

# User Guide

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## 1 Interacting with the back-end

### 1.1 Listen for song change

You can listen for a song change with MPD with the `idle` command and the host tag set to `[WEBSITE_NAME]`. This will suspend the line of command until the song has been changed; making it a nice place to add notification commands that extrapolate meta-data.

### 1.2 Extrapolating meta-data

The primary way to get the current songs information is to first download the website (cURL) and search it through system tools (`sed & grep`) for any of the meta-data headings (album, artist, title, track, genre, thumbnail). Narrowing down the text which is wanted, we can now use a regex tool to get everything after the first colon.

For the thumbnail you must instead find the `img` tag and get everything in the double quotation marks inside of the `src` component so you can download the image file.

### 1.3 Accessing stream

The stream is directly on to `[WEBSITE]/stream` and can be accessed through directly loading the website in a browser or tapping into the audio stream with MPV, VLC or any other media player that allows you to enter a URL as a source option.

## 2 Maintaining & upgrading

### 2.1 Server

Maintaining the Debian based server entails: updating all apt packages on a monthly basis, debugging Nginx and other system programs with `Journalctl` and –when needed– restarting and forking the `thumbnail-swap.sh` script; a script

which moves the current songs meta-data into a folder which indicates it's the active meta-data.

## 2.2 Adding music

Music can be downloaded from anywhere, although it's more convenient to download using the *musicentry* script which only requires a link to the Spotify song, album or artist to download all the song as a single or all music under the category. The file organisation is automatic when using the music entry script, however, it can be done manually through the use of other scripts like *spotdl* (for singles from Spotify) and *ytdl* (for playlists or singles from Youtube similar websites).

All music is stored locally and can be synced with the server through the *push* script located at the root of the users music folder.

## 2.3 Code

All code is written in bash with the exception of the website (php) and the *spotdl* script (python), all code is POSIX compliant.