Audio Solution Pack

Overview

The Audio Solution Pack adds the ability to create audio collections, which can be used to upload WAV and MP3 files as objects. These files can then be downloaded by users, or the JWPlayer library and module can be installed to allow for playing of the file in the View tab. On ingest, the module can also use an installation of the LAME audio encoder to create derivative audio files.

Dependencies

- The LAME Encoder is required for derivative creation
- JWPlayer and its corresponding Islandora module can be used to play audio files in the View tab
- Core Collection Solution Pack

Downloads

Release Notes and Downloads

Configuration

The Audio Solution Pack configuration options can be accessed at http://path.to.your.site/a dmin/islandora/audio and includes the following options:

• Path to LAME: Upon installing the LAME Audio Codec, an executable is created on your server. The Audio Solution Pack module requires the path to this executable to run. On Linux-based servers, this path can often be found by running:

whereis 1	lame				

Viewers

By default, the Audio Solution Pack is unable to play any audio files directly in the browser; however, the JWPlayer library and module can be installed, adding that option to the Viewers section. Check the JWPlayer page for more information.

Content Models, Prescribed Datastreams and Forms

The Audio Solution Pack comes with the following objects in http://path.to.your.site/admin/islandora/solution_packs:

- Islandora Audio Content Model (islandora:sp-audioCModel)
- Audio Collection (islandora:audio_collection)

An audio file ingested using the Audio Solution Pack's content model and LAME will have the following datastreams:

RELS-EXT	Default Fedora relationship metadata			
MODS	MODS record filled out during ingest			
DC	Dublin Core record			
OBJ	Original audio file uploaded			
PROXY_MP3	MP3 derivative created by the LAME encoder			
TN	Default thumbnail icon for audio objects			

The Audio Solution Pack comes with the Audio MODS form.