclipstream.zip

Description
Specifies the image used by the player for the pause button when the mouse is hovering over the pause button area. Default button image is contained in the audioclipstream.zip file

Example
<param name="ButtonPauseOver" value="button.gif">

ButtonPauseUp

Type
String

Values
URL, .gif, .jpg

Default
In audioclipstream.zip

Description
Specifies the image used by the player for the pause button in the up state. Default button image is contained in the audioclipstream.zip file

Example
<param name="ButtonPauseUp" value="button.gif">

ButtonPlayDown

Type
String

Values
URL, .gif, .jpg

Default
In audioclipstream.zip

Description
Specifies the image used by the player for the play button in the down state. Default button image is contained in the audioclipstream.zip file

Example

```
<param name="ButtonPlayDown" value="button.gif">
```

ButtonPlayOver

Type

String

Values

URL, .gif, .jpg

Default

In audioclipstream.zip

Description

Specifies the image used by the player for the play button when the mouse is hovering over the play button area. Default button image is contained in the audioclipstream.zip file

Example

```
<param name="ButtonPlayOver" value="button.gif">
```

ButtonPlayUp

Type

String

Values

URL, .gif, .jpg

Default

In audioclipstream.zip

Description

Specifies the image used by the player for the play button in the up state. Default button image is contained in the audioclipstream.zip file

Example

```
<param name="ButtonPlayUp" value="button.gif">
```

ButtonSeekBar

Type

String

Values

URL, .gif, .jpg

Default

In audioclipstream.zip

Description

Specifies the image used buy the player for the seek bar. Default button image is contained in the audioclipstream.zip file

Example

```
<param name="ButtonSeekBar" value="seekbar.gif">
```

ButtonSeekBar

Type

String

Values

URL, .gif, .jpg

Default

In audioclipstream.zip

Description

Specifies the image used buy the player for the seek knob. Default button image is contained in the audioclipstream.zip file

Example

```
<param name="ButtonSeekBar" value="seekknob.gif">
```

ButtonSeekProgress

Type

String

Values

URL, .gif, .jpg

Default

In audioclipstream.zip

Description

Specifies the image used buy the player for the fully loaded and played seek bar image. Default button image is contained in the audioclipstream.zip file

Example

```
<param name="ButtonSeekProgress" value="seekfull.gif">
```

ButtonStopDown

Type

String

Values

URL, .gif, .jpg

Default

In audioclipstream.zip

Description

Specifies the image used buy the player for the stop button in the down state. Default button image is contained in the audioclipstream.zip file

Example

```
<param name="ButtonStopDown" value="button.gif">
```

ButtonStopOver

Type

String

Values

URL, .gif, .jpg

Default

In audioclipstream.zip

Description

Specifies the image used buy the player for the stop button when the mouse is hovering over the stop button area. Default button image is contained in the audioclipstream.zip file

Example

```
<param name="ButtonStopOver" value="button.gif">
```

ButtonStopUp

Type

String

Values

URL, .gif, .jpg

Default

In audioclipstream.zip

Description

Specifies the image used buy the player for the stop button in the up state. Default button image is contained in the audioclipstream.zip file

Example

```
<param name="ButtonStopUp" value="button.gif">
```

CallbackOnPlay

Type

string

Values

JavaScript Function

Default

None

Description

Specifies a JavaScript function that the applet can communicate with.

Example

```
<param name="CallBackOnPlay" value="JSStart();">
```

EnableSeek

Type

Boolean

Values

True, False

Default

True

Description

Specifies whether or not the applet uses and displays the seek bar.

Example

```
<param name="EnableSeek" value="True">
```

EnableSeekText

Type

Boolean

Values

True, False

Default

True

Description

Specifies whether or not the applet displays the total and position time when the seek knob or bar is clicked on.

Example

```
<param name="EnableSeekText" value="True">
```

Event[1...∞]

Type

String

Values

URL / CGI call

Default

None

Description

Specifies a time based triggered event. Events are defined as time in milliseconds, a target for opening or executing, and a URL or CGI to execute.

Example

```
<param name="Event1"  
value="5000,BLANK,www.clipstream.com">
```

```
<param name="Event2"  
value="10000,Frame1,www.yahoo.com">
```

```
<param name="Event3"  
value="15495,Frame2,www.google.com">
```

EventNumber

Type

Integer

Values

Number of events.

Default

None

Description

Specifies the number of events the applet will execute.

Example

```
<param name="EventNumber" value="3">
```

FlashOnWaiting

Type

Boolean

Values

True, False

Default

True

Description

Specifies whether or not the play button alternates between the PlayUp and PlayOver images when AutoPlay is set to False.

Example

```
<param name="FlashOnWaiting" value="True">
```

Key[1...∞]

Type

string

Values

Key as issued by Clipstream

Default

none

Description

Specifies the code key for your server as issued to you from Clipstream. Any code key can be used for testing on a local hard drive, but only the code key for your specific IP or URL will enable AudioClipstream to be streamed from your server. Single or multiple code keys can be specified, depending on your server environment. Code keys can also be created to span a range of IP addresses within the same Class C.

NOTE: if the key is not specified, mistyped, expired, invalid or otherwise incorrect, the audio stream will not play and produce an invalid code key message.

Example

```
<param name="Key" value="ALSKDNCSD894123">
```

or

```
<param name="Key1" value="ALSKDNCSD894123">
```

```
<param name="Key2" value="AEKDISCSD896269">
```

```
<param name="Key3" value="AMOESLCSD898346">
```

KeyURL

Type

string

Values

URL

Default

none

Description

Specifies the location and file name of a text file that contains a list of AudioClipstream code keys. This is useful when creating clips that must be served on several, non-sequential servers. The text file allows you to simply manage your code keys in the event your server environment changes, without having to change the key code in all instances of the applet code.

Example

```
<param name="KeyURL" value="./codekeys.txt">
```

Format of .txt file:

```
ALSKDNCSD894123
AEKDISCSD896269
AMOESLCS898346
```

Etc

KnobLeft

Type

Integer

Values

0,1,2,3, . . .

Default

0

Description

Defines the left most position of the seek knob in pixels in relation to the left edge of the applet.

Example

```
<param name="KnobLeft" value="0">
```

KnobLength

Type

Integer

Values

0,1,2,3, . . .

Default

0

Description

Defines the movable range of the seek knob in pixels relative to the position of the KnobLeft parameter

Example

```
<param name="KnobLength" value="30">
```

LogoLinkIcon

Type

String

Values

URL, .gif, .jpg

Default

In audioclipstream.zip file

Description

Specifies the image to be placed in the logo position in the player interface.

Example

`<param name="LogoIcon" value="logo.gif">`

LogoLink

Type

String

Values

URL

Default

www.clipstream.com

Description

Specifies the link which is activated when the user clicks on the LogoIcon image.

Example

`<param name="LogoLink" value="http://www.clipstream.com">`

ToggleButton

Type

Boolean

Values

True, False

Default

False

Description

Turns on Play/Pause, Play Stop button toggle.

Example

`<param name="ToggleButton" value="False">`

UseCaches

Type

Boolean

Values

True, False

Default

True

Description

Enable or disable browser caching.

Example

```
<param name="UseCaches" value="False">
```

UseDefaultIcon

Type

Boolean

Values

True, False

Default

True

Description

Use default image for any button image which is not specified.

Example

```
<param name="UseDefaultIcon" value="False">
```

Alternate Messaging (for non-Java compliant viewers)

In some cases, the device or application that is viewing AudioClipstream content may not support java applets. In these cases, it is important to provide alternate messaging or imagery to the end user in normal HTML format. This can be accomplished within the AudioClipstream applet code very easily.

The AudioClipstream applet code created by the CodeGen pages comes with alternate messaging to assist the viewer with enabling Java on their device. In the applet code as demonstrated in the section **Typical Applet Code** the alternate messaging appears as such:

```
<HR>
```

```
If you were using a Java-enabled browser, you would see the  
<a href="http://www.clipstream.com/">AudioClipstream</a>  
player instead of this message.
```

```
<HR>
```

This block of code can be anything you wish. As a point of practice, try to keep the alternate messaging as the last item in the applet prior to the </applet> close.

In most cases we recommend keeping the default statement as is, however, as your situation may demand, altering this statement might be prudent. For example, if you are presenting a banner ad, you may wish this default messaging to be an image of your banner with a link, so that although the audio may not be heard, the viewer will still get the value of an image only banner.

In addition, there are a few free email viewers that prevent applets from running. This is another opportunity to change the alternate messaging to ensure your audio is heard by providing a link to a web page where your audio can be heard.

In particular, the Mac and AOL email viewers display alternate text messaging poorly. We recommend using a click-able linked image the same size as your applet dimensions as your alternate messaging.

Java Methods

AudioClipstream™ has a full set of Java methods that can be called with JavaScript to allow AudioClipstream™ to be controlled by JavaScript and to interact with other web applications and applets. This section will identify those methods available to the HTML author. A working demo of all Java Methods can be found on the Clispram.com site at:

<http://www.clipstream.com/demo/javascript/demo.shtml>

Available Java Methods

| Method | Description |
|-----------------------|--|
| stop_audio | Stop the audio stream |
| play_audio | Start the audio stream |
| pause_audio | Pause the audio stream |
| toggle_audio | Play/stop - if stopped will play, if playing will stop |
| toggle_audio_pause | Play/pause - if paused will play, if playing will pause |
| set_audiostreamurl | Set new value to AudioStreamURL (change value in parameter list) |
| get_currentstreamurl | Returns the name of the current audio stream |
| fast_forward | Skip to the next URL in the playlist. Loop back to the first if it hits the last |
| fast_backward | Skip to the previous URL in the playlist. Loop back to the last if it hits first |
| set_callbackOnPlay | Set the JavaScript method to call on play |
| set_callbackOnTimer | Set the JavaScript method to call on timer |
| set_callbackOnStop | Set the JavaScript method to call on stop |
| get_pos | Returns the current position in the audio stream (in milliseconds) |
| get_length | Returns the current clips length (in milliseconds) |
| get_status | Returns the current status of the applet |
| seek_audio | Set the audiostream to value specified (in milliseconds) |
| seek_audio_percentage | Set the audiostream to value specified (in percent) |

Java Method Syntax and Usage

All examples assume that the *name* of the applet (object) is **clipstream_applet**.

```
<applet
  mayscript
  codebase="http://www.clipstream.com/"
  archive="audioclipstream.zip"
  code="audioclipstream.class"
  alt=""
  name="clipstream_applet"
  width="86" height="52">
  [... parameter list ...]
  <param name="CallbackOnPlay" value="callOnStart();">
</applet>
```

stop_audio

Stop the audio stream

Prototype

```
void stop_audio(void)
```

Parameters

None

Returns

Nothing

Description

Call this function to stop the audio stream. Same as pressing the stop button on the applet.

Example

```
document.clipstream_applet.stop_audio();
```

play_audio

Start the audio stream

Prototype

```
void play_audio(void);
```

Parameters

None

Returns

Nothing

Description

Call this function to start the audio stream. Same as pressing the play button on the applet.

Example

```
document.clipstream_applet.play_audio();
```

pause_audio

Pause the audio stream

Prototype

```
void pause_audio(void);
```

Parameters

None

Returns

Nothing

Description

Call this function to pause the audio stream. Same as pressing the pause button on the applet.

Example

```
document.clipstream_applet.pause_audio();
```

toggle_audio

Play/stop - if stopped will play, if playing will stop

Prototype

```
void toggle_audio(void);
```

Parameters

None

Returns

Nothing

Description

This function will start the audio if the applet is stopped or stop the audio if it's playing. Useful if you want one button to start and stop the audio.

Example

```
document.clipstream_applet.toggle_audio();
```

toggle_audio_pause

Play/pause - if paused will play, if playing will pause

Prototype

```
void toggle_audio_pause(void);
```

Parameters

None

Returns

Nothing

Description

This function will start the audio if the applet is stopped or pause the audio if it's playing. Useful if you want one button to start and pause the audio.

Example

```
document.clipstream_applet.toggle_audio_pause();
```

set_audiostreamurl

Set new value to AudioStreamURL (change value in parameter list)

Prototype

```
void set_audiostreamurl(int x, String newURL);
```

Parameters

x - an integer value to specify which audio url to change. Values can range from 0 to 98 (as you can have AudioStreamURL1 .. AudioStreamURL99).

newURL - a string specifying the new AudioStreamURL value.

Returns

Nothing

Description

Use this function to update the audio files the applet will play. This is useful if you have multiple files to play with one applet.

Example

```
document.clipstream_applet.set_audiostreamurl(0, "newFile.20");
```

get_currentstreamurl

Returns the name of the current audio stream

Prototype

```
String get_currentstreamurl(void);
```

Parameters

None

Returns

A string with the URL of the current audio file

Description

Use this function to get the name of the file being played

Example

```
var currentFile = document.clipstream_applet.get_currentstreamurl();
```

fast_forward

Skip to the next URL in the playlist. Loop back to the first if it hits the last one

Prototype

void fast_forward(void);

Parameters

None

Returns

Nothing

Description

Use this function to jump to the next audio file in the playlist. If you reach the end it will loop back to the first one.

Example

```
document.clipstream_applet.fast_forward();
```

fast_backward

Skip to the previous URL in the playlist. Loop back to the last if it hits the first one

Prototype

void fast_backward(void);

Parameters

None

Returns

Nothing

Description

Use this function to jump to the previous audio file in the playlist. If you reach the first it will loop back to the last one.

Example

```
document.clipstream_applet.fast_backward();
```

set_callbackOnPlay

Set the JavaScript method to call on play

Prototype

void set_callbackOnPlay(String *newFunction*);

Parameters

newFunction - a string with the name of the new JavaScript function to call.

Returns

Nothing

Description

Overrides the value specified in the applet parameter *CallbackOnPlay*. This function will be called by the applet when playback is started

Example

```
document.clipstream_applet.set_callbackOnPlay("playFunc()");
```

set_callbackOnTimer

Set the JavaScript method to call on timer

Prototype

```
void set_callbackOnTimer(String timerFunction, double x);
```

Parameters

timerFunction - JavaScript function to call when timer is triggered
x - time in seconds when to trigger the callback function specified by *timerFunction*

Returns

Nothing

Description

Use this for applications such as a timed slide show. You can start a timer and tell the applet to call a specific function when the timer is triggered.

Example

```
document.clipstream_applet.set_callbackOnTimer("timerFunction()", 30);
```

set_callbackOnStop

Set the JavaScript method to call on stop

Prototype

```
void set_callbackOnStop(String stopFunction);
```

Parameters

stopFunction - a string with the name of the new JavaScript function to call.

Returns

Nothing

Description

This function will be called by the applet when playback is stopped.

Example

```
document.clipstream_applet.set_callbackOnStop("stopFunc()");
```

get_pos

Returns the current position in the audio stream (in milliseconds)

Prototype

```
int get_pos(void);
```

Parameters

None

Returns

Integer value specifying the current position of the audio stream in milliseconds.

Description

Call this function to determine current position.

Example

```
var currentPosition = document.clipstream_applet.get_pos();
```

get_length

Returns the current clips length (in milliseconds)

Prototype

```
int get_length(void);
```

Parameters

None

Returns

Integer value specifying the current length of the audio stream in milliseconds.

Description

Call this function to determine current clips length.

Example

```
var currentLength = document.clipstream_applet.get_length();
```

get_status

Returns the current status of the applet

Prototype

```
String get_status(void);
```

Parameters

None

Returns

String with one of the following values:
initializing
playing
paused
idle

Description

Call this function to determine current status of the applet.

Example

```
var currentStatus = document.clipstream_applet.get_status();
```

seek_audio

Set the audiostream to value specified (in milliseconds)

Prototype

```
void seek_audio(int newPos);
```

Parameters

newPos - integer value specifying the new position of the audio stream (in milliseconds).

Returns

Nothing

Description

Used to set the playback position of the current audio stream in milliseconds.

Example

```
document.clipstream_applet.seek_audio(8000);
```

seek_audio_percentage

Set the audiostream to value specified (in percent)

Prototype

```
void seek_audio(double newPercent);
```

Parameters

newPercent - value specifying the new position of the audio stream (in percent). Valid values range from 0 to 1.

Returns

Nothing

Description

Used to set the playback position of the current audio stream as a percentage.

Example

```
document.clipstream_applet.seek_audio_percentage(0.5);
```
