Embedded MP3 Audio Player

This tutorial uses the [Audio Player WordPress plugin](#) from [1pixelout](#) (by Martin Laine). Please download the .zip file from that site. You will need to unzip the files and use two of them:

- player.swf (this is the audio player)
- audio-player.js (this is the JavaScript)

The instructions below concern using that player on **non-WordPress** HTML pages.

You must have some Web space that you control (that is, server space) to which you will **upload** these files as well as your audio files.

If you are using Internet Explorer, you will probably need to click the player twice to make it play. (All other Web browsers will let you click once.) If you do not see the MP3 player, then you don't have the [Flash player](#) installed. (More than 90 percent of all Internet users [do have it](#).)

Tutorial

For this tutorial, let's imagine that your server space is at this URL: **www.fakedomain.com/myname/**

1. Create a new folder on your Web server and name it "audio"
2. Upload the two files for the audio player (**player.swf** and **audio-player.js**) to the **audio** folder.
3. Upload an MP3 file to the **audio** folder. For this tutorial, let's assume your file is named **music.mp3**. (NOTE: The MP3 file must be encoded at 44.1 kHz, or 22.05 kHz; any other sampling rate will result in the "chipmunk effect," which you really would not like.)

Now that your three files are uploaded, they reside at these URLs:

- http://www.fakedomain.com/myname/audio/**player.swf**
- http://www.fakedomain.com/myname/audio/**audio-player.js**
- http://www.fakedomain.com/myname/audio/**music.mp3**

The next step is to place the HTML for this player on the Web page where you want it to appear. Change the URLs shown below to match your own URLs.

```
<script language="JavaScript" src="http://www.fakedomain.com/myname/audio/audio-
player.js"></script>
<object type="application/x-shockwave-flash"
data="http://www.fakedomain.com/myname/audio/player.swf" id="audioplayer1"
height="24" width="290">
<param name="movie" value="http://www.fakedomain.com/myname/audio/player.swf">
<param name="FlashVars"
value="playerID=audioplayer1&soundFile=http://www.fakedomain.com/myname/audio/music.mp3">
<param name="quality" value="high">
<param name="menu" value="false">
<param name="wmode" value="transparent">
</object>
```

If You Use Blogger

To use this player with a blog hosted at Blogger, take out all the code **above** the <object> tag and place it in your Blogger template (instead). In the Blogger template, place it above the </head> tag, as shown:

```
<script language="JavaScript" src="http://www.fakedomain.com/myname/audio/audio-
player.js"></script>
</head>
```

Then each time you use the player **in a blog post,** you will paste **only** the <object> code into your blog post.

Using More Than One Audio File

You can simply upload additional audio files to the same "audio" folder on your Web server. Make sure each file has a unique filename.

You do not need to upload the two files for the audio player (**player.swf** and **audio-player.js**) more than once.

Placing More Than One Player on the Same Page

For a second player on a page, use this HTML:

```
<object type="application/x-shockwave-flash"
data="http://www.fakedomain.com/myname/audio/player.swf" id="audioplayer2"
height="24" width="290">
<param name="movie" value="http://www.fakedomain.com/myname/audio/player.swf">
<param name="FlashVars"
value="playerID=audioplayer2&soundFile=http://www.fakedomain.com/myname/audio/other.mp3">
<param name="quality" value="high">
<param name="menu" value="false">
<param name="wmode" value="transparent">
</object>
```

For a third player on the same page, change "audioplayer2" (BOTH of them!!) to "audioplayer3" in the HTML. For a fourth player, "audioplayer4," etc., etc.

THANK YOU to the fabulous [Ryan Marganti](#) for catching an error and taking the time to send a correction to me!

MORE: You may also [customize the colors](#) of the audio player. This page also provides parameters for making the audio **loop** (repeat) or **auto-start**.

About

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