

## Example Project Audio Player

### Contents

1	Overview .....	2
2	Details of the project.....	3
2.1	Scripts .....	3
2.1.1	init.js.....	3
2.1.2	USB_inserted.js .....	3
2.1.3	load_usb.js.....	3
2.1.4	load_flash.js.....	3
2.1.5	clear_playlist.js.....	3

## 1 Overview

In this project it is shown how to use the Multimedia Player as a dynamic Audio Player which can load MP3 files on a USB stick.

Note that the project runs on OPUS A6 G2 and OPUS A8 only.



## 2 Details of the project

The project shows a basic implementation of the Multimedia Player as an audio file player. 5 example music MP3 files are added to the project. The files are free to be used with commercial license and downloaded from <http://freemusicarchive.org>

When starting, these files are loaded from the local file system in the device. If a USB stick containing MP3 files in the root folder is plugged into the device, those files can be loaded by pressing the 2<sup>nd</sup> softkey on the left. Pressing the 3<sup>rd</sup> softkey on the left loads the included 5 files from the file system. With the 4<sup>th</sup> softkey, the playlist can be cleared. Note that no other files should be in the root folder of the USB stick.

### 2.1 Scripts

#### 2.1.1 init.js

This script is running on the event OnProjektInit. It sets reasonable volume settings for the device.

#### 2.1.2 USB\_inserted.js

This script is running on the event OnValueChangeByOwner of the variable @USBMem-Status. It is executed when a USB stick is inserted into the device. If a stick is plugged in, it changes the information on the Screen to show that the USB stick is inserted.

#### 2.1.3 load\_usb.js

This script is running on the event OnRelease of the 2<sup>nd</sup> softkey on the left side. It checks once more if a USB stick is mounted successfully. If so, it uses multimediaCommands to clear the playlist, then add the files in the root folder of the USB stick to the playlist, then play the video.

#### 2.1.4 load\_flash.js

This script is running on the event OnRelease of the 3<sup>rd</sup> softkey on the left side. It clears the playlist and loads the files from /opt/pclient/projekte/default\_prj/terminal\_files/multimedia/, the default location for multimedia files included in the project.

#### 2.1.5 clear\_playlist.js

This script is running on the event OnRelease of the 4<sup>th</sup> softkey on the left side. It just clears the playlist of the multimedia player.