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Introduction:

This is a fully customizable Flash MP3 Player, built with support for multiple artists and playlists. Everything is customizable in the XML files, including the artists, the playlists, the colors, the sizes, the effects, and much more.

This Flash Mp3 Player contains a handful of features and settings. It is easy to use the player in your Flash projects or as an independent Flash mp3 player on your html based website. If you want to use the player in Flash file, importing it is as easy as moving some actionscript files around, and dragging the movieclip containing the Flash player in your Flash file.

We'll provide video tutorials on how this is done and many other helpful video tutorials. Please make sure you check the details page, the video tutorials tab, in this product details page - select the product in the archive, on Flabell.

Skinning is very simple as well. To edit the file you don't need any Flash experience, as all the settings are loaded from an external XML file, which you can edit with any text editor. You can change the colors of the elements, the speed of the effects, the size of the images, the size of the mp3 player, add or remove features to the player, and much more.

As an example, you can disable the SHARE button in the XML file, and the control bar will automatically resize to fill the empty space on the right of the Flash Mp3 Player.

The playlists are also loaded from an external XML file, so you can add unlimited artists and albums.

The user can quickly turn on/off the audio, or change the volume by dragging the volume bar. The music will fade in/out between the values. When the user comes to the player again, the volume is already stored in the browser cache, and the mp3 player volume will start with that value.

The code is very well commented, written following the best OOP practices, and the downloaded file comes with all the assets used to create the Flash



Mp3 Player such as the fonts, the PSD source files, and the Flash source files.

Features:

- Streaming – song starts playing before the song is fully loaded
- Seek bar - for displaying song progress
- Shuffle songs
- Share Mp3 Player
- Download button with customizable XML link (if not set, it is hidden)
- Buy button with customizable XML link (if not set, it is hidden)
- Volume slider with cache support (saves last value in the cache)
- Mute button
- Customize auto-play value
- Customize volume start value
- Customize playlists through the XML file
- Add unlimited albums/artists and songs
- Colors are customizable from the XML file
- Speed of effects customizable from the XML file
- Size of images customizable from the XML file
- Scrolling auto-start customizable from the XML file

Folder structure:

Please navigate to the deploy folder, inside project folder. This folder contains all the files you need to upload to your server to have the Mp3 Player work.

player/xml/settings.xml

Flash Mp3 Player XML configuration file - This is where you make all changes to the look and feel of your Flash Mp3 Player.

**player/xml/mp3_player.xml**

Albums/Artists XML configuration file - This is where you make all changes to the playlists songs, as well as add new albums/artists.

js/swfobject.js

Deconcept SWFObject is a small JavaScript file used for embedding Adobe Flash content. The script can detect the Flash plug-in in all major web browsers (on Mac and PC) and is designed to make embedding Flash movies as easy as possible.

js/expressInstall.swf

SWFObject has full support for the Adobe Flash Player Express Install feature. Using expressinstall, your users never have to leave your site to upgrade their Flash Player.

player/images

Put your images into this folder. You can choose another folder name in your XML settings file.

player/songs

Put your songs into this folder. You can choose another folder name in your XML settings file.

player/download

Put the songs available for download into this folder. You can choose another folder name in your XML settings file.

preview.swf

This is the Flash Mp3 Player file which is embedded in your website.

index.html

HTML document used to embed the swf file. Please check the source code to see how the variables are passed to the swf file.



settings.xml structure:

Below you can see what each of the attributes in the XML file means.

1. **`<background_color color="0x201f1f"/>`**

Sets the main background color of the player.

2. **`<scroll_large_background beginColor="0xeeeeee" endColor="0xeeeeee" height="35" strokeColor="0x8c8c8c"/>`**

Sets the scroll background gradient colors, stroke color and the height.

3. **`<scroll_button_color beginColor="0xa90329" endColor="0x6d0019" height="10"/>`**

Sets the scroll button gradient colors and the height.

4. **`<scroll_background_color beginColor="0xd7d7d7" middleColor="0xae9e8" endColor="0xae9e8" height="10" strokeColor="0xd0cfcf"/>`**

Sets the scrollbar background gradient colors, stroke color and height.

5. **`<top_margin size="30"/>`**

Sets the top margin size of the player.

6. **`<player_margin size="4"/>`**

Sets the margin size of the player.



7. `<images_border size="4" color="0xC6C6C6" rollOver="0x76001b"/>`

Sets the images border size, border color and border on roll over color.

8. `<reflection size="3" alpha="25"/>`

Sets the pictures reflection size and transparency.

9. `<playlist_background beginColor="0x2e2b2b" endColor="0x1e1c1c"/>`

Sets the playlist background gradient colors.

10. `<splash_page_item height="40" beginColor="0xffffffff" endColor="0xe8e7e6" middleLineColor="0xffffffff" strokeColor="0xbec0c1"/>`

Sets the player splash page height, gradient colors and stroke color. Also, set the middle line color.

11. `<albums_autoscrolling_speed value="0.3"/>`

Sets gallery scrolling speed.

12. `<scroll_bar_controls lineColor="0xffffffff" beginColor="0xa90329" endColor="0x6d0019"/>`

Sets scrollbar controls (play and pause buttons) gradient colors and stroke color.



**13. <automatic_scroll value="true"/>**

Sets the auto scroll value for the gallery.

14. <album_image backgroundHeight="50" albumTitleHeight="16" authorBackgroundBeginColor="0xa90329" authorBackgroundEndColor="0x6d0019" authorBackgroundStrokeColor="0x4e0314" albumBackgroundColor="0x76001b" albumBackgroundStrokeColor="0x69051c" authorNameColor="0xffffffff" albumNameColor="0xcd4444" infoColor="0xffffffff" infoRollOverColor="0x69051c" arrowColor="0xffffffff" arrowBackgroundColor="0x76001b" arrowOverColor="0xcd4444"/>

Sets album image background height, title of the album height, author background gradient colors and stroke color, album title background color and stroke color, author name text color, album name text color.

Also sets the info sign color, on roll over color. The arrow fields - sets the images arrows color, their background color and on roll over color.

15. <back_to_albums backText="BACK TO ALBUMS" backgroundHeight="45" backgroundBeginColor="0xa70329" backgroundEndColor="0x6f0019" backgroundStrokeColor="0x4e0314" album_song_changeTime="10"/>

Sets the back button text, background height, background gradient colors and background stroke color. Also sets the title animation time (changing album title with song title).





16. `<playlist backgroundColor="0xffffffff" backgroundStrokeColor="0xae9e9e">`

Sets the playlist background color and stroke color.

17. `<button_normal beginColor="0xffffffff" endColor="0xf5f5f4" textColor="0x7d7d7d" oddNodeColor="0xf2f2f1" strokeColor="0xae9e9e"/>`

Sets the playlist buttons normal state colors (gradient colors for even nodes and color for odd nodes) and stroke color.

18. `<button_over color="0x6e6e6e" strokeColor="0xffffffff" textColor="0xffffffff"/>`

Sets the playlist buttons on roll over colors.

19. `<button_pressed beginColor="0xa90329" endColor="0x6d0019" strokeColor="0xffffffff" textColor="0xffffffff"/>`

Sets the playlist buttons on pressed colors.

20. `<controls_bar beginColor="0xffffffff" endColor="0xe8e7e6" strokeColor="0xbec0c1" height="35">`

Sets control audio bar background gradient colors, stroke color and height.





21. `<time_bar beginColor="0xa90329" endColor="0x6d0019"/>`

Sets progress time bar gradient colors.

22. `<time_bar_background beginColor="0xcecece" middleColor="0xae9e8" endColor="0xae9e8" strokeColor="0xe5e5e0" height="8"/>`

Sets time bar background gradient colors, stroke color and height.

23. `<loading_bar color="0xc5556e"/>`

Sets loading sound bar color.

24. `<text color="0x4d4b4b"/>`

Sets progress time text color.

25. `<buttons_background color="0xae9e8" overColor="0xf4f4f3" strokeColor="0xe5e5e0"/>`

Sets control buttons (play, pause, next, previous) background gradient colors.

26. `<buttons beginColor="0x303030" middleColor="0x686868" endColor="0x232121" overBeginColor="0xc5556e" overMiddleColor="0xb3566c" overEndColor="0x70001a" strokeColor="0xffffffff"/>`

Sets control buttons gradient colors, stroke color for all three states: normal, over and pressed.



**27. <volume_shape beginActiveColor="0xa90329"
endActiveColor="0x6d0019" beginNormalColor="0x686868"
endNormalColor="0x232121" inactiveColor="0xcccccc"/>**

Sets volume icon gradient colors for normal state and roll over state and also set the inactive color when the volume goes to 0.

**28. <volume_slider backgroundStrokeBeginColor="0xbec0c1"
backgroundStrokeEndColor="0xbec0c1"
mainBackgroundColor="0xffffffff" sliderBackColor="0xae9e8"
sliderBackStrokeColor="0xe5e5e0"
sliderBeginColor="0xa90329" sliderEndColor="0x6d0019"/>**

Sets volume slider main background gradient colors and slide button gradient colors.

**29. <embed_button strokeColor="0x929292"
beginColor="0xe6e5e4" middleColor="0xe6e5e4"
endColor="0xe6e5e4" symbolColor="0x8c8c8c"
symbolOverColor="0xa20327"/>**

Sets embed button gradient colors, stroke color and embed text symbol color for normal state and roll over state.

**30. <embed_window mainStrokeColor="0x9D9D9D"
mainColor="0xffffffff" strokeColor="0xd1d1d1" color="0xe1e1e1"
textColor="0xa90329" embedTextColor="0x000000"
buttonColor="0xa90329" buttonStrokeColor="0xa90329"
buttonTextColor="0xffffffff" buttonRollOverColor="0xffffffff"
backgroundOverColor="0xcd4444" titleText="SELECT THIS
TEXT:" copyButtonText="COPY" />**

Sets embed window background color and background stroke color, embed code background color and stroke color, and embed code text color, buttons text color, buttons background color and stroke color, buttons roll over color. Also sets title of the embed window text and copy button text.



31. <shuffle color="0x000000" overColor="0xa20327"/>

Sets shuffle button color and roll over color.

32. <player_reflections value="true"/>

Sets images reflections visibility.

33. <bottom_background beginColor="0x1f1d1d" endColor="0x2e2b2b"/>

Sets bottom shape background gradient colors.

34. <distance_between_images value="25"/>

Sets distance between albums image.

35. <sideways_margin value="0"/>

Sets sideways albums gallery margins size.

36. <tooltip visible="true" backgroundColor="0xaeaeae" textColor="0x28201d" roundsColor="0x28201d"/>

Sets tooltip visibility and color for the tooltip background, text and little round shapes.

37. <albums_over_stop_moving value="false"/>

Sets the movement value when rolling over a thumb.



38. <playlist_looping value="true"/>

Loops an album playlist.

39. <buy_download_buttons beginColor="0xb4b4b4" endColor="0x949493" strokeColor="0x8d8b8b" overBeginColor="0xc6c6c6" overEndColor="0xa8a8a8" overStrokeColor="0x8d8b8b" pressedBeginColor="0xe70001" pressedEndColor="0xa3011d" pressedStrokeColor="0xb20129" signColor="0xffffffff"/>

Sets buy and download buttons gradient colors and stroke color for the three states: normal, over and pressed. Also set the color for buy and download icons.

40. <embed_button_visibility value="true"/>

Sets embed button visibility.

41. <autoslide_pause_at_margins value="1"/>

Set the auto slide pause time when scroll button arrives to margins.

42. <player_size width="560" height="306"/>

Sets player size (width and height).

43. <sound_volume value="50"/>

Sets initial sound volume when the sharing object is empty.

mp3_player.xml structure:

This xml contains the mp3 player data. It has a number of album nodes like the next one:

```
<album name="Paper Trail" author="TI" imageUrl="images/TI/image.jpg">
  <song name="56 Bars (Intro)" duration="0 : 34" buy="false"
download="true"
downloadSource="download/song1.mp3">songs/song3.mp3</song>
  <song name="I'm Illy" duration="3 : 28" buy="false" download="true"
downloadSource="download/song1.mp3">songs/song3.mp3</song>
  <song name="Ready For Whatever" duration="3 : 54" buy="false"
download="true"
downloadSource="download/song1.mp3">songs/song3.mp3</song>
  <song name="On Top Of The World" duration="3 : 24" buy="false"
download="true"
downloadSource="download/song1.mp3">songs/song3.mp3</song>
  <song name="Live Your Life" duration="4 : 02" buy="false"
download="true"
downloadSource="download/song1.mp3">songs/song3.mp3</song>
  <song name="Whatever You Like" duration="3 : 32" buy="false"
download="true"
downloadSource="download/song1.mp3">songs/song3.mp3</song>
  <song name="No Matter What" duration="3 : 22" buy="false"
download="true"
downloadSource="download/song1.mp3">songs/song3.mp3</song>
  <song name="My Life Your Entertainment" duration="3 : 57"
buy="false" download="true"
downloadSource="download/song1.mp3">songs/song3.mp3</song>
  <song name="Porn Star" duration="3 : 27" buy="false"
download="true"
downloadSource="download/song1.mp3">songs/song3.mp3</song>
  <song name="Swing Ya Rag" duration="3 : 37" buy="false"
download="true"
downloadSource="download/song1.mp3">songs/song3.mp3</song>
  <song name="What Up, What's Haapnin" duration="3 : 30"
buy="false" download="true"
```

```
downloadSource="download/song1.mp3">songs/song3.mp3</song>
  <song name="Every Chance I Get" duration="3 : 30" buy="false"
download="true"
downloadSource="download/song1.mp3">songs/song3.mp3</song>
  <song name="Swagga Like Us T.I. and Jay-Z" duration="3 : 30"
buy="false" download="true"
downloadSource="download/song1.mp3">songs/song3.mp3</song>
</album>
```

Every album node has three attributes: album name, author name and album image.

```
<album name="Paper Trail" author="TI" imageUrl="images/TI/image.jpg">
```

Also, every album node contains a number of sub nodes, which represent the songs of the album.

The song node value corresponds to an mp3 file and has four attributes: name of the song, duration of the song, buy or download buttons and download source of the song.

```
<song name="56 Bars (Intro)" duration="0 : 34" buy="false"
download="true"
downloadSource="download/song1.mp3">songs/song3.mp3</song>
```

If the buy attribute is set to true it means that the user can buy the song. If it is set to false then we go further to the download attribute, and the buy button won't be visible.

If download is set to true it means that the song is free and you can download it by clicking on the download button. If it is set to false, it means that the song is not available for download either, so none of these two buttons will be visible.

Flashvars:

In the html file you can set some variables for the player like dimensions (width and height), the path to the files if you choose to put them in another location rather than the same folder, the images dimensions (width and height), the xml settings file path and of course, the player data xml file.

```
flashvars.stageW = stageW;  
flashvars.stageH = stageH;
```

```
flashvars.pathToFiles = "player";
```

```
flashvars.settingsPath = "xml/settings.xml";  
flashvars.xmlPath = "xml/mp3_player.xml";
```

```
flashvars.imageWidth = "140";  
flashvars.imageHeight = "200";
```

Support:

If you need help using the files, please contact us at support@flabell.com and we will help you.

Thank you for your business!

The Flabell Team