WireFusion
Quick Tutorial for WF-MP3

NOTE: In order to use WF-MP3 v1.2 you need an installed version of WireFusion 4.0 (or later) on your computer.

1 Install WF-MP3

1. Start 'WireFusion'

2. Choose *File > Install Add-on...*

3. Browse for the plug-in file '*wf-mp3_v12.wpl*'

4. The installation is completed when the plug-in splash window appears. Click the OK button

5. Restart *WireFusion*

After installation you will find the MP3 Player object under *Multimedia* folder in the Library (Figure 1).
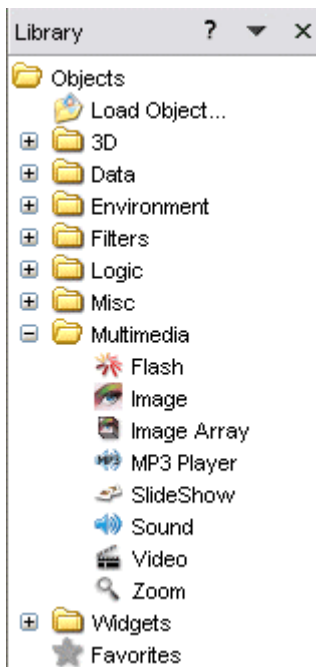

Figure 1 The MP3 Player object in the Multimedia folder

2 Play mp3 sound

To play MP3 sound, start off by dragging a MP3 Player object into the *Script Area* (Figure 2).
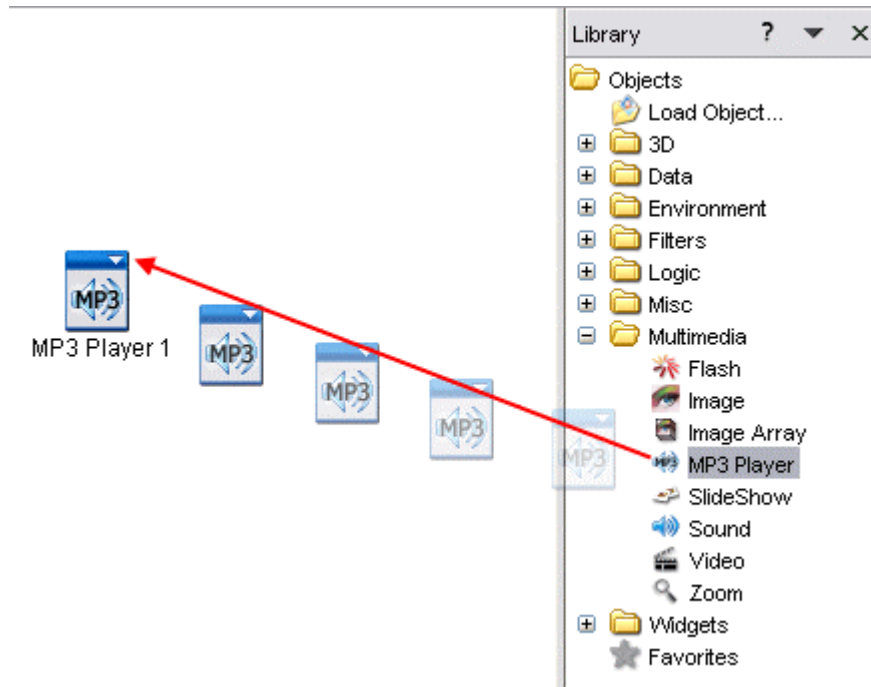

Figure 2 Drag-and-drop of the MP3 Player object into the Script Area

The MP3 Player dialog window will open (Figure 3) when you drop the object in the Script Area.

NOTE: For MP3 Player reference help, click the *Help* button.
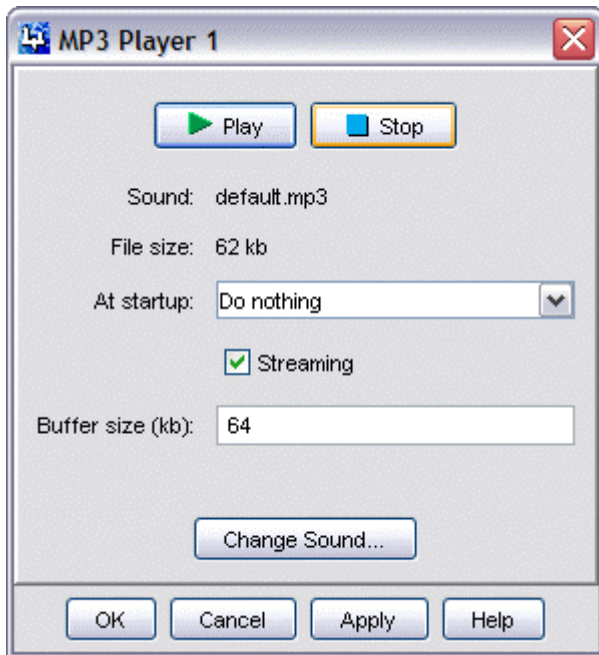
Figure 3 The MP3 Player dialog

In the dialog, there is a default sound loaded, *default.mp3*. To test listen to the sound, click the green *Play* button. Click the blue *Stop* button to stop the test. If you would like to play another sound file, then navigate to the location of your MP3 files and select the file of your choice.

To change MP3 sound file, click *Change Sound...*

In the dialog you will find a drop down menu called *At startup*. Here you can decide what the MP3 Player should do at the presentation start. Choose *Loop* (Figure 4), this will automatically start and loop the sound at the presentation start.
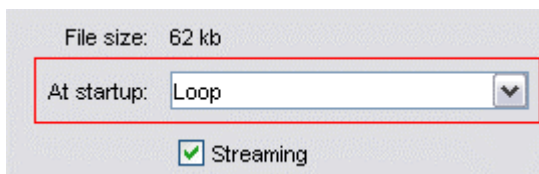

Figure 4 At startup menu

You can choose to have your sound streamed into the presentation by marking the *Streaming* checkbox (Figure 5), this is recommended if you have large sound files. Otherwise you can have the sound file preloaded (*Streaming* unchecked), i.e. to fully load the sound file before the presentation is started. You can also set the buffer size, i.e. the size in kilobytes that should be buffered before playing the sound.
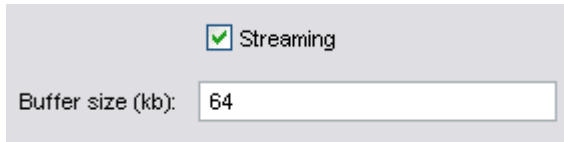
Figure 5 Streaming and buffer size

When you are ready with the settings, click the OK button to close the dialog. A frame window will now be shown (Figure 6), indicating that an alternative Java *.au* sound file is created. This .au file, which is smaller in size that your MP3 file, but has lower quality (8 bit, 8 kHz, mono), will be played if a browser with a Java version older than 1.2 is used when viewing your presentation. If Java 1.2 (or higher) is used, then the MP3 file will be played.

NOTE: Both sound files (.mp3 and .au) will be published and both files have to be uploaded to your server, as the Java version detection and playback is done automatically.
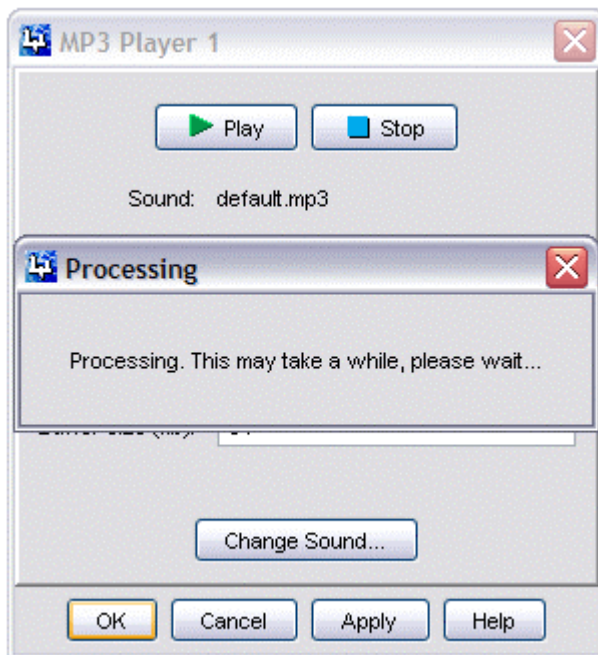

Figure 6 Creation of .au file

For more advanced WireFusion programming, using in-ports and out-ports, please read the WireFusion manual and/or the different tutorials found at:
http://www.demicron.com/support/learning

To publish your sound to an HTML file, choose *File > Publish...* (Figure 7).
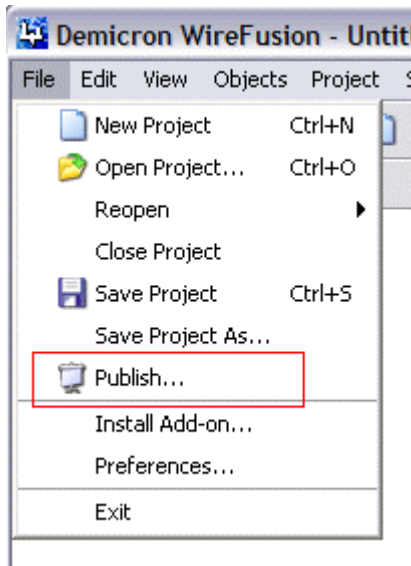

Figure 7 Publish

When the *Publish* dialog appears, choose a name for your presentation and a location to publish it to (Figure 8).
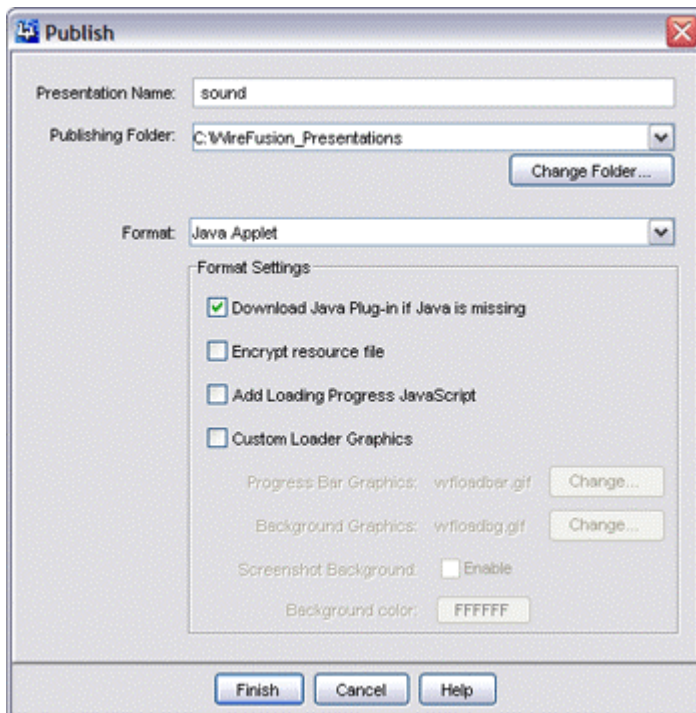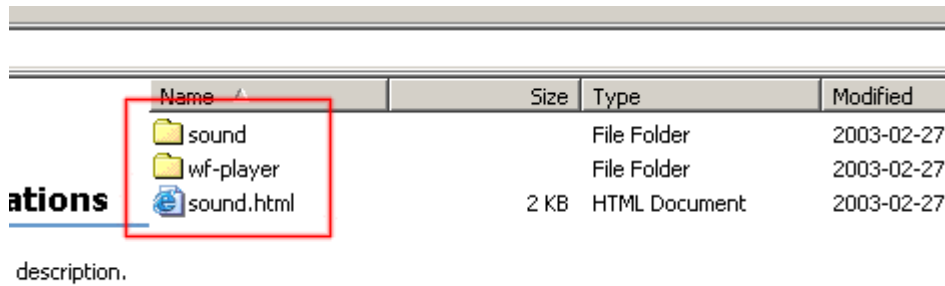

Figure 8 Publish dialog

Browse your hard disk for the published presentation. To run it on the web, upload the HTML file, its resource directory 'sound' and the 'wf-player' directory (Figure 9), with all its contents, to your web server. Done!

Figure 9 The published presentation