

# The Setup Book

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## Installing local server (spappsdkservice)

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### Prerequisites:

- Access to the Spotify Web Player (see "Getting the Web Player")
- Python v2.6 or greater - <http://www.python.org/download>
- gevent - <http://pypi.python.org/pypi/gevent>
- greenlet - <http://pypi.python.org/pypi/greenlet>
- setuptools - <http://pypi.python.org/pypi/setuptools>
- gevent - <http://pypi.python.org/pypi/gevent>
- WebOb - <http://webob.org/>

### Instructions:

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#### Installing dependencies on OSX:

Dependencies are easily installed with homebrew, if you already have that installed, skip this step:

```
ruby -e "$(curl -fsSkL raw.githubusercontent.com/mxcl/homebrew/go)"
```

The rest of the dependencies can be installed using homebrew and easy\_install:

```
brew install libevent
easy_install gevent
easy_install webob
```

#### Installing dependencies on Windows:

On Windows you can find almost all dependencies as exe-installers, WebOb however needs to be installed the regular way, download it from <http://pypi.python.org/pypi/WebOb/1.2.3> and install it manually:

```
python setup.py install
```

#### Installing the service

Download the spappsdkservice from <http://spotify.box.com/mhd2013> and unzip it into a folder

## Running the service on OSX:

Go to the folder you just unzipped and run:

```
PYTHONPATH=. python bin/spappsdkservice ~/Spotify
```

## Running the service on Windows:

Go to the folder you just unzipped and run:

```
set PYTHONPATH=.
python bin/spappsdkservice %USERPROFILE%\Documents\Spotify
```

**Tip** | The last parameter is the location of your apps.

## Getting the Web Player

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If you do not already have access to the Beta of Spotify's web player, contact Ronald Pompa, Andy Smith or Per-Olov Jernberg

## Toggle developer mode

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To enable developer mode in the Spotify Web Player:

1. Go to <http://play.spotify.com> and sign in.
2. Open a javascript console and paste: 

```
document.cookie =
"developer=1;domain=.spotify.com;expires="+ (new
Date((new
Date()).getTime()+1000*7*24*60*60)).toGMTString();
```

Reload [play.spotify.com](http://play.spotify.com) and you should be able to use local apps. You can test this by visiting a bogus url like <https://play.spotify.com/thisappdoesntexist> - if you're NOT receiving a fancy 404 message, then the developer mode is working.

**Tip** | Cookies will expire automatically after 7 days. To disable it manually do the same procedure as above but set `developer=0` instead.

## Adding the sdk to your app

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Insert this script-include immediately before the closing `</head>` tag

```
<script src="http://dlhza3lyffsoht.cloudfront.net/preview-
sdk/bootstrap.js"></script>
```

## Resource loading

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Including resources like this will result in a 404 first and then as the sdk script runs it will resolve the correct resource urls:

```
<link rel="stylesheet" href="$views/css/list.css"/>
```

While this works, it can be a bit slow since the browser will try to load resources that don't exist, just replace the `href` attribute with a `data-href` so the browser don't recognize the links and the sdk script will pick this up and load the resources:

```
<link rel="stylesheet" data-href="$views/css/list.css"/>
```

The same goes for scripts, use `data-src` instead of `src` and the loading won't cause any 404s

The resource loader currently don't support `@import` statements inside style-tags for stylesheets, so include your styles using `<link/>` tags.