# Pocket Player Documentation

## Introduction

Pocket Player is a fully featured audio player for Pocket PC.
Key features include:

### Interface:

- Skinnable: support for both Pocket Player formatted skins (PSZ), as well as any Winamp 2.X skin (WSZ)
- Skin hue adjustment: adjust the **colors** of any skin to suit your tastes
- On-skin Visualization support; standard Oscilloscope, Spectrum Analyzer as well as **Visualization plugin** interface
- Pocket PC Notification Icon (Start bar), with popup playback management
- Optional **Today Screen Plugin**

### Formats:

- MP3 support (CBR and VBR, up to 320 kbps)
- Ogg Vorbis support
- WMA support
- WAV support (useful for managing Voice Notes; can play compressed WAV)
- HTTP Streaming (standard and Shoutcast/Icecast streaming)
- Windows Network Share **streaming** and folder **browsing**
- ID3 v1/v1.1/v2 reading; scans playlist in background

### Playback:

- CD quality, stereo playback
- Gapless playback, with optional crossfading support

- 10-band **Equalizer** and Preamplifier for all formats
- Equalizer genre presets; auto-load preset per track support; preset manager
- Smart file caching support for Microdrive playback
- Repeat and Shuffle playback options
- **Bookmark** and **Auto Resume** functionality

**Playlists:**

- All known playlist format support (M3U, PLS, ASX, PLT, LST)
- Automatic "**Local Content**" playlist detects card insertion and removal; file copying
- Automatic Playlist manager keeps track of all playlists on device
- "Favorites" playlist for both local and web content
- Add by Name for Network playback support
- Add Folder, with recursion
- Sort playlist by file, title, or randomize

**Other:**

- Hardware **button** mapping, with button **lock** support
- Auto-screen shutoff
- User-managed Bookmark support; jump to a track and position
- Automatic "Seek to last position" indexing, useful for audio books
- Seek back/forward seconds and minutes
- Pocket PC 2000 (ARM only), Pocket PC 2002, and Pocket PC 2003 support

## Installation

To install Pocket Player, double-click the **PocketPlayer.exe downloadable** from the download page. Upon installing, you will have the option to **save** the Pocket Player program files, and the optional WMA support pack. Pocket Player is then **installed on your device and desktop** and activated for a 30-day demo. If you would like to continue using Pocket Player past the 30-day trial period, you must purchase it from **Conduits Direct**.

**Uninstalling Pocket Player on the device:** tap Start→Settings→Remove Programs, tap Pocket Player and tap Remove. **On the desktop,** tap Start→Settings→Control Panel→Add Remove Programs, click Pocket Player and click Remove.

## Quick Start Guide

Pocket Player first appears with the main "Now Playing" interface. This screen has a skinnable interface, featuring an oversized Play/Pause button as well as other elements that control playback.

Pocket Player uses a playlist to set up the list of files to play, and features an auto-generated "**Local Content**" playlist, that detects changes to the device that would affect the playlist -- whether you are copying files to the device, removing files, or inserting a storage card. Pocket Player updates the Local Content playlist accordingly.

## Now Playing View



The default interface for Pocket Player is shown above. Of course, other skins can have different looks and layouts, but most contain the following interface elements:

### Bottom half of the skin:

- **Play**: Plays the current track in the playlist. If there is no Pause button on the skin, as there is above, the Play button will turn into a Pause/Unpause button when playing a track.

- **Stop**: Stops the current track from playing. Tapping Play after this point will start the track again, from the beginning.
- **Back/Next**: Navigates in a playlist. If Shuffle mode is enabled, the Back button will search the history of played items (otherwise, it simply goes to the previous track in the list).
- **Repeat/Shuffle**: Enables or disables the repeat and shuffle states for Pocket Player. The settings are not saved in the playlist file (unlike Windows Media Player).
- **Track and timecode display**: Located to the left and right of the Play button are areas of information regarding the current position in the track (tap on this area to toggle between time remaining and time elapsed); the quality of the track (in kHz); the bit rate of the track; and the number of channels of the track.
- **Seek Bar**: Located below the main buttons is the Seek bar. Tapping anywhere on this bar will seek to that place in the track. There is a hidden component to the right of the seek bar (tap in the extreme lower-right portion of your screen), which will pop up the Seek Menu. This menu has the "Jump to Last Position" command as well as other relative-seek commands, like "fast forward 60 seconds."

### *Top half of the skin:*

- **Song title**: Located at the top of the skin is the song title. This is read from the track's filename and/or embedded comments (such as the Artist and Song Title information). Tap-and-drag the title to scroll it; otherwise it will automatically scroll while playing.
- **Playlist**: The main area of the top of the skin is composed of the playlist display. All commands that work with the [Playlist View](#) also work on this smaller display, such as the tap-and-hold to Remove a track, or dragging tracks. Double-tap a track to play it immediately. When the visualization plugin is active, this area is where the plugin is shown.
- **Playlist View button**: Located to the left of the Playlist is the Playlist View button, which will open up the [Playlist View](#).
- **Open button**: Located to the right of the Playlist is the Open button, which will prompt the user for a file to open, be it a track, or playlist.
- **Equalizer**: Located below the playlist are the preamplifier and 10-band equalizer. Simply tap-and-drag on the equalizer to draw a new equalizer curve. The small "on" display, above the equalizer turns the equalizer on and off easily.
- **Equalizer Menu**: The button labeled 'eq' will pop up the equalizer menu, enabling you to turn on/off the equalizer, load a preset, manage presets, reset the equalizer, or load/save an equalizer library (EQF).
- **Pocket Player Menu**: The button labeled with music notes pops up the Pocket Player menu, which enables you to toggle fullscreen mode, add a bookmark or favorite, seek in the track, toggle Auto Resume, go into the Options screen, or exit the program.

- **Visualization area**: Located to the right of the menu buttons is the Visualization area. Tap on it to toggle the current visualization mode, or double-tap to enable and disable the visualization plugin (which will hide/show the Playlist display).
- **Volume**: Located below the visualization area is the volume display. Drag the volume gripper to change the volume of the device. Pocket Player employs a unified volume system, which will change the actual system volume on your Pocket PC. Alternatively, you can tap the volume icon in the Start bar to adjust the Pocket Player volume.

At the top of the screen is the Pocket Player notification icon, which allows you to control Pocket Player when using another application.
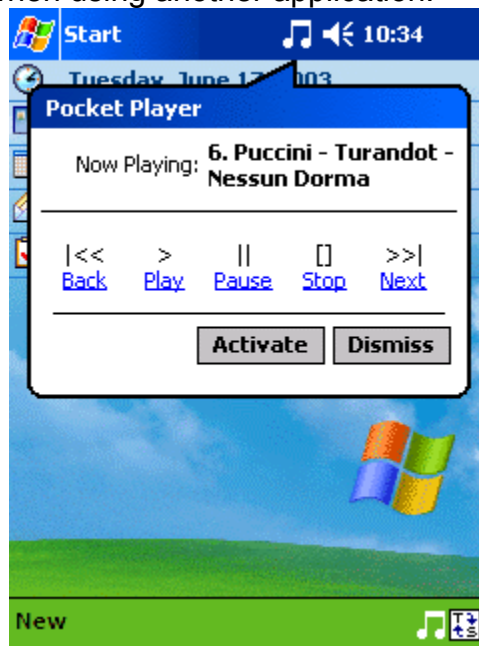


The notification icon can be disabled in the General Options screen.

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## Playlist View
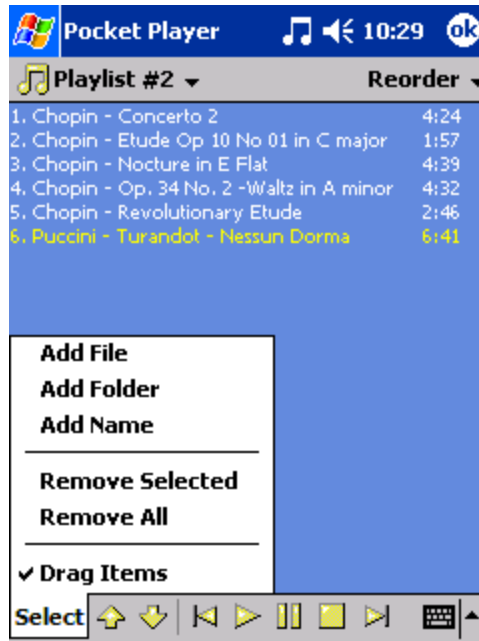
The above screen is displayed when the Playlist View button is tapped on the Now Playing View interface. The majority of the screen shows the playlist items that are in the current playlist. Pocket Player will read the **song titles** and **durations** of each track when the Playlist is first shown.

Tap-and-hold on any playlist item, and a menu will appear with the following options:

- **Play item(s)**: will start playback at the currently selected item.
- **Remove item(s)**: will remove any selected items from the playlist (not the actual file from your device).
- **Crop Files**: will remove any non-selected items from your playlist.
- **Drag Items**: mirrors the functionality of 'Drag Items' from the Select menu (see below).
- **Open 'Local Content' Playlist**: jumps to the Local Content auto-generated playlist. Useful when tap-and-holding in the Now Playing view.

Tap-and-drag a playlist item to reorder it. By unchecking the "Drag Items" command on the "Select" menu, through a tap-and-drag on multiple playlist items, it will select multiple items at once. To reorder these items, use the up and down arrows in the toolbar at the bottom.

The toolbar at the bottom of this view also features the Back, Play, Pause, Stop, and Next buttons, which control the Pocket Player playback, so the user does not have to switch back to the Now Playing View in order to do simple playback.

The toolbar at the top of this view contains Sorting functions on the right, and the Playlist Organization features on the left:

- **Sorting**: Tap the Reorder button to sort the playlist by way of the file name (without the path), song title, or file name with the full path. Options for randomizing and reversing the list are also featured.
- **Playlist Organization**: Pocket Player is aware of all the playlists that are on your device at any time. The left area of the top toolbar will name the currently selected playlist. Tap that area to retrieve a popup list of all the playlists that are on the device.

Also featured on that same menu is the "Local Content" playlist. This playlist is an ever-changing list of all media content on your device. Adding and removing a storage card will **automatically update** this list, as will copying, deleting, or moving files to and from any location on the device. By using the "Local Content" playlist, you can simply ignore any playlist management if you do not require it -- Pocket Player takes care of all the details for you.

In addition to the "Local Content" playlist, there is one more special playlist -- the "Favorites" playlist. This playlist contains items that you have added by way of the Now Playing menu's "Add To Favorites" command. This is useful for keeping certain tracks or **web streams** in a separate, often used playlist.

After the set of playlists on the popup menu, the "Organize Playlists" command is featured. It will present a familiar item **management interface**, which is used throughout Pocket Player, and is akin to other item management interfaces on the Pocket PC:
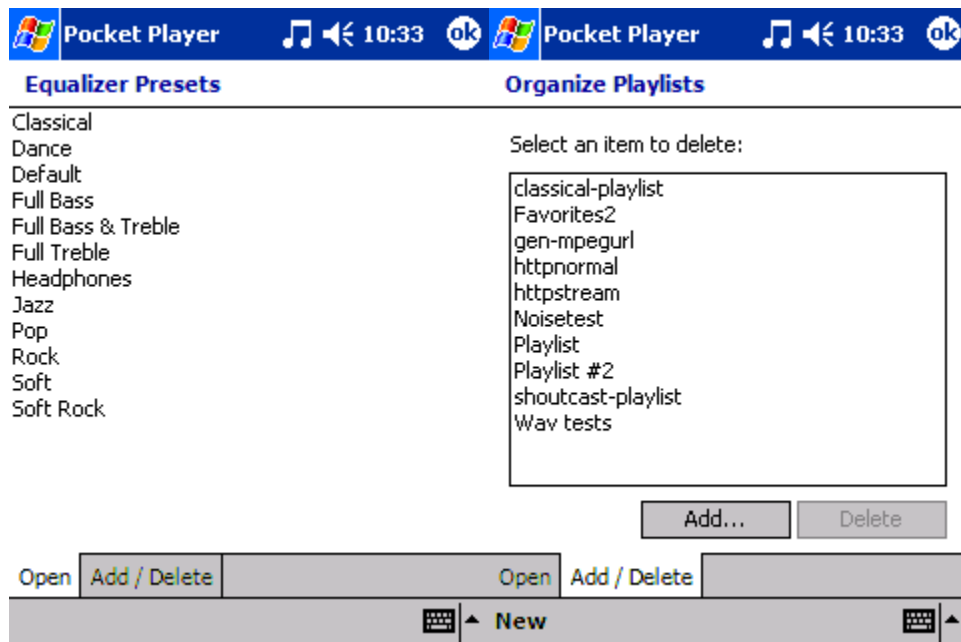


As you can see above, the same interface is unified for both Equalizer preset management (explained here) and playlist management. The "Add/Delete" screen allows you to **Add** a new (blank) playlist, or **delete** a current one. By

tapping-and-holding on an item, you can also Create a Copy of an existing playlist, or rename a playlist.

Playlists can be saved to a Storage Card or main memory.

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## Customizing the View



Under the Options →Skins screen is the skin chooser. At the top is a skin picker, where you can choose which skin to use. The colors are adjustable for any skin. Simply check the "**Adjust colors**" box, and by adjusting the Hue, the colors will change. Adjusting the Saturation can make the colors more intense or grayscale.

On the Options →General screen, there are various other view settings, such as those to turn off song scrolling, or disable track title reading. These options are fully explained in the Other Settings section.

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## Today Plugin View
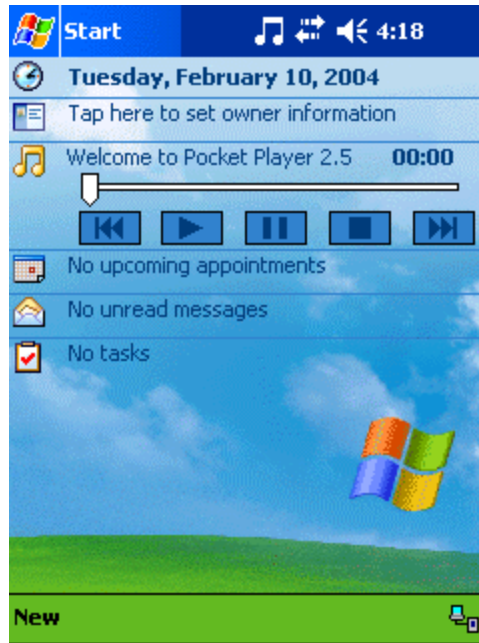
Pocket Player also features a Today screen plugin, which shows the current song title and playback time on the Today screen of the Pocket PC. Buttons and a seek bar are also visible for navigating playback. By tapping Start →Settings → Today →Items →Pocket Player →Options, the buttons and/or the seek bar can be hidden.

## Playback Tweaking
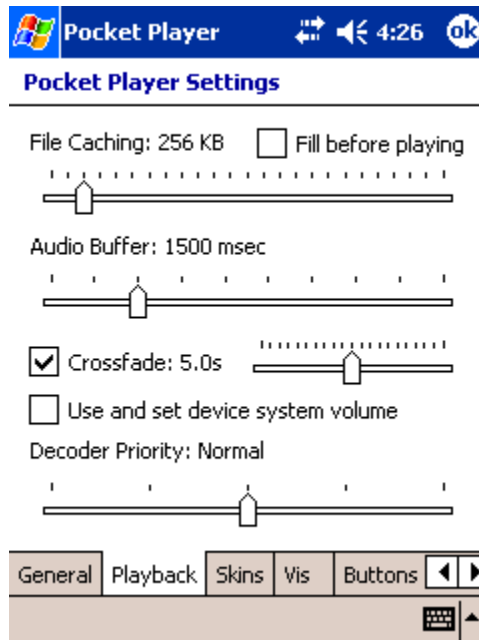
The second page of the options screen, shown above, controls playback options. These options control:

- **File Caching:** Variable file caching is usually left at a small number in the 64-256KB range, but is adjustable up to 20MB. When using a **hard drive** for track storage, battery life can be affected, since media players normally stream the content from the storage device. By increasing the cache to 5-10MB (higher for larger files), Pocket Player will quickly buffer the whole file in memory, which will allow the hard drive to spin down shortly after starting playback.
- **Fill Buffers:** Fills the input and output buffers before beginning playback. In the case of a large File Cache for a hard drive, it will allow the drive to spin down sooner.
- **Audio Buffer:** By increasing this value, Pocket Player will buffer more decoded audio in the output stage, which will lessen the chance of Pocket Player stuttering due to a temporary increase in system usage by another application.
- **Crossfade:** An additional layer on top of Gapless playback, crossfading overlaps the last few seconds of each tracks playback, and crossfades between the two during the transition. By setting the crossfade time to zero seconds, playback will be "gapless", i.e. when transitioning between tracks, Pocket Player will not interrupt playback, or cause audio popping.
- **Use and set device system volume:** this option (Pocket PC 2003 only) sets whether the playback volume is linked to the system volume, or if it should be an independent volume value from the system. This is especially useful on Pocket PC Phone Edition devices, where you may want different volumes for Pocket Player, ringtones, and system sounds.
- **Decoder Priority:** By setting this option to a higher or lower value than Normal, Pocket Player will be more responsive in its user interface during playback (if set to Lower), or the playback will be accomplished quicker (if set to Higher).

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## Equalizer/Visualization

Two key differentiating features of Pocket Player are its 10-band equalizer and visualization system.

The **visualization system** normally shown above the volume slider is activated by tapping on it once during the playback of any audio file. Tapping this area will toggle between the spectrum analyzer, the oscilloscope, or on a blank display. Double-tapping the visualization area will start or stop a visualization plugin. These plugins can be found in the Options →Visualization screen.

The Visualization option screen contains settings for the built-in visualizations; the speed at which visualizations are shown, and the current **visualization plugin** selection. If a plugin needs custom configuration (none of the built-in plugins do), tap-and-hold on it, and a popup menu will appear, allowing the user to configure that plugin. New plugins will be posted to the Pocket Player website as they are developed.

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 the playback, ranging from low (bass sounds), mid (vocal sounds), to high (instruments). The 10-band equalizer is adjusted by tapping-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.

The equalizer system also has built-in **presets**. Tap the button above the Pocket Player menu button, labeled 'eq', to open up the Equalizer Menu. This menu contains commands for opening and managing your presets, as well as resetting the equalizer, or loading an equalizer library file (EQF).

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## Preset Management
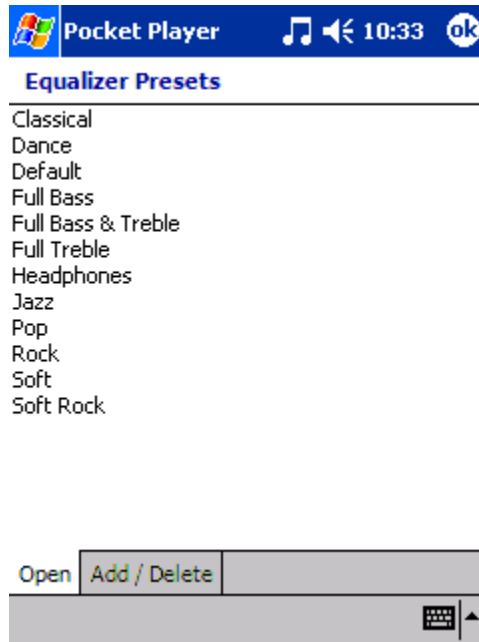


Pocket Player features two types of equalizer presets.

- **Genre Presets:** These presets apply to genres of tracks, such as Rock, Classical, or Dance. By tapping the preset name, it will **load that preset** into the equalizer. By tap-and-holding on a preset, or going to the Add/Delete screen, the user can delete a preset, or add a new one based on the current settings.
- **Auto-Load Presets:** these presets apply to a specific track, and are associated with that track by filename. Pocket Player can automatically load the preset when loading the track. For example, if you had a certain track that sounded best with a certain equalizer setting, you could add an Auto-Load Preset, which would have the same name as the filename, and Pocket Player would **automatically load** it, if "Auto-Load Presets" were enabled on the Equalizer Menu.

Pocket Player can also read and write EQF files, which are equalizer libraries from third parties.

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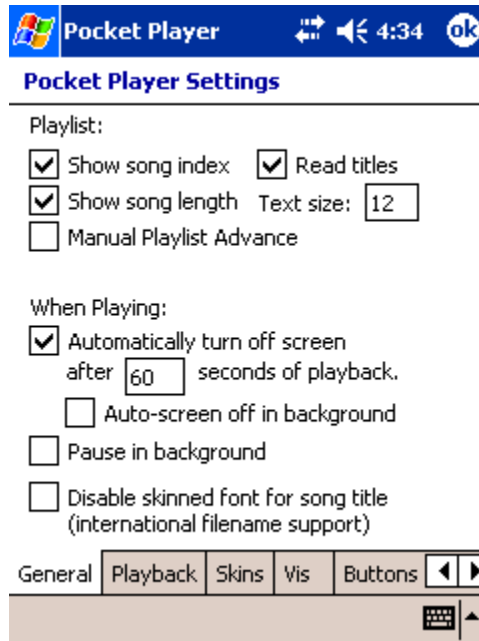
The main options screen has six pages of different settings. The General page controls the following:

- **Show song index/length:** Toggles whether the main song title, at the top of the skin, should display the playlist index and/or the song duration.
- **Read titles:** Toggles whether the playlist should load song titles and durations in the **background**, while the playlist is displayed.
- **Text size:** Adjusts the font size of the playlist.
- **Manual Playlist Advance:** A tool for DJs, this does not automatically advance Pocket Player's playlist when the end of the song is reached. If 'Repeat' is enabled, Pocket Player will repeat the same song.
- **Turn off screen:** These options control how Pocket Player will turn off the Pocket PC screen after a certain time period.
- **Pause in background:** This option will pause the playback when another program is launched.
- **Disable skinned font for song title:** Generally, the song title is shown in a skinned font. Skin fonts contain the letters A-Z, numbers, and punctuation, but no **international characters** or symbols. If you have song titles that use these characters, enable this option to have the song title displayed just as a standard Windows application would.

The Advanced page contains other options:
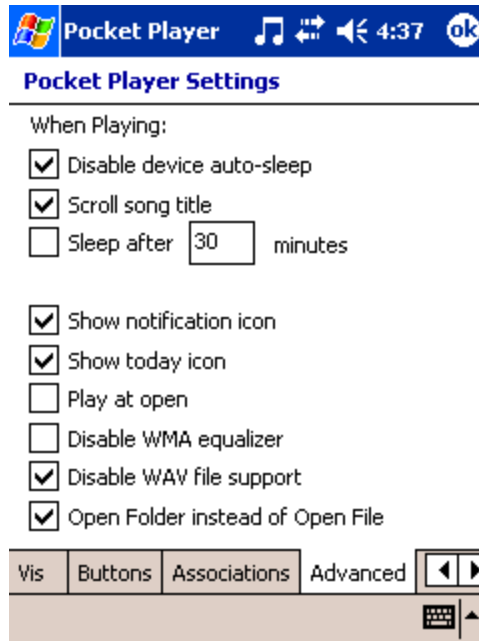
- **Disable device auto-sleep:** Normally, the Pocket PC shuts off automatically after a period of inactivity from the user. This option disables that from happening during playback.
- **Scroll song title:** Toggles whether to graphically scroll the song title on the main interface.
- **Sleep:** Automatically shuts off the device after the specified time period, like a sleep timer.
- **Notification icon:** Toggles whether (on Pocket PC 2002/2003 devices) the Start bar Notification icon is displayed, which can be used to **control** Pocket Player when in another application.
- **Today icon:** Shows or hides the icon present on the bottom bar on the Today screen.
- **Play at open:** Starts playing when Pocket Player first starts up.
- **Disable WMA equalizer:** Disables the equalizer for WMA (and WAV) files, if the sound quality is deemed unacceptable.
- **Disable WAV file support:** Hides all WAV files from the **Local Content** playlist. This is useful on Pocket PC Phone Edition devices.
- **Open Folder instead of Open File:** Pops up an Open Folder prompt, instead of a standard Open File prompt, when tapping the Open button on the main interface screen.
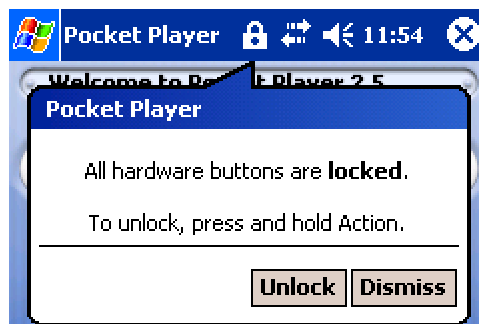
## Button Mapping
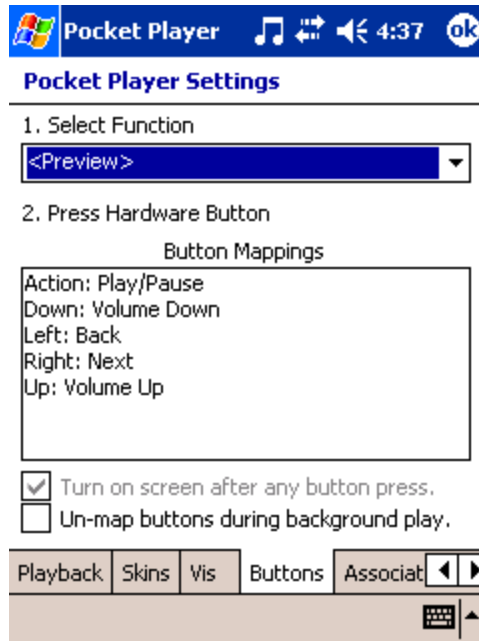
Pocket Player can map your **hardware buttons**, including all application buttons and the directional pad, to Pocket Player functions. Selecting a function at the top and then pressing a hardware button, will bind the button to that function. To un-map a button, pick the "**Un-map**" command from the pop-up menu at the top of the screen, and press the button to map. Alternatively, tap-and-hold on the button you would like to un-map, in the list of mapped buttons, and pick "Un-map" from the pop up menu that appears.

By enabling "Turn on screen after any button press", Pocket Player will turn on the screen and backlight if you press any mapped button.

The last option on this screen toggles whether the buttons will still be bound to Pocket Player if another application is launched.

If a button is mapped to the "Lock Buttons" command, and it is pressed, an icon indicator will appear at the top of the Pocket PC screen. When tapped, the following message will appear:

To unlock the Pocket PC buttons, press and hold the button you have mapped to the Lock Buttons command.

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## File Association
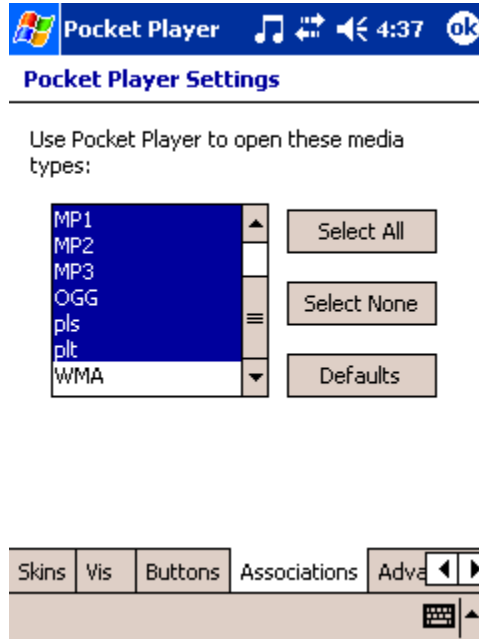


This screen allows the user to set and unset file associations. If a certain file type is set, **tapping on the file** from within File Explorer will start Pocket Player and load the track, playlist, or skin, depending on the file type.

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## Skin Creation

Skin files (PSZ) are simply standard ZIP files that contain a set of images, and a text file that describes how to place those images onscreen, in the context of a user interface.

Images can be of the PNG, JPEG, BMP, or GIF format, and can optionally contain a mask.

The text file should be named script.txt in the ZIP file, and adhere to the file format below. Optionally, two other text files (named pledit.txt and viscolor.txt) can be referenced in the zip file, and contain directives for the coloring of the on-skin playlist and on-skin visualization. Documentation for the file format of those

two files is the same as the file format for Winamp 2.X skins, and can be found [on the Winamp developer site](#).

If you don't want to change the actual layout of the buttons (the button and label placement), you don't need to edit the text file nor understand its contents. Simply edit the images that come with the skin you would like the layout from!

After creating your skin images, and the skin configuration file, all that needs to be done to test in Pocket Player is to convert it to PSZ format:

- With any ZIP compression tool, zip your skin files (all images and text files) together into one file.
- Rename the file from .ZIP to .PSZ.
- Copy the PSZ file to your Mobile Device, via ActiveSync.
- Start Pocket Player by tapping on the skin in the Pocket PC file explorer, or from within Pocket Player, tap the menu button →Options →Skins, and pick your skin. That's it!
- If there are any problems in loading your skin, simply delete it from your device and Pocket Player will revert to loading its default skin.

**Script.txt Definition:**

Script.txt is a simple language for defining user interface elements. It is an ASCII file which references other files in the ZIP archive, X and Y coordinates onscreen, and "pragma directives", which are cues to Pocket Player on how to treat the skin in different scenarios. Each line of the file is a statement. Comments can be included in the script by inserting a single quote (') on a line, and everything on the rest of the line is ignored.

Skins usually have a set of BITMAP statements at the top (which associate an image filename to an "ID" number), followed by optional PRAGMA statements, a required BACKGROUND statement, ALPHA statements (which refer to images that contain a set of letters for labels), and then a list of component statements (LABEL, BUTTON, SLIDER, ONOFF, GROUP).

Each statement starts with the name of the statement, followed by a space, and then a group of comma or space -separated values which are in accordance with the definition of the statement. Each statement type is defined below:

**BITMAP, e.g. `BITMAP 100,bg-buttonsup.png`**: a simple statement with two values, a number and a filename. The number is a bitmap ID which is used to refer to the given image later in the script.

**PRAGMA_VALUE, e.g. `PRAGMA_VALUE 2 1`**: a statement which contains two number values. The first value is the pragma index, and the second is the pragma value. The pragma indices are either:

- 1: This index, if the value is set to 1, will direct Pocket Player to move the window down when Pocket Player is not in fullscreen mode, to accomodate space for the Start bar.
- 2: This index, if the value is set to 1, will hide the playlist window when a visualization plugin is active. This allows a skin to share the space of both components.

**BACKGROUND, e.g.** `BACKGROUND 100,0,0,0,0`: states the background bitmap ID, the x and y coordinates of where to draw on the window, and the x and y source coordinates into the bitmap (should be 0,0,0,0).

**ALPHA, e.g.** `ALPHA 603,alpha-khzkbpsfont.png,5,9,2`: specifies a new ID (Alpha ID), filename, width, height, and character set. Used to define the graphic that a LABEL will use. Do not have alpha filenames in BITMAP statements, nor overlap Alpha ID's and Bitmap ID's. If you specify the width as -1, PP will read the last row of the bitmap to be representing the widths of each character, as alternating colors go below adjacent letters (as in 0123456789_ ). The character set is either 0, 1, or 2:

- 0: specifies a character set with only upper-case letters, number, and punctuation.
- 1: specifies a character set with letters both upper and lower case, numbers, and punctuation.
- 2: specifies the character set of " 0123456789-:", without the quotes.

**LABEL, e.g.** `LABEL SONGTITLE,100,602,RECT[20;29;220;45]`: states the label name, background bitmap id, alpha id to use for characters, and a region for painting and stylus taps.

*Regions* are either of the form RECT[left;top;right;bottom] or POLY[point1x;point1y;point2x;point2y;...], and define a stylus-tap / mouse-click region.

**BUTTON, e.g.** `BUTTON SEEKMENU,100,100,RECT[225;305;240;315],225,305,15,10,225,305,225,305`: states the button name, bitmap to use for an 'up' state, bitmap to use for a 'down' state, stylus tap region, window x and y paint coordinates, width and height of the bitmap to draw, x and y into the 'up' bitmap of where to draw from, x and y into the 'down' bitmap of where to draw from. A bitmap can therefore hold button images for both up and down, and for multiple button, as in .

**SLIDER, e.g.** `SLIDER TRACK,HORZ,403,1,10,RECT[15;305;225;320],15,305,210,10,19,10,19,10`: states the slider name, orientation (HORZ or VERT), bitmap to use,

number of 'ticks' in the slider graphic, the height (for HORZ) or width (for VERT) of each slider tick, stylus tap region, window x and y paint coordinates, width and height of the slider, and the width and height of both the 'up' and 'down' slider gripper. Sliders are laid out with all the ticks of the slider bar, stacked together, followed by the gripper images:
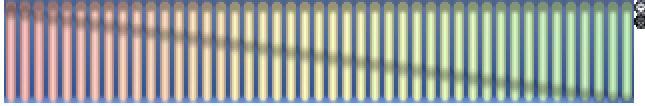


**ONOFF, e.g.** `ONOFF`
`REPEAT,203,203,203,203,RECT[70;270;90;290],70,270,20,20,0,0` `,20,0,40,0,60,0`: states the button name, bitmap id for 'up/off' state, bitmap id for 'down/off' state, bitmap id for 'up/on' state, bitmap id for 'down/i' state, stylus tap region, window x and y paint coordinates, width and height of the bitmap to draw, x and y into the 'up/off' bitmap of where to draw from, x and y into the 'down/off' bitmap of where to draw from, x and y into the 'up/on' bitmap of where to draw from, x and y into the 'down/on' bitmap of where to draw from. This is a toggled button, for the Repeat/Shuffle commands, or for the Mono/Stereo indicators. As with BUTTONs, a bitmap can hold button images for both up and

down and on and off, and for multiple buttons, as in .

**GROUP, e.g.** `GROUP 1`: puts the layout engine into a grouping mode of components. Used when components need to share a whole stylus tap region, so that the user doesn't have to tap on each component to set a state or value. This is most useful when bookending the equalizer sliders:

```
SLIDER PREAMP,VERT,...
GROUP 1
SLIDER EQUALIZER0,VERT,...
SLIDER EQUALIZER1,VERT,...
...
SLIDER EQUALIZER9,VERT,...
GROUP -1
```

The default group is -1, and performs no region sharing.

**Component Listing**

Required Components

- BACKGROUND
- LABEL SONGTITLE
- LABEL TRACKVIEW (or a set of TRACKVIEWH, TRACKVIEWM, TRACKVIEWS, and TRACKVIEWSIGN labels)

- LABEL BITRATE
- LABEL KHZ
- SLIDER TRACK
- SLIDER VOLUME
- BUTTON PLAY (or a PLAYPAUSE ONOFF buttom)
- BUTTON STOP
- BUTTON BACK
- BUTTON NEXT
- BUTTON MENU
- ONOFF STEREO
- ONOFF MONO
- ONOFF REPEAT
- ONOFF SHUFFLE
- BUTTON PLAYLIST

Optional Components

- BUTTON PAUSE
- BUTTON SEEKMENU
- BUTTON OPEN
- BUTTON VISSMALL
- BUTTON VISLARGE (essentially just an area definition)
- LABEL TRACKVIEW100H
- LABEL PLAYLISTLIST
- BUTTON PLAYLISTSCROLLUP
- SLIDER PLAYLISTSCROLLBAR
- BUTTON PLAYLISTSCROLLDOWN
- SLIDER PREAMP
- SLIDER EQUALIZER0 through EQUALIZER9
- ONOFF EQUALIZER (pops up equalizer presets menu, etc)
- ONOFF EQON (simple on/off button)
- BUTTON EQPRESETS
- BUTTON AUTOON
- ONOFF MUTE
- BUTTON SEEKBACK10
- BUTTON SEEKFWD10
- BUTTON SEEKBACK60
- BUTTON SEEKFWD60
- BUTTON SEEKBACK300
- BUTTON SEEKFWD300

Any questions? Email skindev@conduits.com and we can answer any questions you may have. This documentation will be updated to reflect changes in the skin definition, and to answer any questions publically about the skin engine.

- **How do I copy music to my Pocket PC?**

  **By using ActiveSync**, you can copy music to your Pocket PC's internal memory or to an inserted storage card, such as a CompactFlash or SD card. Double-click the ActiveSync icon on your desktop, and then click the Explore button. This will open up a window called "**Mobile Device**" on your desktop machine (this window can also be accessed under the My Computer folder on your desktop). This represents the files that are on your Pocket PC's internal memory. Double-click "My Pocket PC" and then "Storage Card" (or "Storage Card2" -- if your device has both a CF and an SD slot, and there are two entries in the window, the first is usually your CompactFlash card and the second is your SD card). Now you are browsing the contents of your storage card. **Drag files** into this window, or create a subfolder from here. Alternatively, use a USB-based card reader to quickly copy large amounts of data to a storage card.

- **How do I *stream* music to my Pocket PC?**

  Pocket Player 2.5 introduced a Network Path browser into the Add Folder screen, accessible via the Playlist screen:
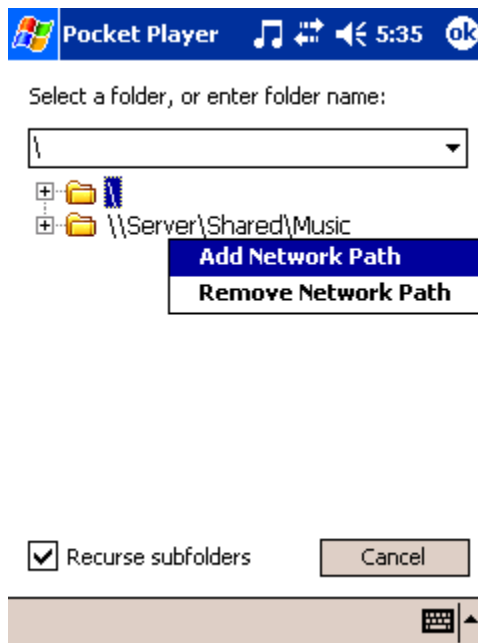


  By tapping-and-holding anywhere in the folder tree, a menu will pop up

with the "Add Network Path" command. Tap that item, and then enter in the path to your shared media folder (e.g. \\Server\Shared\Music), and Pocket Player will map that entry into the tree. You are then able to expand the selection and browse to the folder you would like to add. After adding the folder and returning to the Pocket Player main interface, tapping Play will stream the music audio from your network.

- **Why aren't my files on the storage card showing up?**

  The Pocket PC OS prefers that all documents (including media files) be placed in a "**My Documents**" folder, either in internal memory or on the storage card itself. If you tap the Open button in Pocket Player, it will only list files that are placed in these folders, and their subfolders.

  However, Pocket Player's built-in **Local Content** playlist (see the documentation for more information) ignores these restrictions, and tries to find all media that is on your storage card and in internal memory.

  If you would also like the list generated via the Open button to list files that are on a storage card, but **not** in a "My Documents" folder, there is a Pocket PC trick to do so. Simply put a file named "**ignore_my_docs**" (without quotes) into the root folder of your storage card. The file can be zero in length, like an empty text file. This will tell the OS to list all the files on your card. Again, however, when using the Local Content (and the Playlist manager) **Pocket Player ignores** this requirement, and will list all files as needed.

- **Have a common scenario you would like explained?**

  Suggest a how-to to be listed here!

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## Tips

- **Have a common tip to share?**

  Suggest a tip to be listed here!