**Integration of soundSlice player**

**Script to include js - /assets/js/\*.js**

**Styles to include - /assets/css/\*.css**

**Information on loading recordings is stored in /scoredata/index.json in JSON format:**

**Example:**

**{**

**"mediaurl": "audio/86/index.json" // Link to meta file for the media**

**"sync": "audio/86/86.json", // JSON data to render notes**

**"ce": null,**

**"cs": null,**

**"ind": true,**

**"duration": 58, // duration in sec**

**"renwurl": "",**

**"id": 86,**

**"name": "Rhythm", // recording type**

**"sr": 44100,**

**"s": 2,**

**"sd": "44100"**

**},**

**// Audio files are reside in /audio folder**

**For example /audio/42/ directory has following files**

1. **42.mp3**
2. **42.json - JSON data for notes**
3. **index.json – JSON data for mp3 music played by the player**

**audio/synth/index.json – contains information on names and links for audio fonts designed to be used by synthesizer.**

**Example:**

**[**

**"13", // id of audio font**

**"Xylophone", // name**

**"", // pitch of tone**

**"audio/soundfonts/xylophone.oga", // link to audio file**

**"audio/soundfonts/xylophone.mp3"**

**]**

**File /assets/js/player.min.js has 2 directories to load the player’s data:**

1. **"/practicesession/index.json"**
2. **"scoredata/index.json"**

**When updating the player from soundslice.com it is required to change the directory on the mentioned above.**

**After parsing music.xml into JSON it is required to change content of file /audio/synth/index.json to the result of parsing.**