

| MP3 Audio Jukebox

| Reasons behind Development

| Issues

Xara relies on an MP3 widget that is redundant on all modern browser handling HTML5 as these have one that is inbuilt.






- The Placeholder used inserts JavaScript, CSS code and graphics that are all now handled by the browser:
 - jQuery Library, 89.9kB
 - JS media element and player, 81.4kB
 - CSS media element and player, 20.4kB
 - Various in-line SVG & controls sprite.
- The presentation of the Player is unique to Xara and does not reflect current styling.
 - Changing background colours is awkward, even with CSS.
 - The layout is a fixed 400x 30px and the design Placeholder Preview is completely different.
- It includes an '*autoplay*' parameter option that is blocked in all current browsers unless 'muted' is also included. Sound can only be invoked by a direct user action.
- It does not handle many audio files on a page easily and can result in several playing at once.

| Useful Quick Alternative

Simply removing the '*class="xar_meplayer"*' statement that is in the Xara Player's (Placeholder's) Body will avoid the need for the above; the various assets are all uploaded and apart from jQuery are not then used.

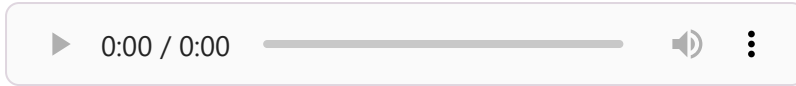
This can be avoided, as follows...

| Approach Summary

- Create a Box ([1-line Placeholder code for alternative HTML5 Audio Player](#)) , 400x60px
- Add audio code ([audio code](#) and [1-line Jukebox Construction](#) into this Box's Placeholder Body by picking Web Properties > Placeholder, pressing the [HTML code \(body\) button](#)
- Create
 - Pause  - [*Pause* any element with Link](#)
 - Resume  - [*Restart* any \(text\) element with Link](#)
 - Stop  - [*Stop* any element with Link](#) text, icons or shapes, with one of these JavaScript Links
- Fetch an MP3 - [Adding your Songs](#)
- For every new song, change a clone of the Song Title any Restart text object and Restart (e.g.,  - Agadio) - [*Restart* an element with Link](#) link to match.

1-line Placeholder code for alternative HTML5 Audio Player

The Audio Player will appear something like this:



- It depends on your choice of browser
- You could add in your source MP3 file by hand but you will still face the problem of multiple playbacks at once.

The same, working with a music track: [Adagio.mp3](#).

Copy the following HTML code into the Placeholder Body of a 400x60px Box 


```
<audio id='audiplay' src autoplay controls controlsList='nodownload' style='width: 400px;' />
```

- '*src*' is empty and is the source that will eventually hold the MP3 filename; it is populated externally with a simple JavaScript call (see [*Restart* any \(text\) element with Link](#))
- '*autoplay*' works in this Player as the MP3 is user-selected and does not occur on load of this page
- '*controlsList*' can include any combination of nodownload, nofullscreen, and noremoteplayback
- '*style*' allows Player manipulation through CSS styling
- Including an '*id*' allows for external control actions through JavaScript & CSS.

1-line Jukebox Construction:


The following code is for deployment into a Xara design where the MP3 file is one of the external assets of the design and so the MP3 is located in a new external assets folder and not added into your design file. It is instead automatically linked to when you Preview or Publish as it is then copied by the application into your `index_html_files/` folder:

```
<script>
function aplayer(song) {
    document.getElementById('audiplay').setAttribute('src', 'index_html_files/' +
song);
}
</script>
```


- Assumes the MP3s will be added to the `index_html_files/` folder (See [Adding your Songs](#))
- As no song is selected on page load, it is appropriate, and sensibly easier, to include this JavaScript in the same Box's Placeholder Body  (see Body Code [-1-line Placeholder code for alternative HTML5 Audio Player](#))

1-line External JavaScript Calls:


Restart: any (text) element with Link:

e.g.,  - Adagio is a symbol with some text. Select these and in Web Properties > Link > Link to web or email address, add:


```
javascript: aplayer('Adagio.mp3');
```

- Clicking  or **Adagio** will change the source ('src') to the loaded MP3's filename
- This Link is specific to a given song ; different song, different Link


| **Pause: any element with Link:**

e.g.,  is a symbol or shape. Select these and in Web Properties > Link > Link to web or email address, add:

```
javascript: audiplay.pause();
```

- Clicking  will pause the current song


| **Resume: any element with Link:**

e.g.,  is a symbol or shape. Select these and in Web Properties > Link > Link to web or email address, add:


```
javascript: audiplay.play();
```

- Clicking  will resume the paused song :play

| **Stop: any element with Link**

e.g.,  is a symbol or shape. Select these and in Web Properties > Link > Link to web or email address, add:

```
javascript: aplayer('');
```

- Clicking any  will effectively Stop the Player removing the loaded song
- This is done as the '*audio*' Tag has no Stop method

| **Adding your Songs**

| **Single Song Upload**

- Create a Box
 - In Web properties > Placeholder > Replace with graphic file: MP3 file
 - Press Open & Apply
 - Copy the saved filename
- Paste the filename just save into a new Restart Link
 - Create, or change the text for your Title - *Restart* an element with Link Title

- Repeat the above using the same Box
- Delete the Box when no longer needed.

You can also drop multiple MP3s - [Bulk Song Upload](#) after the first one into the newly created external assets folder adjacent to where your design file is stored.

| Bulk Song Upload

Your external assets folder matches your design file name (e.g., **JS - Audio Player.xar**) and if you add an MP3 - [Adding your Songs](#), it creates an external assets folder (e.g., **JS - Audio Player_xar_files**) containing the MP3.

Drop all your other MP3s into this external assets folder

| Xara Design

Click Edit Design File (<../Xara Designs/JS - Audio Player.xar>) to open an example design directly in your Xara application.

| Explore the Design

1. Select the Player and open Web Properties > Placeholder. Press the **HTML code (body)** button.
2. Select anything else on the left of the design page with Web > Properties > Link visible. Look at the **Link to Web or Email box** for the different Links that are called.
3. Select the Red Box on the right. open Web Properties > Placeholder and check if there is an MP3 filename in the **Replace with graphic file** box. To add a new MP3, click the **Browse** button. Change the Open dialog File type to All Files (.) and navigate to your new MP3. Click the Open dialog's **Open** button to add this new MP3 file, remembering to press the Web Properties **Apply** button.

| Enhancements

Now being aware that an Audio Player with a loaded **src** will not start playing until told, you could customise several Named Players, e.g.:

```
<audio id='adagio' src='Agadio.mp3' controls controlsList='nodownload' style='width: 400px;' />
```

Each must be have its own **id**.

Each could be on its own Pop-up layer.

To automatically Stop (🛑) on closing the Pop-up layer would require a little, deeper Xara knowledge of how to combine **javascript: aplayer('');** followed by **xr_cpu(n);**, where n is the stack number of the Pop-up layer, counting from the Pasteboard layer, which is 0.