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

<u>PC Host 1</u>

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 `.properties` files associates with them. The structure of the directory does not matter, as long as for each MP3 file, there is a .properties file. The .properties 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 `c:\scratch\mp3\Godsmack` that contains MP3 and .properties 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 <u>\<file:///\></u> 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 <u>\<file:///scratch/mp3/Godsmack\></u> 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 <u>\<file:/// \></u>URLs that assume the `BDKROOT` is `/bdk`. If your `BDKROOT` is different, change the two lines that start with:

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

```
> lib\stringsloader.exe host-win32.init
```

Run the StringsAudioPlayer application from `radkit\samples\audioplayer\Release\AudioPlayer.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