

Music App



Introduction.

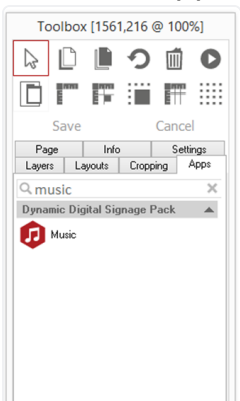
Add ambient background music to your digital signage project for an enhanced user experience. Music is managed using the integral music playlist editor and can be set to accompany 1 page, a range of pages or accompany an entire project.

1. The Music app is comprised of 3 parts:
2. The Page App uses controls the Project App to keep the music playing.
3. The Project App plays the Music Scripts generated by the Editor App.
 - a. It is controlled by the Page App.
4. The Editor App allows you to create music playlists.

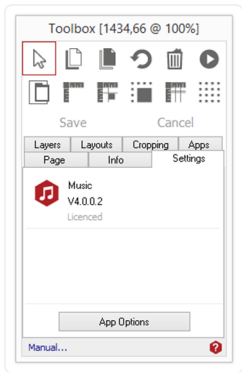
Using the Music Page App.

To access the app open an existing or new page and select the **'App'** tab of the page editor **'Toolbox'** (shown below). Apps are grouped within the relevant app packs and are displayed red if they have been licenced. For more information about licensing apps go to [Licensing apps](#).

Select the app from the list or search for it using the search bar. When an app is selected it will be highlighted.

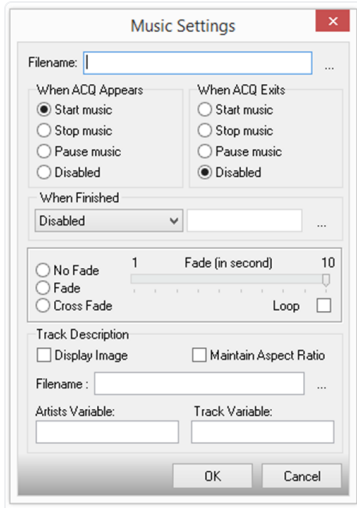


Once you have selected your app draw an area on your page where you would like to use the app. The **'Settings'** tab within the Toolbox will automatically open when the app is added to the page. From here you can set your app up by clicking on the **'App Options'** button.



Understanding the App Options.

This section provides an overview of the following controls:



Filename: Enter the name of the audio file to play or the playlist to play.

When ACQ Appears: Choose what action this app should perform when it loads

When ACQ Exits: Choose what action this app should perform when it closes

When Finished: When the track or playlist finishes you can optionally control Acquire.

Fade Options: Use these fade options to determine how the next track is started including fading out the current one and fading in the next.

Track Description Section.

Display Image: Display album art work (the image is displayed where the page app is place on the page).

Maintain Aspect Ratio: Maintain aspect ratio of the Album art work image.

Filename: The filename of the album art database (see appendix 1)

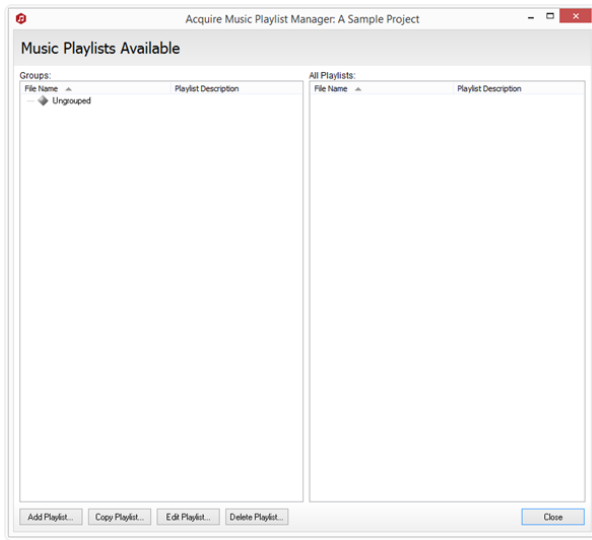
Artist and Track Variables: These are the variables to save the artist and track name of the current track to.

Using the Music Project App.

This App runs in the background of your project. It has no configuration options. It simply plays the music playlists made in the Music Editor App and is controlled by the Music Page App (see below).

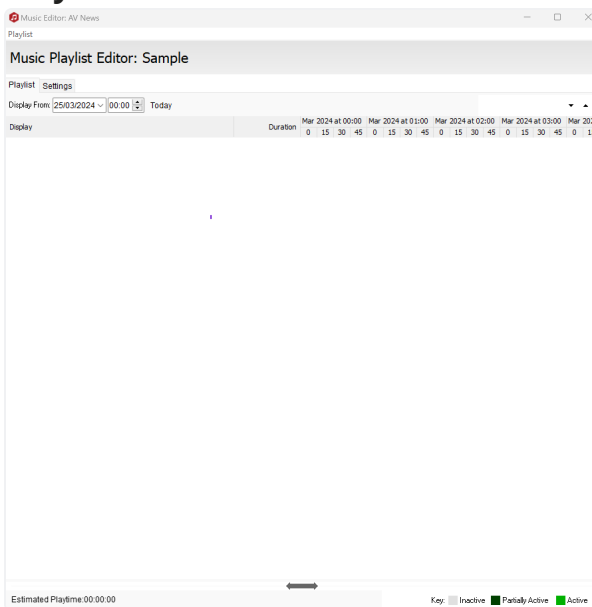
Main Editor Screen select Features - Music Playlist Editor.

Select the project you want to add music to, Once Selected the Playlist Editor Will open.

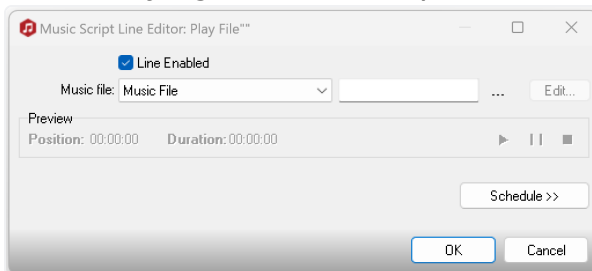


Add Playlist: This will ask for a File Name.
All Playlist: Select and select **"Edit Playlist"**

Playlist Editor



Select **Playlist** top right corner - **Add - New Line**
(alternately right click in the space and select add - new line)



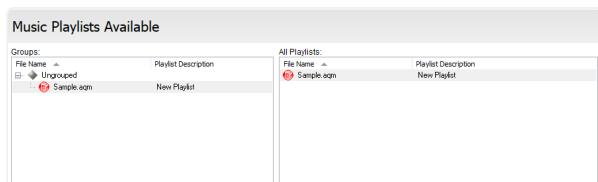
Select **"..."** to open your media folder and select the file you wish to use.

Preview: Play, Pause or Stop.

Schedule: This allows you to schedule a Start Date, End Date, Day of Week, Time of Day, Week of Year.

Select **"OK"** to Close the file.

You will now see the Playlist available in the **"Groups"** window under **Ungrouped**, you can now close the window.



Appendix 1.

The album art database file is an XML file with the following layout

<tracks>

<track value="filename">

<artist>Artist name</artist>

<song>Song name</song>

Filename of album art

</track>

<track value="filename">

<artist>Artist name</artist>

<song>Song name</song>

Filename of album art

</track>

</tracks>