

AudioClipstream™ Player Applet

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Player Applet

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About the Player Applet

The AudioClipstream Player Applet decodes the streaming audio on the end users computer. This ultra small player applet is downloaded as the end users need it. This file resides on your web server and uses typical TCP/IP for delivery making the compatible server platforms available to AudioClipstream almost limitless.

In addition to simply decoding and playing the streaming audio, the player applet also embodies all of the user definable parameters to provide the look, feel, and interactivity of the player on the web page.

The AudioClipstream Player applet is automatically created for you every time you encode new streaming audio using the AudioClipstream Encoder. The player applet is a .ZIP file with the following name:

audioclipstream.zip

Alternatively, you can download the latest player applet (sometimes simply called the zip file) from the Clipstream.com help site.

Implementing the Player Applet

The player applet is extremely simple to implement and rarely involves more than just uploading the audioclipstream.zip file to the web server. When implementing the AudioClipstream player applet on your server, there are a few things you should remember:

1. DO NOT UNZIP THIS FILE
2. The player applet file must be located on the same server as the streaming content.
3. DO NOT UNZIP THIS FILE – we have to say this twice as a good portion of first time users unzip the file and cannot get Clipstream to work.
4. You can use one player applet for all of your streaming files. There is no need for multiple copies. This also makes Clipstream maintenance and upgrading easy as there will only be one file to maintain.
5. All player applets are version stamped. Using the Java Console viewer you can find out which version you are using. This is helpful information when trying to get support.

For those of you with insatiable curiosity, the following is a list of the files in the audioclipstream.zip file:

```
audioclipstream.class
  b.class
  c.class
  d.class
  e.class
  f.class
  g.class
  h.class
  i.class
  j.class
  k.class
  l.class
```

Applet Versions

Development of the AudioClipstream player applet is an ongoing concern. This means that it is quite likely that you have one of many versions and builds of the audioclipstream.zip file on your server.

Most versions of the AudioClipstream applet will work with whatever content you have already encoded, and in most cases you will not need to re-encode your content every time you get a new version of the player applet. In addition, since the player applet is downloaded in real time by your site viewers, they never have to worry about having the right version installed on their CPU to hear your content. This is a definite advantage over all other installed player systems.

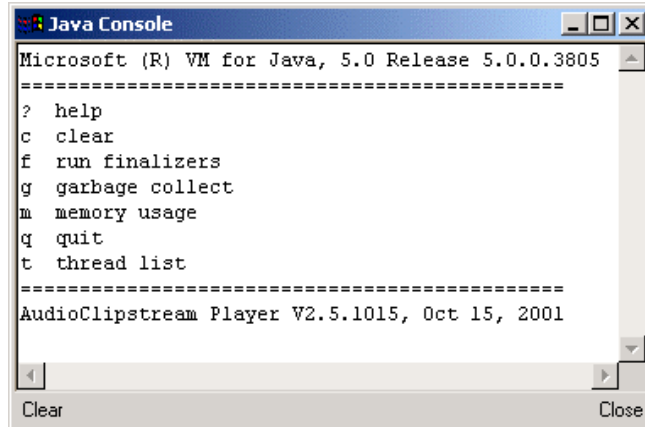
It is frequently helpful when getting support from Clipstream to know what version and build of the player applet you have. This will make it much easier to support you, and let you know what features may or may not be supported by the version you have.

Which Version or Build Do I Have?

Finding out which version or build of the player applet you have is relatively simple.

Using Internet Explorer:

1. Open up a page with an AudioClipstream player applet on it.
2. When the page has loaded, in the View menu, select "Java Console"
3. The Java Console window should pop up and look like this:

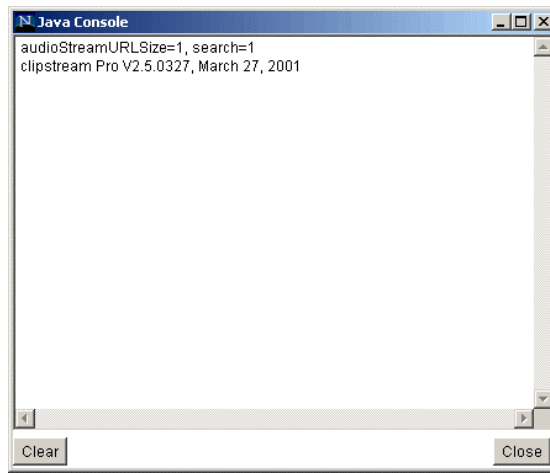


Internet Explorer Java Console

4. You can see at the bottom of the window it says AudioClipstream Player V2.5.1015, Oct 15, 2001. This tells us that we are using the AudioClipstream Player Applet, Version 2.5, Build 1015.

Using Netscape:

1. Open up a page with an AudioClipstream player applet on it.
2. When the page has loaded, in the Communicator menu, select Tools, and then "Java Console"
3. The Java Console window should pop up and look like this:



Netscape Java Console

4. You can see at the bottom of the window it says Clipstream Pro V2.5.0327, March 27, 2001. This tells us that we are using the Clipstream Pro Player Applet, Version 2.5, Build 0327.

Note that the example above is using an older version of the AudioClipstream player applet called clipstream Pro. The section below will outline the player applet history.

Player Applet Versions and History

Since AudioClipstream was released in 1999, there have been many different versions, builds, and names of the player applet produced. The following is a brief list of the 2.0 and higher versions that may be found on the internet.

Applet Name	Build
clipstream.zip	0 to 0322
clipstreampro.zip	0327 to 1001
audioclipstream.zip	1015 to 20214 and higher

History

Version/Build	Date	Improvements	Fixes
2.5.0314	3/14/2001	use CSAudio, new codekey, JavaSound	
2.5.0315	3/15/2001		Better Mac support
2.5.0321	3/21/2001	New JavaScript controls, FBW, FFW, get current url	
2.5.0322	3/22/2001	Expiry date ignored if it causes Y2K exception in JVM	zero null blocks at the end
2.5.0327	3/27/2001	changed the main class to clipstreampro.class and the archive to clipstreampro.zip	
2.5.0514	5/14/2001	Random access, progress bar	
2.5.0612	6/12/2001		autoloop for single short clipstream file
2.5.0827	8/27/2001		random access with IIS outlook crashing bug
2.5.0927	9/27/2001	SecureClip support new parameters: AudioHyperlinkSize, AudioHyperlink, AudioHyperlinkInfo, AudioHyperlinkTarget, AudioTrackingURL	outlook crash

2.5.1001	10/1/2001	Clipstream -> AudioClipstream new CheckKey	
2.5.1015	10/15/2001	file extension changed from 22/44 to 20/32	
2.5.1116	11/16/2001	enhanced audioTrackingURL to accept selective tracking added EventNumber and EventX added get_length, get_status	scrambled audio if the user seeks while the secured clip dialog is up
2.5.20214	2/14/2002	added AudioMessageMode to disable status bar messaging added AuthorizedDomainURL to control codebase from other web sites, applies to secured clips and codebase with _scs_ in the url	

Please note that audioclipstream.zip build 1015 and higher is the only version and build that is currently supported. Each build contains feature improvements, upgrades and bug fixes over the previous build. If you are not using this version of the player applet, please contact your Account Manager to upgrade.

The Player Interface: Creating a Button Set

The AudioClipstream button set is actually a series of separate image files, each corresponding to one of the four common functions in the AudioClipstream interface: *play*, *pause*, *stop* and the *logolink* button.

Combined, all the image files form a single rectangular interface.

Note: It is possible to compose a non-rectangular interface but you must coordinate the background of the page with the background of the button-set.








The figure below shows the standardized zones where each button graphic is recognized by the applet.







To change the look of the buttons, all you need to do is create replacement graphics in a graphic creation program like Photoshop. In the figure above, the names of the graphic files are shown but these can be adjusted in the applet code.

Button Set Elements

Use a graphic editing program like Photoshop or Paintshop Pro that can be used to save your work as a .gif. The elements you need to create are as follows:

AudioClipstream graphic elements			
Upstates		Downstates / Opposites	
Play up		Play down	
Pause Up		Pause Down	
Stop Up		Stop Down	
Play Blink		Blinks between Play up state and this graphic while the audio is playing	

The various 'over' states are graphics that are shown when the user's mouse hovers over a button. These usually are the "Up" states unless the developer wants a special 'over' state graphic.

Optional buttons		
Seek Bar background un-progressed		The "groove" of the seek bar showing the portion of the bar that has not been played through. This must be as wide as the three top buttons and the logo link button below it.
Seek Bar background progressed		The portion of the bar that has been played through. This background is revealed as the audio progresses. This must be the same dimensions as the seek bar unfilled.
Seek bar knob		The handle that the user clicks on and moves to change the position of the audio being played. The handle must be as high as the seek bar backgrounds.
Logo Link		Button that will send user to a specified URL when clicked.

In the case of the action buttons, there needs to be an upstate and a downstate for each region (downstate for when the user clicks on it).

The developer can specify the height and width of each of the button elements by editing the values in a single line of the Java Applet code.

Rules

- All the button graphics must fit within a rectangle. The three top buttons (play, pause and stop) when put together must equal the width of the bottom Logo link button as shown in the top picture.
- The button positions must be shown in the order given. Play -> Pause -> Stop over the Logolink button.

- All button states must be included or the applet will not work. Even if you don't want a down state shown, you must include a graphic file for a downstate. (Just make it a copy of the upstate).
- In the graphics program, measure the *total height* and *width* of all the buttons combined

To save time and effort, it's best to create them all in one unified document and then cut it up into the separate files. Once you have completed creating these buttons, upload the .gifs to a folder on your remote site. Your .gifs are now ready to be referenced by the Clipstream applet parameter code.

Below is a list of the parameters and the interface elements they affect:

```
<param name="ButtonPlayUp" value="playup.gif">
<param name="ButtonPlayOver" value="playdown.gif">
<param name="ButtonPlayBlink" value="playdown.gif">
<param name="ButtonPlayDown" value="playdown.gif">
<param name="ButtonPauseUp" value="pauseup.gif">
<param name="ButtonPauseOver" value="pauseup.gif">
<param name="ButtonPauseDown" value="pausedown.gif">
<param name="ButtonStopUp" value="stopup.gif">
<param name="ButtonStopOver" value="stopup.gif">
<param name="ButtonStopDown" value="stopdown.gif">
<param name="LogoIcon" value="csbottomlogo.gif">
```

By changing the values in each parameter, you can quickly switch from different versions buttons.

For example, if you are editing just the play button upstate graphic, you could upload a playupB.gif (a second version) to the same folder and then change the value of the "ButtonPlayUp" parameter to value="playupB.gif".

Enabling / Disabling seek bar

In addition, AudioClipstream also can have a seek bar that allows users to move to a certain part of the audio stream. Naturally, this element is only useful in the case of a long sample so developers may wish to disable it. The parameter to enable or disable the seek bar is this one:

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

Change the value to "false" to disable the appearance of the seek bar. Even if no graphics are given for the Seek bar, AudioClipstream provides its own default bar. You must disable it in the parameters.

These are the parameters that point to the URL locations of the seek bar graphics:

```
<param name="ButtonSeekBar" value="seekbackground.gif">
<param name="ButtonSeekProgress" value="seekbackground_fill.gif">
<param name="ButtonSeekKnob" value="seekhandle.gif">
```

Using Relative Paths in referencing graphic files

The values are not just the file names of the graphics but also indicate the

locations of the graphics on your server. You can input a relative path in the values to indicate different folder locations of the graphics provided that they are on the same server. The applet will not work if the graphics are not on the same server as the audioclipstream.zip player. This relative path is relative to the location of your audioclipstream.zip.

Note: You do not have to include a Logolcon button. To exclude it from the applet, just delete any filename from the value of the Logolcon parameter and leave the two quotation marks "".