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NebuJS_AudioEmoSlider

Standalone - Manual Inclusion Documentation



Introduction

This plugin is still a work in progress. It is fully functional, yet is still delivered as stand-alone NOT using the general Core.js. This means the inclusion must be done manually per question and until the final Version parameters might change.

This plugin can be used with the following question type:

- Open End

Step 1: Preparing the Questionnaire and the Files

The plugin will run the files in Html5 where available. In older or incapable browsers a flash fallback solution will be used.

Please make sure Html5 or Flash is available. Otherwise the user will not be able to see the plugin.

Due to the multi browser support there are multiple file types required. The audio must be available in:

- mp3
- ogg
- m4a

There are many freeware audio converters available on the net that can help you convert your files into the appropriate formats.

Again:

To allow any browser to use the plugin all three file-types AND Html5 or Flash must be available.

Step 2: Library Inclusions

The plugin requires JQuery, Jplayer, it's own source file and its dependent CSS.

You can add the inclusion code either in your used web template or right inside the question text where this tool should be used. If you plan to use a tool on multiple questions in one project we recommend to add the inclusion code for the global libraries into the web template.

Copy all related files to your Project Folder and make sure they are properly synchronized (using Quick Sync) before using them.

Please add the following inclusion code to your used web template or directly into the question text where you plan to use the plugin. (don't forget to encapsulate the code into <html>....</html> when putting it to the question text)

```
<link type="text/css" href="#ImageFolder>jplayer.blue.monday.css" rel="stylesheet" >
<script src="#ImageFolder>jquery-1.8.1.min.js"></script>
<link href="#ImageFolder>jquery-ui.css" rel="stylesheet" type="text/css"/>
<script src="#ImageFolder>jquery-ui.min.js"></script>
<script type="text/javascript" src="#ImageFolder>wz_jsgraphics.js"></script>
<script type="text/javascript" src="#ImageFolder>jquery.jplayer.min.js"></script>
<script src="#ImageFolder>jquery.ui.touch-punch.min.js"></script>
<script src="#ImageFolder>NebuJS_init_AudioEmoSlider_standalone.js"></script>
```



Step 3: Initialisation

After successful inclusion you need to initialize the plugin in the corresponding question text by using the following code: (Please replace the red parts with the corresponding Formname (case-sensitive) and URL / file names)

```
<html>
<div id="myCanvas" style="position:relative;height:120px;width:400px;margin-left:30px;"></div>
<div id="MyRadioEmoSlider"></div>
<style type="text/css">
    a.ui-slider-handle {font-size:12px; text-decoration:none; padding:3px;
        width:24px!important; text-align:center;}
    #jp_container_1 {border:1px solid #674f3f;}
</style>
<script type="text/javascript">

    var QuestionName = "Q1";
    var RecordInterval = 250;
    var Running = false;
    var Ended = true;

    $(document).ready(function(){

        NebuJS_initAudioEmoSlider("<#ImageFolder>", "MyRadioEmoSlider",QuestionName,
        "http://[YourSubDomain].dubinterviewer.com/Images/[yourDQProjectID]/[Yourfile].mp3",
        "http://[YourSubDomain].dubinterviewer.com/Images/[yourDQProjectID]/[Yourfile].ogg",
        "http://[YourSubDomain].dubinterviewer.com/Images/[yourDQProjectID]/[Yourfile].m4a",
        RecordInterval);

        document.forms[0][QuestionName].style.display = "none";

        myDrawFunction();
        prohibitNext();

    });

</script>
</html></html>
```

(Please make sure that the quotes are inserted correctly when copy & paste the code to your questionnaire (in some cases they get converted to special characters which can cause it to fail))

Optional configuration:

RecordInterval -	determines the interval in which the slider value is captured (default 250 msec = 4 times per second)
Visualization Graph -	This can only be viewed on Html5 capable browsers, no flash fallback. To disable please remove the "myCanvas" div and the myDrawFunction(); from the code (both highlighted in green)
ProhibitNext -	hides the Next-Button in case the user has not yet finished listening the whole file. (Only works with the default system-buttons) To disable please remove the prohibitNext(); from the code

You can alter the look and feel of the player by customizing the included "jplayer.blue.Monday" files. Use the included Photoshop file (psd) to change any image data. Further style adjustments can be done in the CSS.

Please note: This plugin is not the final released version. It is delivered as is. Any additional functionality is not part of this delivery package and support by our helpdesk is limited to technical difficulties. Attention: Nebu helpdesk is not offering any support on style customization and technical issues related to this.