

# AudioClipstream™ Typical Implementation

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## Typical Implementation

This section will run through the most 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 AudioClipstream authors.

### 5 Easy Steps

1. *Download and install the AudioClipstream Encoder.*

The AudioClipstream Encoder application can be downloaded for free from <http://www.clipstream.com>. Currently, the encoder is available for PC in version 2.0 and Mac in version 1.0 only. This guide deals exclusively with the PC Version 2.0. The Encoder is downloaded and saved to the users hard drive where it is installed. During installation, the end user chooses where they would like to have the Encoder installed and must agree to an End User License Agreement.

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

The AudioClipstream Encoder accepts a variety of audio formats including CD Audio, .WAV, and .MP3. These files can be created from a number of different software applications or derived from another source.

3. *Encode your files with the Clipstream Encoder.*

Audio Files are added to the User Interface (UI) of the AudioClipstream Encoder either by selecting the files through a standard File menu selection, or by dragging and dropping them from another application. By clicking the "Target" button the user then selects the directory or folder where they would like the Encoder to output the encoded audio files. For each file the encoder processes, it will output 2 files – one with the file extension of .20 and one with the file extension of .32 representing the proprietary compression files at a 20kb streaming rate and 32 kb stream rate respectively. In addition, each time the Encoder's "Encode" button is activated, the file audioclipstream.zip file is created. The audioclipstream.zip file is a package of all the java classes needed to execute the AudioClipstream Player Applet in a web page, etc. This is far superior to other solutions that do not package their classes, and inherently complicate the creation and implementation process. During the encoding process, the Encoder UI provides a progress indicator, and will inform the user with a dialog screen and audible indicator that the encoding process is complete. When the encoding is complete the user will be prompted to visit the Clipstream.com website to generate the necessary HTML Applet Code to insert and enable the AudioClipstream Player Applet in their web page, in addition to prompting them to purchase an AudioClipstream code key to enable AudioClipstream on their server. Users can follow this step or choose to quit or process another job.

4. *Insert the AudioClipstream HTML Applet Code into the web page.*

By clicking through to the website when prompted, your browser is opened and the clipstream.com website is displayed with two choices – purchase a code key, or generate applet code. When selecting the generate applet code link, you are presented with a page where you are

prompted to enter in the following information: Name of encoded audio file, choose whether the audio auto plays or auto loops, enter in your code key. If you are just testing, you can enter in the code of 00000000 (eight zeros) otherwise, just enter in your purchased code key. By clicking "generate code" your basic HTML Applet Code is created for you. 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 -->
```

Click "select all" and copy all of the generated applet code. Finally, paste this code into your web page at the place where you would like the player applet to appear.

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

The AudioClipstream Encoder creates all the files needed to be uploaded to the users web server which include the .20, .32 and audioclipstream.zip files. Upload all of these files, and your HTML page with the Applet Code to the same folder on your web server. If you are using 8 zeros as your code key you will be able to see the player applet on your page (the buttons), but will not be able to hear the audio. To hear the audio, simply put all of the necessary files in a folder on your local drive and open the page. If you have a valid code key, you will be able to hear the file on your server.

Once this is done, you should be able to hear your audio file playing in your web page. More advanced methods of implementing AudioClipstream are also discussed in the Technical Guide.