Pocket Player 4.1 Documentation

Contents

Introduction

Pocket Player 4.1 is an award-winning alternative media player for Windows Mobile 6 Pocket PC and Smartphone that aims to satisfy consumers who demand more from a dynamic media player on a mobile device.

What Makes Pocket Player *Different*?

- Full music and video support: **MP3**, **AAC**, **M4A**, **WMA**, **WMV**, Ogg Vorbis, and WAV!
- Protected WMA, u-Law, A-Law, AU, and ADPCM WAV (used in Voicemail attachments) playback
- **Podcast subscriptions** auto-download new content to your device!
- Media **Browser** menu system, with touch scrolling and gesture support!
- Media **Library** auto-imports tracks with ease, with support for tags, including **lyrics** and ratings!
- 10-band **Equalizer** and Preamp, *with presets*!
- Universal Plug-and-Play (UPnP): browse and play content from your desktop!
- Internet radio streaming support for Shoutcast (MP3), AAC, Windows Media (MMS) stations
- Web guide for Internet radio, blogs and podcasts, with **pause**, **auto-resume** and seek functionality!
- **Voicemail** playback (WAV email attachments), integrates with your Inbox!
- **Visualizations** and downloadable Album Art support
- Full support for Windows Mobile 5 (Pocket PC and Smartphone), WM6 and **Windows Mobile 6.1**
- Support for **Bluetooth** stereo headphones (**A2DP**), buttons (**AVRCP**), and mono headsets
- Skinnable (Pocket Player, WMP SKN skins) for all device resolutions with color change ability
- Themed and skinned Today plugin on touchscreen devices
- Reads tags such as ID3 (v1/v1.1/v2), MPEG-4, APE and ASF; scans device in background
- Gapless playback with adjustable **crossfading**
- **Playlist manager**, auto-generating smart playlists!
- DSP Plugin support, including time stretch and Bass Boost
- User-managed Bookmarks support; jump to a file and time
- For Podcasts and audio books: **bookmarks**, 'Seek to last position,' Auto-resume
- Hardware **button mapping**, button locking, one-handed navigation, support for scroll wheels
- Adjustable sleep timer, automatic screen shutoff function

Installation

To install Pocket Player, first download the desktop EXE installer or the device-based CAB installer from the Conduits website at http://www.conduits.com/products/player/download.asp. Run the downloaded installer, and the program will automatically install Pocket Player.

If using the desktop EXE installer, ensure that your device is connected to the desktop PC and that you have ActiveSync or Windows Mobile Device Center (WMDC) running on your desktop. If using the device-only CAB installer, either run it directly from the device's web browser or save the CAB to the device's My Documents folder. If saving the CAB file, locate the file using the File Explorer, select it, and Pocket Player will be installed to your device.

Purchasing

After installation, Pocket Player will show up on the Start > Programs screen on your device and will be activated as a 30-day trial version. If you would like to continue using Pocket Player past the 30-day trial period, you must purchase it from Conduits Direct (http://store.conduits.com) or any of the resellers listed at http://www.conduits.com/products/player/purchase.asp.

Uninstallation

To remove Pocket Player from your device, select Start > Settings > Remove Programs on the device. 'Conduits Pocket Player' will be listed on the Remove screen and can be uninstalled there. If the EXE desktop installer was used to originally install Pocket Player, some components will still reside on your desktop for reinstallation. On the desktop, click Start > Settings > Control Panel > Add/Remove Programs to remove these components.

Quick Start Guide

After starting Pocket Player, the main 'Now Playing' interface (shown in Figure 1) will appear. This screen represents the current media that is playing (or ready to be played) in Pocket Player, and contains the playback and listening controls. This screen has a 'skinnable' interface, whereby the interface can be changed using different 'skin' files designed for Pocket Player or Windows Media Player. On the default skin, the controls from top to bottom are:

Figure 1

1. Top 'information' bar, containing:
    a. Song title, artist, for the current track.
    b. Album artwork icon. Tap (or select Menu > More > Visualization) to toggle between the artwork or other visualizations.
2. The 'Now Playing' playlist, featuring the item index, title and artist, and track length.
3. The elapsed playback time (tap to toggle between elapsed and remaining time); playback seek bar; playback repeat; shuffle playlist; and stereo indicators.
4. The user rating of the track (0-5 stars), current equalizer setting; playback controls (back, play/pause, forward); volume slider.
5. Browse softkey (opens media browser); Menu softkey.

Pocket Player uses a 'Now Playing' playlist to set up the list of files to play. Pocket Player also sports a media library that auto-updates (to reflect any changes to the device if tracks are added or deleted) content, scanning the tracks for metadata (song title, artist, and other tags) and organizes them in the library by Artist, Album, Genre, and Release Year. Use the media browser to open tracks, artists, or albums to the Now Playing playlist, to add tracks to the playlist, or open existing playlists.

Loading Music

Pocket Player's media library automatically updates to reflect the current media collection that is present on the device at all times. The library is independent of any desktop media synchronization partnership or setup. To load music onto your device, use any program that is able to copy music directly to the device (over a USB connection) such as Windows Media Player on the desktop. You can also copy media directly from your My Music folder (A) to the device by using the 'Explore' command in ActiveSync/WMDC, navigate to your device's memory or storage card (B), and drag files and folders into that window.
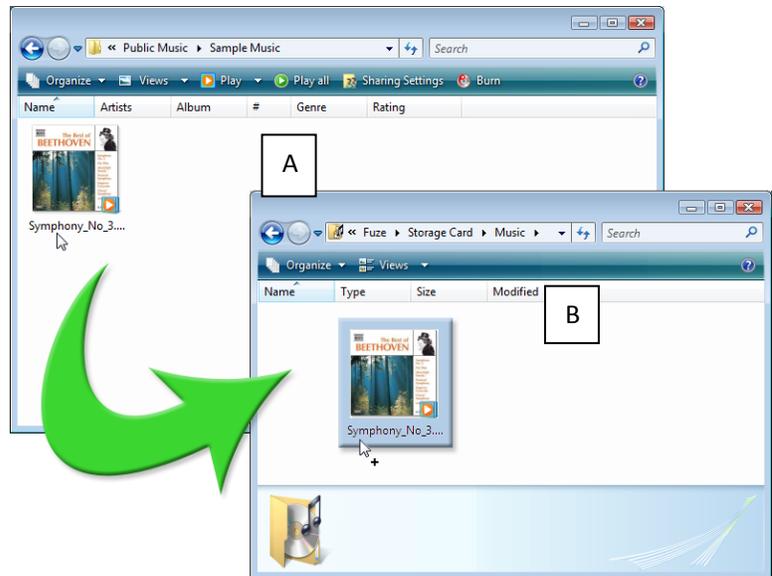
Alternatively, if your device uses a memory card and your desktop PC has a compatible memory card reader, you can drag music directly to the card. The next time the card is inserted into the device, Pocket Player will scan the card and automatically import the tracks into its media library.

Media Library

Pocket Player's media library contains a roster of all media (music, videos) and playlists that are present on your device. It keeps a list of metadata information and tags it has found for those files, such as song title, artist information, or lyrics. It also stores other application-specific information such as album artwork thumbnails and information on played web streams. Through the use of the media library, Pocket Player can present an interface to your media collection that isn't dependent on navigating files and folders on your device or storage card. Everything is organized by the metadata information that Pocket Player has found and kept in the library.

Each time you start Pocket Player, it will automatically scan the device for new media (or to see if old media has been removed). Pocket Player will remember all content it found the last time it updated, and will not perform a 'deep scan' of any tracks it finds unless those tracks are new or have been modified since the last time that Pocket Player has 'seen' the track. After the initial auto-scan, any new changes are reflected in real time.

The library status is shown at the bottom of the media browser interface. If Pocket Player is not scanning, no status will be displayed. If the library is being updated, Pocket Player will report that it has found tracks and/or has added them (or marked them as updated) in the library. After the library is updated, Pocket

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Player performs management tasks (such as purging missing files from its database or detecting compilation albums).

Browser Interface

The media browser is the primary method to navigate the Pocket Player media library. From the main screen (shown in Figure 2), the user is presented with navigation options to browse the media collection by song title, artist, album title, genre, or release date.

While the 'Artist' command refers to music categorized by the Album Artist, the 'Contributing Artist' command lists content categorized by the track's artist. If a track features an additional performer, the additional artist may be listed under 'Contributing Artist' if the metadata has been properly set on the desktop. For compilation albums, the Album Artist will commonly be set to 'Various' while the individual track artists are available under the 'Contributing Artist' command.

Podcast episodes are separated from the rest of the library contents and are available under the 'Podcasts' item on the main browser screen. Videos and Playlists are also listed on the main screen, as well as a Settings command.
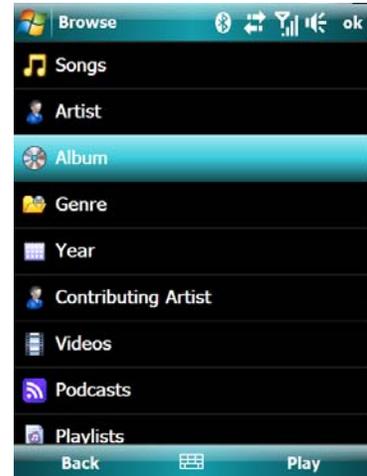

Figure 2

If you are on a screen that is listing tracks, or represents a command (e.g. Shuffle All), then selecting the item will clear the current playlist, queue up all of the tracks onscreen, and begin playback on the item you have selected. If you have selected an item that only lists one entry (e.g. selecting an artist with one album's worth of tracks on your device), Pocket Player will auto-select that item and navigate to the next screen (in the aforementioned example, selecting the artist will show a list of tracks instead of the album name).

On touchscreen devices, tap anywhere on an item to select the given item. If your device has a directional pad, it can also be used to select an item. If a playable item is highlighted, such as an artist, album or track, press the Play softkey to begin playing the selection immediately. If content is already loaded in Pocket Player, you can add to it by enqueuing tracks directly. To enqueue an item (a song, artist, or album), simply tap on the item's icon and it will be added to the 'Now Playing' playlist.

Pocket Player also recognizes certain tap gestures inside of the media browser, such as swiping or tap-and-holding on an item. For example, swipe left to right on an item to enqueue the item, or swipe right to left to pop up a context menu for that item (with commands such as Play, Enqueue, Home, or Done).

Non-touchscreen devices have access to the Menu on the right softkey. Use your device's Back button (or left key on your directional keypad) to navigate back in the media browser. To enqueue an item in the browser, press and hold the Action button.

Browser Settings

Selecting the Browse > Settings command will display a list of options that are specific to the Browser, shown in Figure 3. The 'Reorder' tab allows you to change the positions of the items on the main screen (e.g. Songs, Artist, Album), to place commonly-accessed items at the top of the screen.

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The General tab includes options for browser behavior, such as auto-selecting single-item results, and browser visual appearance, such as dividing lines and font weight.

The Subscriptions tab contains options related to Podcast subscriptions, and is explained in the podcast section later in this document.

The Gestures tab is only visible on touchscreen devices, offers to remap functionality (e.g. Enqueue, Popup Menu, or Select Item) to various gestures that the browser recognizes, such as 'Swipe Left,' 'Swipe Right,' 'Tap and Hold,' and 'Tap Item Icon.'

Library Management

Pocket Player is preconfigured to have the program auto-scan your entire device at startup, and stores the media library database (a file named metadata.db) in the Pocket Player install folder on the device (i.e. \Program Files\Pocket Player). This behavior can be changed via the Menu > More > Options > Library screen, shown in Figure 4.

To open Pocket Player with the media browser, check the 'Start on library screen' box. To prevent Pocket Player from auto-scanning your device each time it is run, uncheck the 'Automatically scan for media' box. Certain legacy devices emit noise in the audio output whenever data is being written. For those devices, check the 'Suspend modifications while playing' box, and all library changes will be deferred until playback has been paused or stopped.

When the auto-scan feature is disabled, click the 'Scan Now' button to force a rescan of your device's contents. To customize which folders are scanned, select the 'Folders…' button to add and remove which folders Pocket Player will look at while scanning. The default setting is one folder, the root folder (e.g. \) of the device. The scan will automatically include the subfolders of the folder set. Note: the list of playlists is also found and generated by this same method. If your playlists are stored in a separate folder than your music, include that folder for your playlists to appear under Browse > Playlists.

Figure 3

Figure 4

Compilation Albums

Pocket Player contains advanced logic for detecting compilation albums. The Browse > Albums screen will list all albums on the device, separated by artist. Using this method, the browser will list two artists with 'Greatest Hits' albums correctly, and not as one album. Compilation Albums (such as mix CD's and soundtracks) require special handling, as they are often missing the 'Album Artist' tag (e.g. Various Artists) that would identify them as a compilation album.

As tracks have different artist tags, but the same album name, the tracks would normally be listed separately as one-track albums on the Browse > Albums screen. However, after your library is updated, Pocket Player attempts to detect this scenario by looking for folders containing tracks of the same album but differing artists. It then applies the 'Various Artists' label to those tracks, filing them under one album.
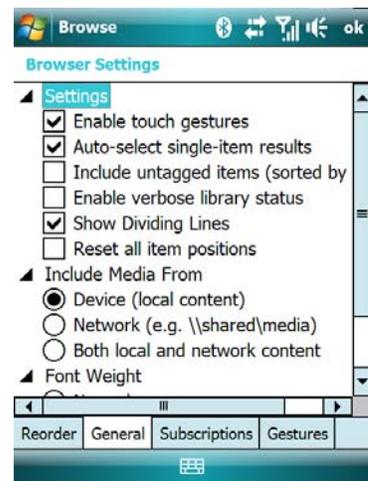
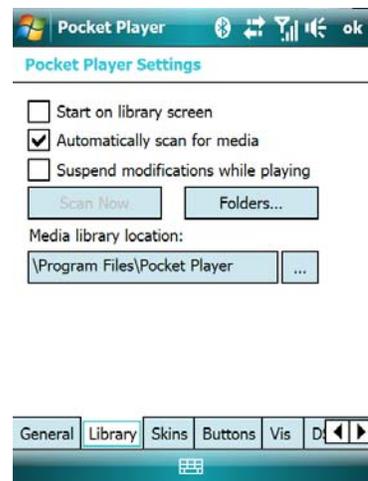If the browser is listing your compilation albums as separate tracks, use your desktop media software to add a proper 'Album Artist' tag to unify the tracks under one heading.

User Ratings

Pocket Player's library allows changes to the tag data to be applied after the track is scanned (as in the aforementioned Compilation Album detection routine), however these changes are not stored in the track file itself. Any changes are stored in the Pocket Player media library and will not remain if the file is copied back to the desktop.

The media library supports user ratings, a zero-to-five-star rating on a track. These ratings can be changed using the skin interface (or the Menu > Current Track > Rating pop-up menu on non-touchscreen devices). Any ratings changes are not saved back to the file, and are only available within Pocket Player. Pocket Player, however, features a plugin that can sync the ratings back and forth between itself and Windows Media Player.

The WM Adapter plugin available from the Pocket Player plugin page (at http://www.conduits.com/products/player/plugins.asp) will auto-import track ratings information from the Windows Media Player library, and export track ratings (when they change) back to the WMP library. This syncing requires the desktop Windows Media Player sync function. After installing the plugin, select Menu > More > Options > Plugins > WM Adapter > Configure and check the "Import/export Ratings" checkbox on that screen.

Lyrics / Other Tags

Pocket Player also reads additional tags that are not used in the browser, such as song lyrics information. Lyrics, when available, are accessible through the Menu > Current Track > Lyrics command.

If you would like to read or utilize library tags (including others not mentioned in this document) for auto playlist or a custom plugin, contact Conduits product support (at support@conduits.com) for more information.

Playlists

The Browse > Playlists screen will list any playlists that Pocket Player's media library has found on your device, including certain 'auto playlists' that are bundled with Pocket Player such as 'Favorite Music.' The auto playlists are indicated by a different icon and are essentially 'saved searches' on the media library. Instead of containing a static list of tracks to play, auto playlists contain a set of parameters to query the library, such as 'All Unplayed Items' or 'All music rated at 4+ stars.'

Loading Playlists

Playlists that are synchronized from the desktop (or that reside alongside of your media collection) can be loaded for playback. Pocket Player supports M3U, M3U8, PLS and ASX playlist formats.

To load a playlist into Pocket Player's 'Now Playing' interface, simply select Browse > Playlists and choose a playlist from the onscreen collection of playlists. After picking a playlist, you can shuffle the playlist, which will load the playlist and enable shuffle mode, or select any item to play the playlist in order.

Creating Playlists

To create a playlist, first clear the 'Now Playing' playlist by selecting Menu > Playlist > Clear List when on the main screen. When in the media browser, select Browse > Playlists > New. This will clear the current playlist, and new items can be added. Then, use the enqueue command in the media browser to add tracks, artists, or albums to the playlist.

Once you are finished adding items, select Browse > Playlists > Save to keep the playlist for later. Pocket Player will prompt you for a filename and location of where to save the playlist.

Editing Playlists

Before saving the playlist, you may want to make edits to the playlist such as removing or reordering items. To change the 'Now Playing' contents, select Menu > Playlist > Edit List (or Browse > Now Playing) to bring up the Now Playing playlist editor, shown in Figure 5.

On touchscreen devices, swipe up and down on this list to scroll through its contents. To remove an item, tap the 'X' icon next to the item. To reorder an item, tap the 'Grabber' icon and drag the item to its new position. Dragging the item near the top or bottom of the screen will auto-scroll the item.

On non-touchscreen devices, use the directional pad to select an item, and the Action key to delete the selected item. The 'Reorder' softkey command will put the editor into the 'reordering' mode, and pressing up or down will move the selected item up or down in the playlist.

Figure 5

Use the Done softkey to close the playlist editor and return to the previous screen.

From the main screen of Pocket Player, use various Menu > Playlist commands to sort the playlist. The 'Shuffle List Now' command will randomize the contents of the current playlist. The 'Sort' pop-up menu will sort the playlist based on the track tags (e.g. By Title, By Artist, By Album).

The 'Remember Position' command on the Playlist pop-up menu, when checked, will remember which song was last playing in the currently loaded playlist. Next time the playlist is opened, playback will resume on that track. The 'Advance Manually' command, when checked, will play the current track and stop playback afterwards instead of advancing to the next track.

Playback

Pocket Player offers many features and functions to enhance the playback experience. During media playback, you can view album artwork and other visualizations, alter the audio output with a DSP or equalizer, crossfade the audio between tracks, and bookmark the playback position for later use.

Album Art

Typically representative of the CD cover or other physical version of the media, album artwork is either saved as a separate file (stored alongside the media track) or embedded in the audio file itself. Pocket

Player supports both scenarios: it will read embedded artwork stored in ID3, MPEG-4, or APE tags. If embedded artwork cannot be located, Pocket Player will look for files in the same folder as the track named 'AlbumName,' 'AlbumArtLarge,' 'AlbumArtSmall,' or 'Folder' (Windows Media Player 'Track GUID' naming conventions can be used). JPEG, PNG, and GIF image formats are supported.

When Pocket Player cannot find the album artwork for a given track, it will show the default artwork icon (music notes on a gray background).

Visualizations

Pocket Player supports several built-in visualizations, which are visual displays or animations representing the current track's metadata or sound output. By default, the Album Art visualization is selected.

There are three visualization modes: the small indicator in the top-right of the 'Now Playing' interface; a larger view that takes up the playlist area on the 'Now Playing' interface; and a full screen view that hides all other Pocket Player user interface elements, shown in Figure 6.

To toggle between the different visualization modes, use the Menu > More > Visualization command, or on touchscreen devices, tap on the indicator in the upper right. This will toggle through the various modes that the specific visualization supports.

Figure 6

To choose a different visualization, use the Menu > More > Options > Vis screen, described in the Settings section later in this document.

DSP Plugins

Pocket Player supports plugins for various functions. Digital Signal Processing plugins alter the output of the audio that Pocket Player produces.

The default installation of Pocket Player comes with several DSP plugins that enhance the audio output. For example, the Bass Boost plugin will enhance the low frequency output of the music, while the Surround DSP increases the stereo separation between the two audio channels.

Pocket Player's plugin page (at http://www.conduits.com/products/player/plugins.asp) contains other DSP plugins, such as the Stretch DSP for making audio play back quicker without adjusting its pitch. The Stretch DSP is useful for audiobook listeners who want to speed up playback without impacting the sound quality.

Equalizer

Pocket Player features a 10-band equalizer that is independent of the DSP settings. During playback, the equalizer can be enabled to attenuate certain parts of the audio. The "bands" of the equalizer refer to the frequency bands of playback, ranging from low (bass sounds), mid (vocal sounds), to high (instruments). The 10-band equalizer is adjusted on touchscreen devices by tap-and-dragging the grippers on each equalizer band; or by simply "drawing" a shape of the sound adjustment. To the left of the 10-band equalizer is the preamplification setting, which will adjust all bands of the equalizer uniformly. A gripper

setting of mid-way is the "no change" value. Dragging upwards will increase the band value; downwards will decrease that band's output. On non-touchscreen devices, the Menu > Equalizer > Adjust screen is used to make changes to the equalizer.

The equalizer system also has built-in presets. The Menu > Equalizer > Equalizer Presets screen contains a list of the built-in presets, such as Classical, R & B, or Rock. Switching to a preset will change the equalizer values. The other commands on the equalizer menu are as follows:

- Auto-load Presets: determine whether Pocket Player should load a preset that has been associated with a given track.
- Add Equalizer Preset: adds the current equalizer values as a new preset value.
- Add Auto-load Preset: adds an association between the currently playing track and the equalizer values. If Auto-load Presets are enabled, it will be loaded the next time the track is played.
- Load Default: loads the default equalizer values, which is a 'flat' equalizer.
- Save As Default: saves a new set of values to be considered as the 'default' equalizer.
- Reset Equalizer: changes the values of the equalizer bands to flat.
- Load/Save EQF: loads or stores the preset values in an EQF file (the file format for equalizer collections).

Crossfading

Pocket Player has a crossfade feature that mixes audio between two tracks. As a track ends, it will overlap the next track's audio. The first track's ending is faded out, and the next track's audio is faded in. Using the slider on the Menu > More > Options > General screen, you can enable crossfading and adjust the amount of overlap. To enable gapless playback, set the crossfade time to 0 or 0.5 seconds (as certain tracks have silence encoded at the start/end of the file).

Bookmarks

Pocket Player will bookmark your position in a track to resume at a later time. This feature is popular with audiobook listeners. The Menu > Seek/Resume pop-up menu command contains all bookmark functions. Use the 'Auto Resume One Track' to have Pocket Player remember the position of the last track listened to, and if playback is stopped (or exit/restart Pocket Player), it will continue at that point when you restart playback. If 'Auto Resume' is disabled, Pocket Player will still keep track this bookmark and the 'Jump to Marker' command will manually resume to that point. The Add, Replace, or Delete bookmarks commands manage per-file bookmarks.

To add a bookmark to a file, select the 'Add Bookmark' command during playback. To add a separate bookmark for the same file, use the 'Add Bookmark' command again. To replace the current bookmark with a different time indicator (if you have advanced in the track and would like to keep your place), use the Replace Bookmark command. The Replace function will add a bookmark for the current file (if there are no bookmarks for the file), or replace the time index for the current file.

The Delete Bookmarks pop-up menu lists all bookmarks, and a delete option. You can delete all of your bookmarks with the 'Delete All' command, or delete bookmarks to non-existent files (those that have since been removed) with the 'Delete Stale Bookmarks' command.

Settings

Select Menu > More > Options from the main screen to adjust different settings in Pocket Player. The settings screen is divided into several tabs, shown in Figure 7. The usage for each tab and option are as follows:

1. General: settings related to playback
   a. Screen off: for non-phone devices, allows the screen to shut off automatically during playback.
   b. Sleep timer: sets a countdown timer that will stop playback after the desired amount of time.
   c. Crossfade: enables gapless or crossfading playback, with a slider to adjust the crossfade time.
   d. While using another program: determines whether to pause playback if another program comes to the foreground.
2. Library: described in detail in the Library section of this document.
3. Skins: changes the main screen interface to Pocket Player
   a. Skin (dropdown): picks a different skin (PSZ, WMP SKN files) to show onscreen.
   b. Adjust Colors / Hue / Saturation: changes the colors of the skin for personal preference.

Figure 7

4. Buttons: maps hardware buttons to various Pocket Player functions. Described in detail in the Power & Buttons section of this document.
5. Vis: visualization parameters
   a. Visualization Modes: describes which modes to enable within Pocket Player. The visualization areas will loop through these modes when visualizations are toggled.
   b. Parameters – Plugin: selects which plugin to use (Album Art by default).
   c. Parameters – Speed: selects the refresh rate for plugins featuring graphical effects.
   d. Parameters – Cycle colors: enables automatic plugin color switching during playback.
6. DSP: Digital Signal Processing plugins
   a. DSP Dropdown: selects the DSP plugin to use.
   b. 'On' checkbox: enables the DSP during playback.
   c. '…' button: opens any additional options for the currently selected DSP plugin.
   d. The area below the dropdown changes depending on the DSP plugin selected, and controls the parameters for the DSP plugin, such as Bass Boost decibel level.
7. Plugins: lists all plugins that are installed. Tap (or press Action) on an item to display the Configuration or About screen for a plugin.
8. Associations: controls file associations
   a. Enforce file associations at launch: when enabled, Pocket Player will ensure that the checked file types are associated with Pocket Player. Certain devices un-set some file type associations periodically and need this option enabled.
   b. File Type list: check an item for files of that type to be associated with Pocket Player. After checking an item, opening that file type (through File Explorer or an Inbox Attachment) will open Pocket Player with the file.
9. Advanced: controls various advanced parameters. Many items are self-explanatory. Other items are explained below:
   a. Playback
      i. Ignore close requests while playing: when enabled, Pocket Player will not exit when requested by the system or other task managers.
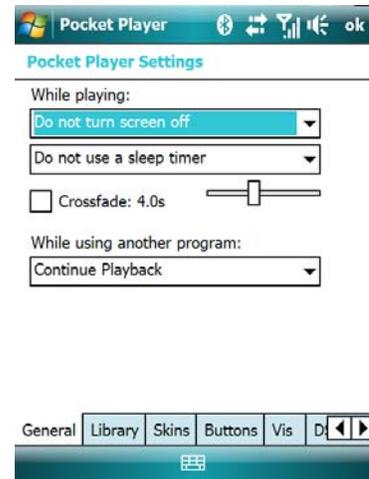
      ii.   Enqueue when opening items: when enabled, any items opened through a file association (from File Explorer or Inbox) will append to the current playlist instead of clearing the current playlist.

      iii.   Ffwd/Back Jump Amounts: determines the amount of time that is skipped over when using fast forward or back commands. Select the number to change the value.

  b. System Parameters: adjusts internal parameters to the audio decoding pipeline. If audio playback is stuttering, try increasing the values here as a workaround.

  c. Power and Buttons: adjusts behavior when responding to certain power events on the device.

      i.   Lock buttons toggles screen: turns the screen off when the Lock Buttons function is activated, and vice versa.

      ii.   Allow playback buttons when Locked: when Lock Buttons is activated, keys that control playback are left open for input. All other buttons produce no effect.

As a shortcut, select Menu > More to toggle common settings, including Visualization Mode, Mute, DSP and Crossfading.

Bluetooth

Depending on your device's Bluetooth support, various Bluetooth devices (such as stereo headphones and monoaural headsets) can be used with Pocket Player.

If your device has support for the Audio Gateway protocol, and a mono (phone-style) Bluetooth headset is paired and connected to the device, the 'Use BT Headset' command on the Menu > More pop-up menu will redirect all audio from Pocket Player to the headset. Some devices do not fully support this protocol, thus, using stereo headphones is recommended.

For devices with support for the Bluetooth Advanced Audio Distribution Profile (A2DP), Pocket Player can redirect all audio through a set of connected Bluetooth stereo headphones. Simply connect the device according to the manufacturer's directions (usually this involves turning the headphones on and pressing the Play/Pause button on the headphones), and the device will connect to the device, at which point a small headphones icon will appear at the top of your device screen. All audio will be redirected to the headphones instead of using the device speaker.

Many A2DP headphones have playback controls (back, next, play, pause) and use a protocol named AVRCP to communicate the controls to the device. Pocket Player has built-in support for receiving AVRCP commands, if your device is running the Microsoft Bluetooth protocol stack. If your device is not using this stack, or if commands are not being processed by Pocket Player, install the WM Adapter plugin (from the plugins page at http://www.conduits.com/products/player/plugins.asp). After installing, select Menu > More > Options > Plugins > WM Adapter > Configure, and check the boxes labeled 'WMP A2DP' or 'AVRCP' under the 'Plugin' node.

Depending on the device model, you may need to check additional manufacturer-specific items on the WM Adapter configuration screen. For example, some devices made by HTC require 'Intercept/Close WMP' and 'HTC WMP Plug-in' checked in addition to the other options mentioned already. For these HTC devices, the WM Adapter is necessary for AVRCP to work properly when the HTC TouchFLO 3D today plugin is disabled.

Button Mapping

Pocket Player can be configured to use the various hardware buttons and keys available on your device to perform functions inside of Pocket Player. The Menu > More > Options > Buttons screen (Figure 8) controls the mapping between functions in Pocket Player and various hardware buttons.

To map a new button, first select which action to map it to (e.g. Play/Pause). Then, tap-and-hold on the item (or press and hold the Action key) and a pop-up menu will appear. Pick the 'Assign' command to set a single button mapping for that function, or the 'Add' command to set an additional button mapping.

To remove a button mapping, select the action and button that is mapped, and pick 'Remove' from the pop-up menu. The 'Reset' command will return the action to its default mapping (e.g. Play/Pause assigned to the Action, Enter, and Media Play/Pause buttons).
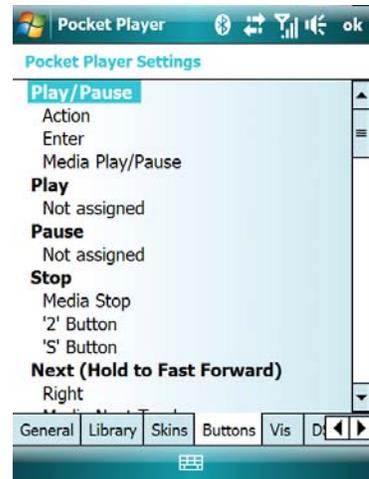

Figure 8

Streaming

Media playback is not limited to what is stored on your device. Pocket Player supports several types of streaming content, including web radio, Windows network file shares, Universal Plug-and-Play and podcasts.

Internet Radio

Pocket Player can stream Internet radio from any MP3 (Shoutcast), Ogg (Icecast), or ASX (Windows Media) source. Use the Menu > Open > URL from the main screen to directly enter a URL for streaming. Alternatively, the media browser features a Web Guide command that links to several Internet radio directories as well as a searchable list of Shoutcast stations and genres.

Note that desktop Internet radio station websites that use a Flash-based player will not work when entered into Pocket Player. The Open URL screen expects to receive the direct URL to the radio stream, which is usually hidden from such sites.

Network Shares

Pocket Player can leverage a home network (LAN) to see the content stored on network-connected PC's with shared music folders. The Menu > Open > Folder screen contains an entry box whereby entering a network path (in the form \\Desktop\Music) will add to the folder tree below the entry box. From there, you can expand the tree node and browse into the shared network folders.

Universal Plug-and-Play (UPnP)

UPnP is a protocol for the automatic discovery of media devices on a network. Several programs for desktop PC's support UPnP streaming, such as Windows Media Connect, Windows Media Player 11, and

MediaTomb. Using this software allows for streaming your entire PC media collection to any devices on your local network, including devices running Pocket Player.

UPnP support is enabled through an add-on plugin from the Pocket Player plugins page (at http://www.conduits.com/products/player/plugins.asp). After installing the plugin, a new 'Network' command will be available in the media browser. Selecting it will list all the UPnP servers that Pocket Player has found on your network. Selecting a server will browse into it according to the server's implementation of UPnP. Usually, the UPnP server will present you with a media hierarchy similar to Pocket Player (browse by artist, album, etc.).

When the UPnP plugin is installed, Pocket Player can also be set up to serve its own media collection to other UPnP players. Under Browse > Network > UPnP Settings, select 'Enable sharing' and 'Allow new devices to connect' to serve the local media library to other players.

Podcasts

Podcasts are Internet 'radio shows' distributed through 'feeds' that syndicate the episode itself (usually an MP3 or M4A file) along with a title and description of the episode. Pocket Player has special handling for podcast streaming, playback and subscriptions.

The Browse > Podcast screen contains a list of all podcast feeds that have been added to Pocket Player as well as any separate podcast episode files that Pocket Player's media library has found. To add a feed to the list, select 'Add Podcast Feed' at the top of the screen. After doing so, the feed will be listed with a feed icon next to it. Selecting a feed will connect to the Internet, download the feed, and present a list of current episodes for the feed with the newest items at the top. Select any item to start streaming the episode. To remove a feed, select it and then use the 'Remove Podcast Feed' command at the top of the screen.

Subscriptions

Pocket Player can be set up to periodically download new episodes from podcast feeds. After selecting a feed in the Browse > Podcast screen, a 'Subscribe' command (or 'Unsubscribe,' if you have already subscribed to the feed) will appear at the top. After you have subscribed, Pocket Player will refresh the feed automatically and download new episodes to a folder that you specify.

To adjust podcast subscription settings, select Browse > Settings > Subscriptions (Figure 9). The download location is set here, as well as connection options and requirements (e.g. download only over USB).

The update frequency (hourly, daily, weekly, or monthly) is also set on this screen. You can also control how many episodes to download and whether to auto-delete the episodes you have already listened to.
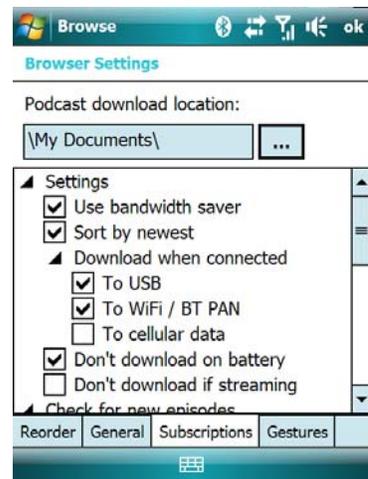

Figure 9

Other Features

Updating

Pocket Player contains an automated program and plugin updater. Select Menu > More > Options > Plugins > Update Now to check the Pocket Player website for updates. This will compare the versions of Pocket Player and all of the plugins installed on your device with the newest versions available, and let you download updates or direct to you where to download them.

Skins

Pocket Player's skin format (PSZ) allows virtually all elements of the interface to be changed. Downloadable skins are available from the Pocket Player skins page at http://www.conduits.com/products/player/skins.asp. This site also provides information on developing your own skin.

Voicemail

Pocket Player features a voicemail plugin (available from the plugins page at http://www.conduits.com/products/player/plugins.asp) that enables integrated Inbox WAV attachment playback to the software. Certain phone systems offer email-based voicemail delivery in the form of a WAV file attachment to a small message. Many devices will not play the messages properly, but Pocket Player can play these WAV attachments using the Voicemail plugin. It adds a "Voicemail" item to the Pocket Player media browser, and scans all the messages in your Inbox (or other folders) for ones with WAV attachments. It displays the date and time received along with the subject of the message (which usually includes the phone number that called), and can play the messages directly from the media browser. The plugin also finds the phone number in the voicemail message text and adds a 'Call Number' command to the Pocket Player main menu.