

Instructions Manual

XML MP3 PLAYER

To use this file you could either use this file 'as is' with the HTML supplied OR copy and paste the movieclip "content_mc" into your FLA OR you could load the SWF into another main SWF into a target movieclip or level using the loadMovie command.

EDITING XML

To use this component you need to first add your MP3 tracks to the "content" folder. Then you need to edit content.xml to add paths to each MP3 and set the track name. Below is the XML structure:

```
<content>
<mp3 Thumb="content/thumb1.jpg" Title="Digital Science - Supernova Theme" Path="content/track1.mp3"/>
<mp3 Thumb="content/thumb2.jpg" Title="ADG3 Studios - Ticker Tape" Path="content/track2.mp3"/>
<mp3 Thumb="content/thumb3.jpg" Title="ADG3 Studios - Vortex Calm" Path="content/track3.mp3"/>
</content>
```

To add a thumbnail image see [Thumb](#) attribute. To set the title of the track see attribute [Title](#). The [Path](#) attribute is to set the MP3 path.

EDITING THE FLA

To change the design or settings of the audio player, open [xml_mp3_player.fla](#) Inside movieclip symbol "content_mc" in the Actions layer you will find the ActionScript. See INITIAL SETTINGS and comments in the code to change default settings.

TOGGELING MUSIC MUTE ON/OFF

If you are adding content which has audio you can mute the music volume by calling the following global commands in your project.

```
_global.muteVolume();
_global.unmuteVolume();
```

MUSIC CREDIT

All tracks except "Supernova Theme" are produced by ADG3 Studios. To purchase these great tracks and many more, go to

<http://www.audiojungle.net/user/ADG3studios>

GENERAL FILE FAQ

For solutions to common issues please read my General File FAQ on the link below:

<http://www.flashden.net/user/digitalscience>