

# Audio Solution Pack

## Overview

The Audio Solution Pack adds the ability to create audio collections, by uploading WAV and MP3 files as objects. These files can then be downloaded by users 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

- [Islandora](#)
- [Tuque](#)
- The [LAME Encoder](#) is required for derivative creation
- [Video.js](#) and its corresponding Islandora module can be used to play audio files in the View tab (Optional)

## Downloads

[Release Notes and Downloads](#)

## Configuration

The Audio Solution Pack configuration options can be accessed at [http://path.to.your.site/admin/islandora/solution\\_pack\\_config/audio](http://path.to.your.site/admin/islandora/solution_pack_config/audio) and includes the following options:

### Derivative Configuration

A set of options exist for configuring derivatives for audio objects.

- **Defer** (do not create) **derivatives** for audio objects during ingest. You may find this useful if derivatives are being created by an external service, or if they are not required. This is specific to audio objects, but if derivatives are deferred for all Islandora objects (an option under admin/islandora/configure) then audio derivatives will not be created regardless of how this option is set.
- **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 lame
```

- **MP3 derivative quality** can be configured if high-quality (or low-size) derivatives are desired. Note that numbers closer to 0 will result in larger, higher-quality audio files.
- **Use original file as fallback** will allow the OBJ to be played in a player if a derivative cannot be found, and the original file is a format that can be played. This, in conjunction with deferring audio derivatives, may save space in the repository and improve playback quality if, for example, you are ingesting a collection of MP3 files.

## Viewers

By default, the Audio Solution Pack is unable to play any audio files directly in the browser; users must install [Islandora JWPlayer](#) or [video.js](#) to play files.

## DERIVATIVES

☐ Defer audio derivative generation during ingest

Prevent audio derivatives from running during ingest, useful if derivatives are to be created by an external service.

### Path to LAME

LAME is required to create derivatives files.

✓ Executable found at /usr/bin/lame

### MP3 derivative quality

Variable Bit Rate quality setting (0=highest quality, 9.999=lowest). Default = 5.

☒ Use original file as fallback

Attempt to play the OBJ datastream in the player if the PROXY\_MP3 derivative is not present.

## VIEWERS

### Select a viewer

DEFAULT	LABEL	DESCRIPTION	CONFIGURATION
<input type="radio"/>	None	Don't use a viewer for this solution pack.	
<input checked="" type="radio"/>	video.js player	video.js for audio and/or video.	<a href="#">configure</a>

Preferred viewer for your solution pack. These may be provided by third-party modules.

## 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](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	Descriptive MODS metadata record filled out during ingest
DC	Descriptive Dublin Core metadata record
OBJ	Original audio file uploaded
TN	Default thumbnail icon for audio objects
TECHMD	Technical FITS metadata record filled out during ingest
PROXY_MP3	MP3 derivative created by the LAME encoder

The Audio Solution Pack comes with the Audio MODS form.