

Skinnable MP3 Component API

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To use the Skinnable MP3 component, you must first install it by opening mp3player.mxp. You must have the Macromedia Extension Manager, which you can download from www.macromedia.com. After successful installation, Mp3player component should be available in the Flash IDE Components Panel.

This component is © 2007 TUFaT.com, and was developed in conjunction with the RuAnSoft development team.

- **Set AutoStart of player.**

Usage

```
mp3player_instance.setAutoStart(boolean_value)
```

- **Set main title of player skin.**

Usage

```
mp3player_instance.setMainTitle(string_value)
```

Sample

```
mp3player_instance.setMainTitle("WINAMP")
```

- **Set time caption of player skin.**

Usage

```
mp3player_instance.setTotalTimeCaption(string_value)
```

Sample

```
mp3player_instance.setTotalTimeCaption("TOTAL TIME")
```

- **Set pan labels. Input string should follow this format: “_left_pan_label_, _right_pan_label_”.**

Usage

```
mp3player_instance.setPanLabels(string_value)
```

Sample

```
mp3player_instance.setPanLabels("L,R")
```

- **Set playlist title.**

Usage

```
mp3player_instance.setPlayListTitle(string_value)
```

Sample

```
mp3player_instance.setPlayListTitle("PLAYLIST")
```

- **Set skin.**

Usage

```
mp3player_instance.setSkin(path_to_skin)
```

Sample

```
mp3player_instance.setSkin("../skins/skin1.swf")
```

- **Load currently set skin.**

Usage

```
mp3player_instance.loadSkin()
```

- **Set playlist click color.**

Usage

```
mp3player_instance.setPlayListClickColor(color_value)
```

Sample

```
mp3player_instance.setPlayListClickColor(0xFF00FF)
```

- **Set playlist roll-over color.**

Usage

```
mp3player_instance.setPlayListRollOverColor(color_value)
```

Sample

```
mp3player_instance.setPlayListRollOverColor(color_value)
```

- **Set scroller (top traveling string) speed. Acceptable values are integers between 1 and 20.**

Usage

```
mp3player_instance.setScrollerSpeed(number_value)
```

Sample

```
mp3player_instance.setScrollerSpeed(2)
```

- **Set marquee content of scroller (top traveling string). String should follow this format #TRACK_NAME# where “track name” is the title of current playing track.**

Usage

```
mp3player_instance.setScrollerMarqueeContent(string_value)
```

Sample

```
mp3player_instance.setScrollerMarqueeContent("../#TRACK_NAME#:.")
```

- **Set enabled state of repeat button.**

Usage

```
mp3player_instance.setRepeatEnabled(boolean_value)
```

Sample

```
mp3player_instance.setRepeatEnabled(true)
```

- **Set enabled state of shuffle button.**

Usage

```
mp3player_instance.setShuffleEnabled(boolean_value)
```

Sample

```
mp3player_instance.setShuffleEnabled(false)
```

- **Set sound volume. Acceptable values are integers between 0 and 100.**

Usage

```
mp3player_instance.setVolume(number_value)
```

Sample

```
mp3player_instance.setVolume(50)
```

- **Set pan volume. Acceptable values are integers between -100 and 100.**

Usage

```
mp3player_instance.setPan(number_value)
```

Sample

```
mp3player_instance.setPan(0)
```

- **Set playlist. Array should follow this format:
first_element: path_to_1file;Title1
second_element: path_to_2file;Title2
...**

Usage

```
mp3player_instance.setPlayList(array);
```

Sample

```
var temp=new Array();  
temp.push("musics/file1.mp3;Demo1");  
temp.push("musics/file2.mp3;Demo2");
```

```
mp3player_instance.setPlayList(temp);
```

Mp3Player Parameters:

AUTO_START	Player auto start
SCROLLER_SPEED	Scroller (top traveling string) speed. Acceptable values are integers between 1 and 10
SCROLLER_MARQUEE_CONTENT	Marquee content of scroller (top traveling string). String should follow this format: #TRACK_NAME# where "track name" is the title of current playing track
REPEAT_IS_ENABLED	Enabled state of repeat button
SHUFFLE_IS_ENABLED	Enabled state of shuffle button
DEFAULT_VOLUME	Default volume of player (0..100)
DEFAULT_PAN	Default volume of pan (-100..100)
PLAYER_SKIN	Path to player skin (swf file)
MAIN_TITLE	Main title of player
PLAYLIST_TITLE	Title of playlist
TIME_TEXT	Text of total time
PAN_LABELS	Pan labels. Should follow format: "_LEFT_LABEL_,_RIGHT_LABEL_".

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