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サウンドアーカイブシステム  
インストール&テクニカルマニュアル

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(有)ITコンピュータシステム  
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# Installation

1 Make directories and copy all files as follows (Please refer to php/javascript/html/flash source codes and comments for details of each program)

以下と同様の構造のディレクトリを作成してください。(詳細はPHP/JavaScript/html/flashなどのソース内コメントをご覧ください)

You need to adjust permission for download and upload directory.

またダウンロード・アップロードなどのディレクトリには適切なパーミッションを与えてください。

Directory	Program/Data	Explanation	
<b>common</b>			
(Technical programs)	flash_db.inc (db_mysql.inc)	Extended flash class for MySQL MySQL access class(from PHPLIB)	<pre>var \$Host = "localhost"; var \$Database = "abc"; var \$User = "abc_user"; var \$Password = "abc_pass";</pre> <p>*ご自身のシステムにあわせて設定してください。 *Please set your own information</p>
	common.inc jcode.phps	Common functions(original by Narumi Sekiya) Free Japanese Encode/Decode functions	
<b>flash</b>			
(User Pages)	open.php	connection page from Moodle	
	index.html	main page	
	flashcard.swf	Flash object embeded on index.html	flashcard fla
	getCategory.php	Make category list for flashcard.swf	
	getData.php	Make data list for flashcard.swf	
	quiz.php	quiz page	blank.gif correct.gif incorrect.gif
<b>admin</b>			
(Administrator Pages)	index.php	Word List Maintenance	
	helpforimporting.html	Help(How to upload)	exp2.gif
	form.php	Word Maintenance	
	mp3play.swf	mp3 player flash object embeded on form.php	mp3play fla
	download.php	down load page	downicon.gif
	pron.php	Pronunciation helper page	
	pron.swf	Pronunciation helper flash object embed on pron.php	pron fla
<b>download</b>			
(download data)	data.txt	Generated by download.php (生成されたテキストファイル)	
<b>upload</b>			
(upload data)	0001-9999.mp3	mp3 sound data uploaded by form.php (アップロードされるmp3ファイル)	

## 2 Make MySQL DB(same setting as flash\_db.inc) (Please refer to MySQL/Cpanel/phpMyAdmin/Etc manuals for details of each setting.)

Database: **abc**

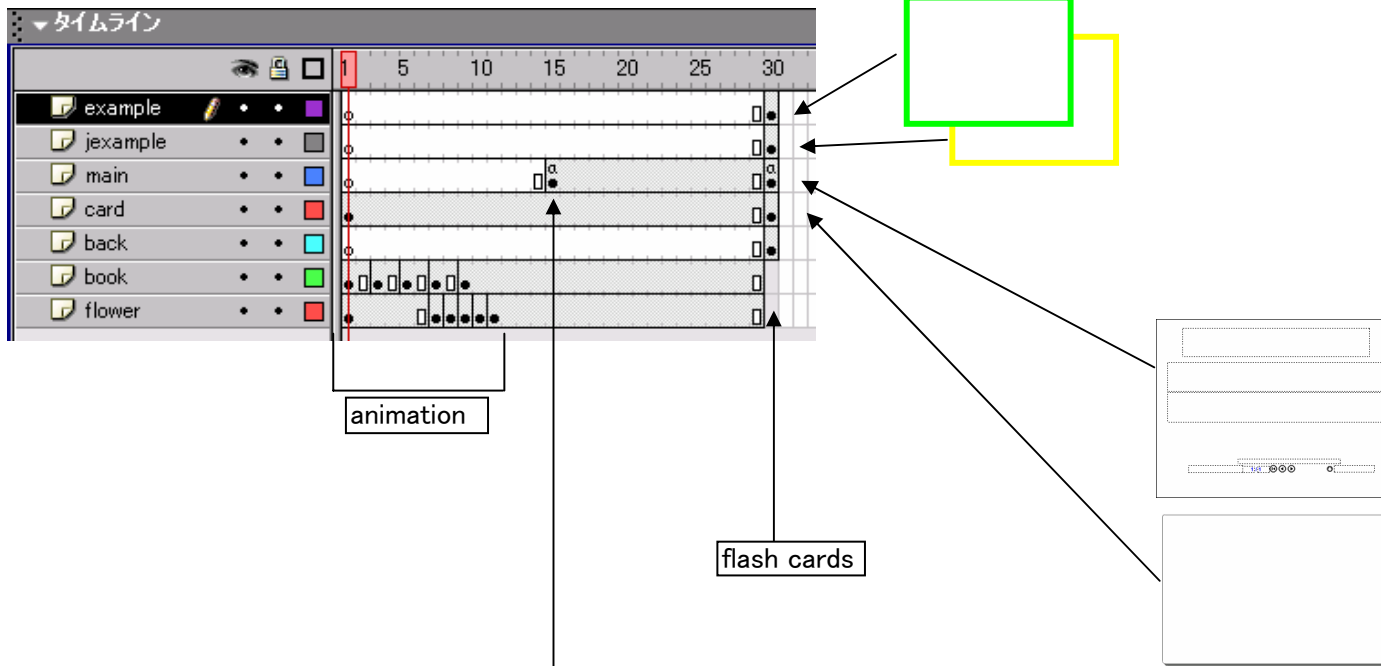
User **abc\_user**

Password **abc\_pass**

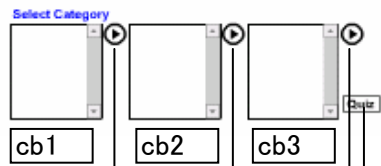
	フィールド	フィールドタイプ	表示	空の値(Null)	基本値	追加	実行					
<input type="checkbox"/>	id	int(11)		いいえ		auto_increment						
<input type="checkbox"/>	no	int(11)		いいえ	0							
<input type="checkbox"/>	category1	text		いいえ								
<input type="checkbox"/>	category2	text		いいえ								
<input type="checkbox"/>	category3	text		いいえ								
<input type="checkbox"/>	eword	text		いいえ								
<input type="checkbox"/>	jword	text		いいえ								
<input type="checkbox"/>	pword	text		はい	NULL							
<input type="checkbox"/>	sound	text		はい	NULL							
<input type="checkbox"/>	example	text		はい	NULL							
<input type="checkbox"/>	jexample	text		はい	NULL							
<input type="checkbox"/>	quiz	text		はい	NULL							
<input type="checkbox"/>	linka	text		はい	NULL							
<input type="checkbox"/>	linkb	text		はい	NULL							
<input type="checkbox"/>	findkeys	text		はい	NULL							
<input type="checkbox"/>	teacher	text		はい	NULL							
<input type="checkbox"/>	synonym	text		はい	NULL							
<input type="checkbox"/>	antonym	text		はい	NULL							
<input type="checkbox"/>	upd	text		いいえ								

```
CREATE TABLE t_dictionary(
  id          INT AUTO_INCREMENT PRIMARY KEY,
  no          INT,
  category1  TEXT NOT NULL,
  category2  TEXT NOT NULL,
  category3  TEXT NOT NULL,
  eword      TEXT NOT NULL,
  jword      TEXT NOT NULL,
  pword      TEXT,
  sound      TEXT,
  example    TEXT,
  jexample   TEXT,
  quiz       TEXT,
  linka      TEXT,
  linkb      TEXT,
  findkeys   TEXT,
  teacher    TEXT,
  synonym    TEXT,
  antonym    TEXT,
  upd        TEXT NOT NULL
)
```

# flashcard.fla



select category



Frame

get category1 list from getCategory.php  
put it into cb1

on (release)

get category2 list from getCategory.php by condition category1  
put it into cb2

on (release)

get category3 list from getCategory.php by condition category1 & category2  
put it into cb3

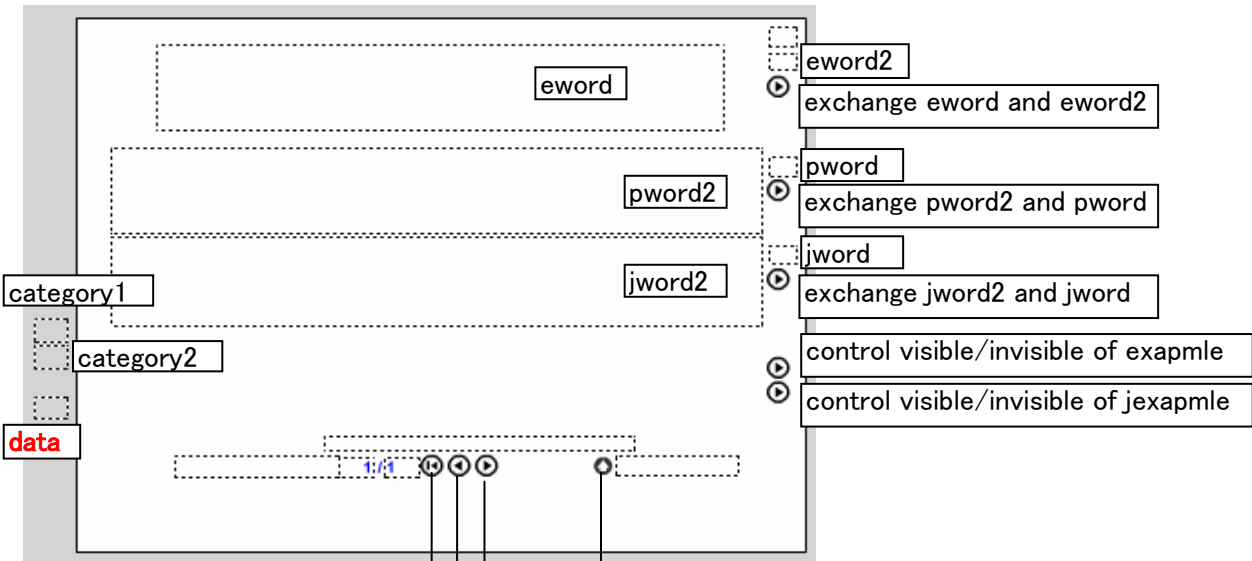
on (release)

goto flash cards part

on (release)

\*prototyping (not available yet)

flash cards



Frame  
clear  
get all data from getData.php by condition category1&2&3  
put it into **data**  
convert [PLUS]/[AND] to +/&  
function definitions

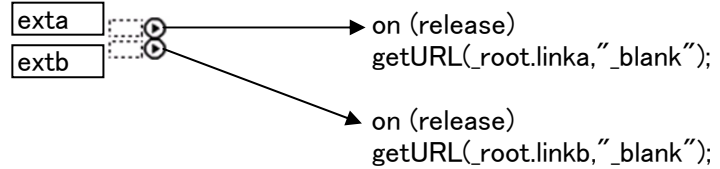
**drawScreen** draw screen from **data**  
by using cnt index

on (release)  
goto select category part

on (release)  
cnt++  
**drawScreen**();

on (release)  
cnt--  
**drawScreen**();

on (release)  
clear  
**drawScreen**();



# mp3play.fla



message

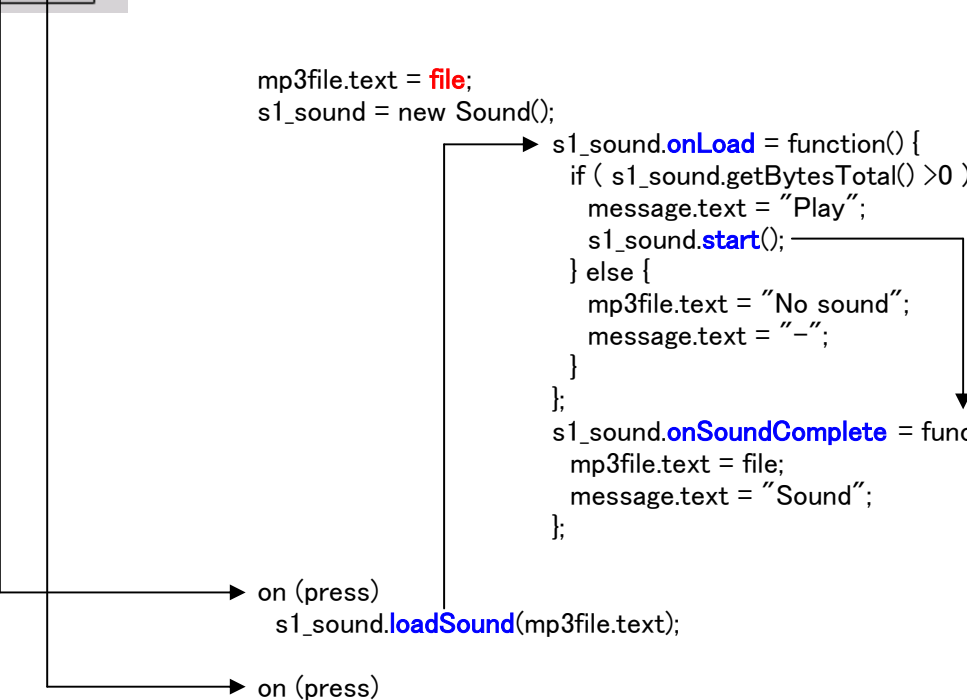
mp3file

form.php  
mp3play.swf?file=../upload/<?php print \$sound; ?>

```
mp3file.text = file;  
s1_sound = new Sound();  
s1_sound.onLoad = function() {  
    if ( s1_sound.getBytesTotal() >0 ) {  
        message.text = "Play";  
        s1_sound.start();  
    } else {  
        mp3file.text = "No sound";  
        message.text = "-";  
    }  
};  
s1_sound.onSoundComplete = function() {  
    mp3file.text = file;  
    message.text = "Sound";  
};
```

```
on (press)  
s1_sound.loadSound(mp3file.text);
```

```
on (press)  
s1_sound.stop();  
mp3file.text = file;  
message.text = "Sound";
```



pron.fla



\*each key has a name which is same as a face letter  
 \*Thai Phonetic YK font embed and these face lettera are outlined from the font

pron.swf?pwd=<?php print \$pwd; ?>

EnterFrame

```

pron = pwd;
pron = str_replace("[DQ]", "", pron);
pron = str_replace("[AND]", "&", pron);
pron = str_replace("[YEN]", "¥", pron);
pron = str_replace("[PER]", "%", pron);
pron = str_replace("[SHA]", "#", pron);
pron = str_replace("[SQ]", "", pron);
pron = str_replace("[PLU]", "+", pron);
pron_txt.text = pron;

```

```

function str_replace(fstr,nstr,str){
  var strArray = str.split(fstr);
  var ret = strArray.join(nstr);
  return ret;
}

```

```

onEnterFrame = function() {
  if (Selection.getFocus() == "_level0.pron_txt" ) {
    aa_txt.text = Selection.getBeginIndex();
    bb_txt.text = Selection.getEndIndex();
  }
}

```

```

on (press) {
  var p = _root.pron_txt.text;
  var pp;
  pp = str_replace("", "[SQ]", p);
  pp = str_replace("¥", "[YEN]", pp);
  _root.getURL("JavaScript:putPword("" + pp + "");");
}

```

```

function str_replace(fstr,nstr,str) {
  var strArray = str.split(fstr);
  var ret = strArray.join(nstr);
  return ret;
}

```

```

on (release) {
  Selection.setFocus("_root.pron_txt");
  Selection.setSelection(_root.aa_txt.text,_root.bb_txt.text);
  _root.pron_txt.replaceSel(this._name);
}

```

→ **pron.php - JavaScript**

```

function putPword(ss) {
  s1 = ss.replace(/¥[SQ¥]/g, "¥");
  s1 = s1.replace(/¥[YEN¥]/g, "¥¥");
  window.opener.document.form1.pword.value = s1;
  window.close();
}

```