# **Strings Audio Player**

## Requirements

- 2 PCs are required to make use of the full feature set of the Strings Audio Player, 1 with the RADkit installed and a second receiving machine
- The PCs must be running Windows 2000
- The PCs must have a sound card and speaker device.

### Set up

#### PC Host 1

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cd into the test\demo2 directory and run gmake. This pieces together the demo2 package based on the current BUILD environment variable that was set by setvars.bat. eg:

> cd c:\bdk\test\demo2

> gmake

Configure the rules by editing the file audioplayerapp.rule, in the test\demo2\rules directory. At the top, there are two lines that read:

<!ENTITY LOCALIP "10.1.1.103"> <!ENTITY REMOTEIP "10.1.1.25">

Edit these two lines to be the correct IP addresses of the local machine, and the other participant of the StringsAudioPlayer Demo.

Setup a directory of MP3 files somewhere on the same drive. These files will have to have <code>.properties</code> files associates with them. The structure of the directory does not matter, as long as for each MP3 file, there is a <code>.properties</code> file. The <code>.properties</code> files can be generated on a linux machine and then copied to the windows machine. For example, in my testing setup I have a directory named <code>c:\scratch\mp3\Godsmack</code> that contains MP3 and <code>.properties</code> files. I'll use this directory example in the following steps.

Configure the global namespace by editing the file demo2\namespacemanager.root. There are 4 lines in this file, which are used to configure:

1) The local audio device class used to populate your namespace with speaker devices.

2) The <file:///> URL to a directory on your local machine whose contents will be mounted into your namespace.

3) An xmlrpc: link to the remote machine's namespace's files.

4) An xmlrpc: link to the remote machine's namespace's speaker devices.

#### Make the following changes on the respective lines:

1) Change the field that looks like Rpc-Host="10.1.1.103" to contain the IP address of the local machine. 2) Change the field that looks like <file:///scratch/mp3/Godsmack> to point to the location of the local MP3 directory that you wish to include in this demo configuration. NOTE: This directory must be on the same drive as the demo installation.

3) Change the field that looks like xmlrpc:http://10.1.1.25:8080 to contain the IP address of the remote host that is part of this demo. Also, change the field that looks like Rpc-Host="10.1.1.25" to contain the IP address of the remote host that is part of this demo.

4) Change the field that looks like xmlrpc:http://10.1.1.25:8080 to contain the IP address of the remote host that is part of this demo.

Edit your test\demo2\host-win32.init file to contain the correct BDKROOT path. There are two lines that contain < file:/// > URLs that assume the BDKROOT is /bdk. If your BDKROOT is different, change the two lines that start with:

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Run the demo from the test\demo2 directory. eg:

> lib\stringsloader.exe host-win32.init

 $Run\ the\ Strings Audio Player\ application\ from\ radkit\samples\audio player\ Release\ Audio Player\ exe$ 

#### PC Host 2

Once the The Strings Audio Player is configured for host 1. the Configuration can be installed on a second machine using Package Administrator

- 1. Start the Package Administrator with it's configuration pointing to your BDK repository root that was used above.
- 2. Mount the destination file system and configure Package Administrator to point to the new repository. This is your destination
- 3. Copy the host-win32.xml package from the local machine to the remote destination. Package Administrator will then export all the necessary files except host-win32.init.
- 4. Repeat Setup steps on host 2 using Host 1 as the 'remote' IP address and host 2 as the 'local' IP address