



AudioWire: User Documentation

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This document will give you information on how to install our software. You will also find information on how to use AudioWire.



Revision Table:

Date	Authors	Section	Comment
06/05/13	Brunel_m, Rose_s	All	User Doc. Without screenshots
24/05/13	Brunel_m, Rose_s	Doc Summary	Added doc summary on 2 nd page
24/07/13	Brunel_m	F.A.Q.	Added F.A.Q. section at the end of the doc



Table of content

1 – Installation	5
2 – Usage	7
A) Launching AudioWire	7
B) Adding files to your library	7
C) Playing a song	8
D) Creating a playlist	8
E) Creating a smart playlist	8
F) Synchronizing	9
3 – Known bugs.....	9
4 – Frequently Asked Questions.....	10



1 – Installation

Prerequisites

To compile AudioWire, you must first install some packages and dependencies needed to run the player:

- boost
- gettext
- libgstreamer
- libgstreamer-plugins-base
- liblastfm
- Qt 4
- taglib
- libfftw3 or libchromaprint
- GLEW
- Libqjson



IPod libraries:

- libgpod
- libimobiledevice
- libplist
- libusbmuxd

Optional libraries:

- libmtp (MTP support)
- libgio (divers appareils)
- libcdio (CD)

Spotify libraries:

- libprotobuf and protobuf-compiler
- libspotify
- libqca

Google Drive library:

- libsparsehash

On Ubuntu, it's possible to install the packages by typing this command:

```
sudo apt-get install liblastfm-dev libtag1-dev gettext libboost-dev \  
libboost-serialization-dev libqt4-dev qt4-dev-tools libqt4-opengl-dev \  
cmake libgstreamer0.10-dev libgstreamer-plugins-base0.10-dev \  
libglew1.5-dev libqjson-dev libgpod-dev libimobiledevice-dev libplist-dev \  
libusbmuxd-dev libmtp-dev libindicate-qt-dev libcdio-dev \  
protobuf-compiler libprotobuf-dev libqca2-dev libqca2-plugin-oss \  
libfftw3-dev libsparsehash-dev
```

You can also start dependance.sh script that is located at the root of the source folder.

To compile AudioWire you can simply go into the root folder and then type the following commands:

```
cmake .
```



```
make  
./AudioWire
```

If you want to enable debug mode, use the command:

```
cmake -DCMAKE_BUILD_TYPE=Debug .
```

Instead of:

```
cmake .
```

2 – Usage

A) Launching AudioWire

Follow the instructions according to your operating system:

- Windows:

Open the Start menu and select “All Programs”. Launch the application found in the AudioWire folder.

- Mac OSX:

To open AudioWire, open your “Applications” folder. Click on the AudioWire icon.

- Linux:

Find the folder in which you launched the installation script. In this folder, open the AudioWire application.

B) Adding files to your library



The first time AudioWire is launched, it will ask you to find audio files by selecting specific folders. Follow the steps provided by the application and your files will be added to your AudioWire library.

**** If you want to add more files:**

- Click&Drag files and folders to the library screen on AudioWire. These files will automatically be added to your library.

- In the "Music" menu, select "Add files to library". Follow the steps on screen to add files to your library.

C) Playing a song

There's nothing easier than playing a song in AudioWire! After you have added files to your library you can simply double click on any song and it will start playing.

Enjoy your tunes!

D) Creating a playlist

Playlists are a good way to create music themes or great atmospheres.

To create a new playlist, find the "Playlist" icon on the application. In this section you will have access to the playlists you have created. Click on "New Playlist" and select the name of your new playlist.

* To add files to this playlist either right click on any song of your library and select "Add to playlist" or click&drag elements to the playlist window.

E) Creating a smart playlist

AudioWire allows you to create playlists based on what you like to listen to. To give you the best results, our application uses information based on what you've listened to, how you rate your songs, on information given by the server...



To create this smart playlist, right click on any song of your choice and select “Create Smart Playlist”. You can also select a track and click on the “SMART” button on the player. The playlist will automatically start playing.

F) Synchronizing

AudioWire allows you to synchronize music in two ways:

- Share your music throughout your local network
- Listening to music with an online contact

To synchronize playback over the local network, open the “Tools” menu and select “LAN Sync”. Follow the given steps to configure your multiple computers.

To listen to music with a friend over the Internet, simply log in with your account credentials. Once you have contacts in your friend list you'll be able to chat with them while listening to songs at the same time.

3 – Known bugs

- AudioWire do not respect the locale parameters of the user
- There may be interferences when changing the track.
- When you reduce AudioWire, there may be some problems when you want to redisplay. In this case simply restart the application.



4 – Frequently Asked Questions

*** On what platforms is AudioWire available?**

AudioWire is available on Windows 7 & 8, Mac osX >10.6 and on linux. Our software will also be made available on smartphones (Android & iOS)

*** What is AudioWire?**

AudioWire is a powerful audio player. For more information, check out our website at: <http://eip.epitech.eu/2014/audiowire/>

*** Can AudioWire play other types of non-audio formats?**

We have not worked on this functionality for now but future updates might change that.

*** Is AudioWire free?**

Yes!! Our software is completely free, if you haven't already, download it here: <http://eip.epitech.eu/2014/audiowire/>

*** Is AudioWire open-source?**

Yes, our project is open-source. Feel free to check them out on our downloads' page: <http://eip.epitech.eu/2014/audiowire/>