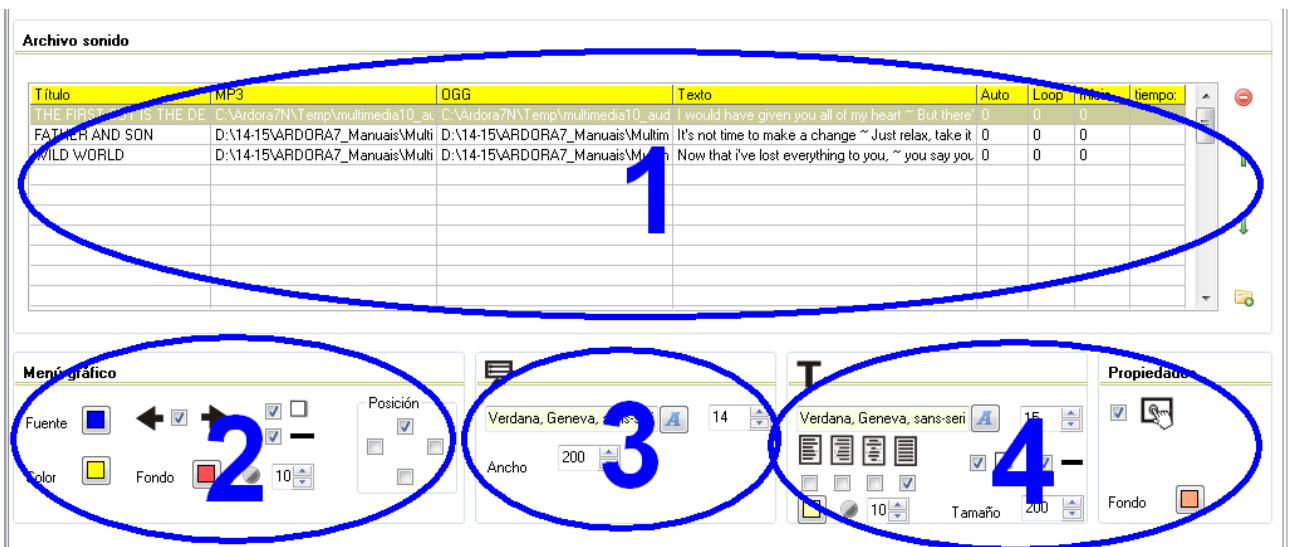


It is an audio player which can reproduce MP3 or OGG format. It can store up to 50 tracks:



These are the sections we have in the editing screen:



SECTION 1

This table will allow us to add the tracks to our page. Double click on the 1st row and a window pops up so that we can enter data:

The screenshot shows the Ardora audio player interface. At the top, the title 'Ardora' is displayed in a green header. Below the header, there is a 'Titulo' field (1) containing the text 'THE FIRST CUT IS THE DEEPEST'. To the right of this field is a green arrow button (11). Underneath, the 'Archivo sonido' section contains two file entries: an MP3 file (2) and an OGG file (3), both with the same path and filename. Below the files is a 'Texto' field (4) containing lyrics: 'I would have given you all of my heart / But there's someone who's torn it apart / And he's taken just all that I have / But if you want I'll try to love again'. To the right of the text is a 'T' button (5). Below the text field are two checkboxes: 'Inicio' (7) with a value of 25, and 'labelTempo' (8) with a value of 0. To the right of these checkboxes are two buttons: a play button (6) and a refresh button (9). At the bottom left is a red 'X' button (10), and at the bottom right is a green checkmark button (10).

In the "title" field (1) you can write the title of the track imported; this title will be displayed at the bottom of the player whenever it is active. With the buttons (2) and (3) a file browser will open so that we can find the audio tracks in MP3 and / or OGG respectively. In the text box (4) we can write a text related to the song that the user will later see on the screen by clicking on the "T" button.

If you check the box (5) the track will be played automatically when selected without the user having to press the "play" button. By checking the box (6), once you finish playing the track, it will be played again from the start automatically without any user intervention. If you do not want the track to start playing from the beginning but from a certain point, the "Start" field (7) allows us to write the number of seconds that the player will skip from the beginning of it. If you check the "Time" box (8) and write a value in the field (9), the player will only play the sound during that period and then it will stop when that time runs out.

Once you finish entering all the data, press the green button (10) and the track will be inserted into the table. Optionally we can use the green arrow (11) to continue entering more tracks without having to close this window until we finish completely.

Once you have entered all the tracks in the Table (1):

Archivo sonido

Título	MP3	OGG	Texto	Auto	Loop	Inicio	tiempo:
THE FIRST CUT IS THE DE	C:\Ardora7\Temp\multimedia10_au	C:\Ardora7\Temp\multimedia10_au	I would have given you all of my heart ~ But there'	0	0	25	
FATHER AND SON	D:\14-15\ARDORA7_Manuais\Multi	D:\14-15\ARDORA7_Manuais\Multim	It's not time to make a change ~ Just relax, take it	0	1	0	
WILD WORLD	D:\14-15\ARDORA7_Manuais\Multi	D:\14-15\ARDORA7_Manuais\Multim	Now that i've lost everything to you, ~ you say you	0	0	0	

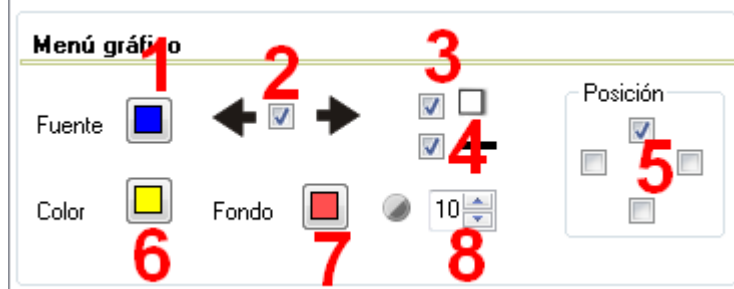
We can remove any of them by selecting the track and clicking on the red button (2). We can also change the order of play (move a track up or down on the table) by selecting the track and use the green arrows (3). The folder (4) provides a quick introduction of a track on the table without having to use the popup editor already mentioned; the track will be always placed in the last row of the list.

SECTION 2

Here, we will configure the button bar:



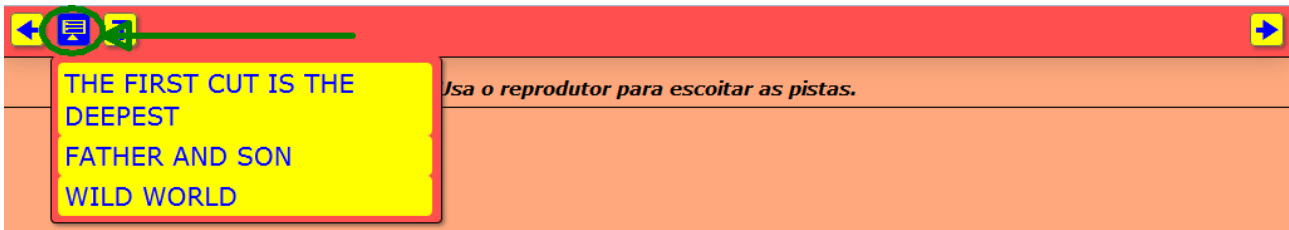
With the "Font" button (1) we will choose the colour of the icons that are inside the buttons; it also affects the title of the track and the texts from the dropdown menu; by checking this box (2) we will introduce the arrow buttons so



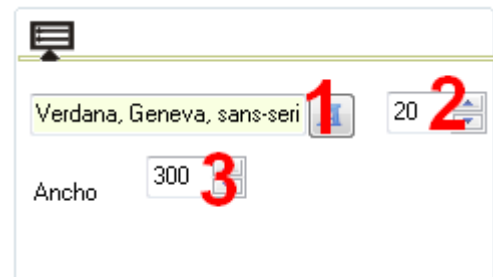
that the users can move to the previous or next track; box number 3 is used to apply shadow to the bar and buttons; By activating this box (4) we will find the bar surrounded by a solid line; These boxes (5) allow us to determine the position of the bar: at the top, bottom, left or right side of the page; with this button (6) we can choose the background colour of the buttons; this colour also affects the bottom of the drop-down menu; with button (7) we can choose the colour of the bar and in the field (8) the transparency of the bar is regulated: the higher the value is, the greater opacity we will have; on the contrary, the lower the value is, the more transparency we will obtain.

SECTION 3

This section is to configure some features of the drop-down menu which will open whenever we place the mouse over the button:

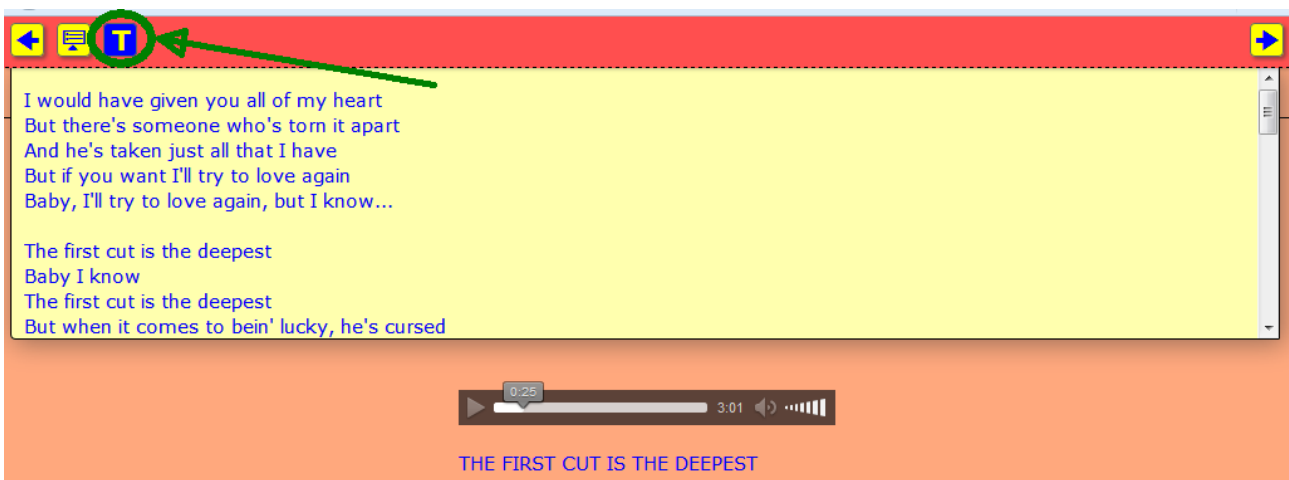


With these buttons we will choose the font family (1), the size (2) and the width (3) of the menu area, since the height is automatically adjusted by Ardora. If our activity contains many tracks, with this menu you will be able to access any of them without using the arrow buttons.

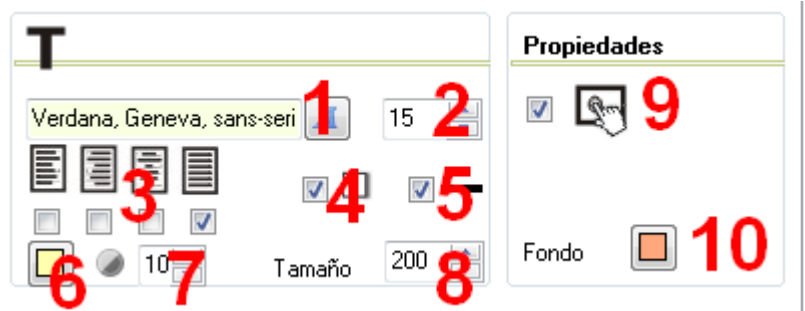


SECTION 4

Here we will configure some of the features of the "Text" menu. The content appearing when pressing this button will be the one entered in the box "Text" in section 1.



With these buttons we will choose the font family (1) and its size (2); these boxes (3) allow us to align the text to the left, right, center or justify it. By activating this box (4) we will apply some shade to the text menu and by activating this box (5) we will have a solid line surrounding the text area.



Clicking on the button number 6, we will choose the background colour for the text area; in this field (7) transparency is regulated: the higher the value is the more opacity we will have; the lower the value, the more transparency we will obtain; in this field (8) we can determine the distance from the button to the end of the area; by checking the box (9) we will make the activity compatible with touchscreen devices, and finally with button (10) we can choose a background colour for the whole multimedia page.