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glokkbewm | <https://github.com/glokkbewm/commaudio>

CommAudio

User Manual

COMP4985 – Final Project

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# Introduction

CommAudio is a final project designed and developed by Krystle Bulalakaw, Oscar Kwan, Eunwon Moon, and Gabriel Lee. The application is developed using Windows sockets programming techniques to transfer sound data using TCP/IP protocol suite.

The interface is built in Qt where is it connected with Win32 API. A server and client application is built where the server can have multicast abilities to stream music to multiple clients. Server is able to select from a playlist to stream from.

This document outlines how to properly use the project. It covers all aspects from compiling, starting the server, and to streaming music to the client application.

# Getting Started

Using the CommAudio project is easy! But there are some simple steps you need to follow first.

## Prerequisite

Before you can start using the application, there’s couple things you need first:

1. Install Qt via <http://www.qt.io/download-open-source/>
2. Follow the install wizard using default configurations.

## Compilation

After you have installed Qt, you have to build the project.

1. Open the .pro file from the QtCreator application.
2. Press Ctrl+t to bring up the compilation modes.
3. Select desired mode. (Debug for default)
4. Press Ctrl+b to build the project.
   * Alternatively, select “Build” from the windows menu bar and click “Build Project…”

If you’d like to create a standalone .exe for the project, follow these steps: <https://wiki.qt.io/Build_Standalone_Qt_Application_for_Windows>

## Execute

You are almost there! In order to properly run the application, you can:

* Press Ctrl+r to run from the QtCreator application.
* Select “Build” from the windows menu bar and click “run”
* Double-click the .exe file in the build folder if you compiled the project as a standalone.

# How-To

<Words>

## Client

### Connecting to the Server

### Communicating with Other Clients

## Server

Starting the Server is very simple. It only takes 1, 2, 3 steps!

1. Select Connections -> Join Multicast.
2. Select Playlist -> Add Songs
3. Select a song and click the play button.

Now your server will start broadcasting to any clients who joins the multicast.

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<Pictures (maybe)>