

23rd & Walnut

Fullscreen Music Player

Documentation and Help File

Saleem
1/28/2011

Table of Contents

Installation	3
Configuration Options.....	4
The Code	5

Installation

1. Upload the Fullscreen music player directory to your server and link the javascript and css files. Your page should include four files: jQuery, SoundManager, ttwFullScreenMusic, and style.css

```
<script type="text/javascript" src="http://ajax.googleapis.com/ajax/libs/jquery/1/jquery.min.js"></script>
<script type="text/javascript" src="fullScreenMusic/soundmanager/script/soundmanager2.js"></script>
<script type="text/javascript" src="fullScreenMusic/ttwFullScreenMusic.js"></script>
<link rel="stylesheet" type="text/css" href="fullScreenMusic/css/style.css"/>
```

2. Initialize SoundManager

```
<script type="text/javascript">

/**
 * These are soundManager settings. There
 * is no need to change them unless you have
 * read the soundManager documentation
 * **/

soundManager.flashVersion = 9;
soundManager.useHighPerformance = true;
soundManager.wmode = 'transparent';
soundManager.useFastPolling = true;
soundManager.url = 'fullScreenMusic/soundmanager/swf/';
soundManager.debugMode = false;
```

3. Start the Full screen Music plugin. Make sure to wrap your call to the full screen music plugin in soundmanager.onload

```
soundManager.onload = function(){
    $('#.playlist').ttwFullScreenMusic({style:'fullscreen'});
}
```

4. If you are using the fullscreen style, you need to provide a link to an image file that you would like associated with each song. This link should be placed with the **'rel'** attribute of the link. Please see the fullscreen demo for more information.
5. Setup should be simple, but if you run into problems, please email me directly via my codecanyon profile page. My username is 23andwalnut. Please DO NOT post support requests in the item comments section.

<http://codecanyon.net/user/23andwalnut>

Configuration Options

There are several configuration options that can be set. A description of each is below.

Option	Description
autoPlay	(true/false). If set to true, the first song in the playlist will begin playing when the page loads
autoAdvance	(true/false) If set to true, the playlist will automatically advance to the next song when the current one finishes
style	(fullscreen, page-list, minimal) Determines the look of the player/playlist
showPlaylist	(true/false) Only relevant for fullscreen. Determines if the entire playlist should be visible, or just the current song.
autoHideControls	(true/false) Only relevant for fullscreen. If set to true, the controls will fade out after a certain amount of inactivity.
controlsAutoHideInterval	(time in milliseconds). Only relevant for fullscreen when autoHideControls is set to true. The amount of time before the controls fade. 1000ms = 1 sec
loadFirstItem	(true/false) Only relevant for fullscreen. If set to true, the first playlist item and background image will auto load.
preloadImages	(true/false). Only relevant for fullscreen. If set to true, the background images for all mp3s will be loaded. This makes switching between songs faster and eliminates the possibility of half loaded images
backgroundColor	(Hex value) Only relevant for fullscreen. Determines the color of the background between image transitions
defaultVolume	(value between 0 and 100) The default volume of the player

The Code

The code is organized into three sections:

1. **Playlist** – This initializes the playlist and sets up the soundmanager objects used in the rest of the code.
2. **Handler** – This manages all interactions with soundmanager (i.e. everything related to the actual sound and playing of mp3s).
3. **Player** – This manages the visual styling of the player, as well as player events (i.e. button clicks, next song, etc).

The Handler and Player objects do most of the heavy lifting in the code. If you're going to make modifications to the code and have any questions, feel free to email me.