

AudioClipstream™ Testing

Disclaimer: All content presented herein is subject to change without notice and is deemed as accurate as possible at time of publication. Please consult with Clipstream Support at help@clipstream.com for clarification if you encounter any erroneous or inconsistent material in this document.

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Testing

Before Finalizing Page Design

Make sure:

- You leave enough space for the player applet.
- That the button images are all appearing correctly
- That alternate imaging and messaging have been created
- That all links are working

Before Uploading

It is possible to test the playback and linking of AudioClipstream™ and its essential files locally before you upload them to your web page. Simply open up your Java enabled browser and open the html page you have constructed where the AudioClipstream™ is embedded. Everything should work as it should when it is uploaded to your remote site aside from bandwidth issues.

Make sure:

- Your browser has its Java enabled.
- That you have quit your browser completely and emptied its cache after you have made any changes. If you haven't, there is a chance you are viewing an older version of your work through the cache.
- That your files have the proper names as referred to in your Java code and that they are in the locations indicated.
- That you have no heavy applications running in the background that may interfere with the decompression and the interpretation of the applet by your CPU.
- That you have the proper code key that authorizes you to use AudioClipstream™ on your site. Any code will work locally for testing purposes, however.

After Uploading

Once you have uploaded all essential files to your remote site clear your browser cache, restart it and see your page to see if it is playing. The most common reasons why AudioClipstream™ does not play (buttons don't show up) are the following:

- code key is incorrect for the site you have uploaded the files to. Please note that you require a separate code key for each IP or domain.
- Missing the .20, .32, .20i, .32i (audio files) files or the applet code refers to them incorrectly (wrong location, wrong names)
- Missing the AudioClipstream™ player applet (audioclipstream.zip) or it is referred to incorrectly in the applet code.
- Java not enabled in your browser.
- Missing elements, or elements not correctly referred to.

If all of your audio clips play, the only adjustments you may need to make are for placement, appearance, and performance in various browsers and HTML viewing applications.