User Guide

1. There are two executables that are used for this media player. There is a file named daemon and a file named client.
2. For the first time running the program the user will want to run the daemon first and it will create a properties file at C:\Users\”username”\jmpd.properties .
3. If the user’s music folder is not located in C:\Users\”username”\Music or if the user wants to change it to a specific folder then the user will need to change the Musicpath= line to the path for music folder.
4. If the user wants to change the location of the database file then that is also changed in the properties file under Databasepath=. The default location is
5. If the user wants to change the port number that the daemon listens for then the user will change the port= line in jmpd.properties to the desired port number.
6. After making sure the music folder path is correct in the properties file, run the daemon and it will scan the music folders and set things up, once it says that it is listening on the port that you told it to, then it is time to open the client and it will connect to the daemon.
7. The client daemon opens up to a gui that allows the user send commands to the server daemon which corresponds to the user’s selection.
8. To get started the user can select the library tab on the left pane. This will display the list of available Artist to choose from, further selecting a particular artist would display a list of all albums for the selected artist. Select an album from the list to display all recorded tracks for the selected album and selecting a song from the list would send a command to the server daemon to add the selected track to the play queue and start playback.
9. Once the server daemon receives a play command for a particular track an updated play queue is returned to the client.
10. Further selection of different tracks following instruction 8 would send a similar command to the server to append the selected track to the play queue and return an updated list.
11. When an updated play queue is received by the client, the data received is used to update the user’s interface.

**Playback Operations**

1. The play button toggle to pause the play back.
2. The next button skips to the next track in the play queue
3. The prev button returns to the previous track in the play queue
4. The stop button will halt the play back

**Updating the players library**

From the option menu the user clicks on the on the update button to cause an update of the library track

NOTE: The new already exist in the music folder before the operation above.