

ReadSpeaker webReader Player Implementation Instructions

ReadSpeaker webReader Player can be easily added to any web page by following a few simple steps.



Product Components

Before we get started with the implementation steps, let's first introduce two important components of the webReader Player product.

webReader Player Code

One file must be downloaded from ReadSpeaker in order for webReader Player to function properly:

- JavaScript: `ReadSpeaker.webReaderPlayer.js`

Additional files may be needed if you are using a custom version of the product. You will receive a zipped folder containing everything you need to get started.

Contact ReadSpeaker support, support@readspeaker.com, if you need to obtain the files. Be sure to specify that you need the file package for webReader Player.

Injection Point

The player mark-up (HTML) will be injected at the defined injection point. Insert multiple injection points to add multiple players to a page.

Each injection point needs to be an HTML element of a specific type: `<webreader-player>`.

Implementation

Step 1 - Add a Reference to the Code

Place the files you received from ReadSpeaker where you want them on your server. Add a reference to them from the web page on which you want to insert webReader Player.

E.g.

```
<script src="wrp/ReadSpeaker.webReaderPlayer.js"></script>
```

Step 2 - Add an Injection Point

Add an HTML container where you want webReader Player to show up in the page. Our recommendation is to place the player between the article heading and the body.

E.g.

```
<webreader-player></webreader-player>
```

Note that the container should be empty from the start. It will be automatically populated by the JavaScript code.

Step 3 - Add Configuration

A couple of HTML attributes need to be added to the player component, in order for webReader Player to have the information it needs to operate.

The parameters are added as HTML attributes to the HTML element that serve as the injection point. E.g.

```
<webreader-player  
  wrp-endpoint="https://app-na.readspeaker.com/cgi-bin/rsent"  
  wrp-lang="en_us"  
  wrp-uilang="en"  
  wrp-voice="sophie_newscaster"  
  wrp-customerid="1234"  
  wrp-readselector="#main-article">  
</webreader-player>
```

Required Parameters

These attributes must be added to the injection point element for webReader Player to work:

- `wrp-endpoint` - The URL to ReadSpeaker's text-to-speech API. E.g. `https://app-na.readspeaker.com/cgi-bin/rsent`.
- `wrp-lang` - The reading language. Language and country codes, separated by an underscore. E.g. `en_us`, `fr_fr`, `n1_n1`
- `wrp-voice` - The voice used to read the content. E.g. `sophie_newscaster`.
- `wrp-customerid` - Your numeric customer ID. E.g. `1234`.
- `wrp-readselector` - A CSS selector that points out the element(s) that should be read when activating the player. This can be any valid query selector, including a comma-separated list of selectors to be read consecutively. E.g.
 - `article.main-article`
 - `#main-container`
 - `div.article-container`
 - `h1, p.article`.

Optional Parameter

If the following parameter is omitted it will fall back to its default value:

- `wrp-uiLang` - The user interface language of webReader Player. Default: `en`.
Possible values:
 - `ar` - Arabic
 - `en` - English
 - `es` - Spanish
 - `de` - German
 - `fr` - French
 - `it` - Italian
 - `nl` - Dutch
 - `pl` - Polish
 - `pt` - Portuguese
 - `sv` - Swedish
- `wrp-skin` - The name of the skin to be used for the specific player instance.
Default name: `default`. See section Skins below.

Skins

webReader Player comes with a number of ready-made skins. The skin files are located in the `skin/` folder in the zipped folder you received from ReadSpeaker. To activate a skin, specify its name in the `wrp-skin` parameter of the player.

E.g.

```
<webreader-player  
  . . .  
  wrp-skin="Circular">  
</webreader-player>
```

Component structure

This is a brief overview of the `webreader-player` component structure, to aid in creating custom skins.

```
webreader-player
  div.webreader-player
    button.wrp-button[data-action="play"]
    div.wrp-mid-section
      div.wrp-time
        ::before (current time)
        ::after (total time)
      progress
      span.wrp-message
      a.wrp-brand
    button.wrp-button[data-action="backward"]
    button.wrp-button[data-action="forward"]
```

Note that the player is wrapped in a Shadow DOM (as part of being a web component), meaning it will not be affected by regular CSS. The only supported way to style the player is to create a separate skin CSS file (with the file extension `.skin.css`), put it in the `skin` folder and set the `wrp-skin` parameter to the name of the skin.

Right-to-Left Skin

All webReader Player skins (including the default one) can be displayed right-to-left. This is achieved by adding the `.wrp-rtl` class to the injection point container. E.g.

```
<webreader-player class="wrp-rtl"
  wrp-endpoint="https://app-na.readspeaker.com/cgi-bin/rsent"
  wrp-lang="en_us"
  . . .>
</webreader-player>
```

Customize the Design

webReader Player's UI is pure HTML and CSS. You can override any aspect of the visual appearance with your own skin file.

We recommend that you separate your own CSS from the product's CSS in your own skin file. This will make installing product updates easier.

Audio Ads

webReader Player has support for playing VAST audio advertisements before and/or after the regular content is being read. In order to do this, you need an account with a third party audio ad provider.

To make webReader Player read audio ads, add one or both of the following parameters to your player component.

```
<webreader-player  
  . . .  
  wrp-pre-ad-endpoint="https://path.to.provider.api"  
  wrp-post-ad-endpoint="https://path.to.provider.api"  
  . . .>  
</webreader-player>
```

Questions or Problems?

Contact ReadSpeaker support, support@readspeaker.com, for answers to any questions you may have regarding webReader Player's implementation.