

MICROSOFT CORPORATION



WINDOWS MEDIA
PLAYER 9 SKINS
ACCEPTANCE CRITERIA
SPECIFICATION

DIGITAL MEDIA DIVISION

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INTRODUCTION

Microsoft Windows Media Player provides a programming platform to create custom skins. Skins are sets of scripts, art, media, and text files that can be combined to create a new appearance for Windows Media Player. Using skins, you can change not only the way Windows Media Player looks, but how it functions. Not just where the knobs are and what they look like, but what they do, given the limits of the underlying Windows Media Player core technology. To offer end users access to a variety of skins designed by internal developers, the Windows Media Player Skin Chooser pane exposes the WindowsMedia.com Skin Gallery web page that hosts these skins. Since these skins are not part of the Windows Media Player test criteria, there needs to a baseline criteria specification for these skins to be accepted onto this web site.

GENERAL INFORMATION

DOCUMENT PURPOSE AND SCOPE

This document is intended for developers of skins for the Windows Media Player. This document describes the criteria that the Windows Media Player requires for skins to be hosted by the player in the Skin Chooser pane, or on the WindowsMedia.com Skins Gallery web site. This does not define the requirements for developers to create skins for their own website. The Windows Media Player and WindowsMedia.com team retain the right to exclude skins that meet these requirements if the actual content of the skin does not meet their critical standards.

The following provides a list of Microsoft resources for Windows Media Player Skins.

Title	Link
Windows Media Player Skins SDK	http://msdn.microsoft.com/library/default.asp?url=/nhp/Default.asp?contentid=28000411
Design Considerations for Windows Media Player Skins	http://msdn.microsoft.com/library/default.asp?url=/library/en-us/dnwmt/html/wmpguide.asp
Creating Custom Skins for the New Windows Media Player 7	http://msdn.microsoft.com/library/default.asp?url=/library/en-us/dnwmt/html/wmpskins.asp
Windowsmedia.com skins download site	http://windowsmedia.com/mg/skins.asp?

GENERAL TEST CASE REQUIREMENTS

USER EXPERIENCE

The skins hosted on the Skins Gallery should be players that people will actually want to use.

1. The layout of the skin should look and feel professional. The edges of the clipping images should be clean and the controls should be easy to use. The foreground text colors displayed should have good contrast with the background for easy readability.
2. The corresponding control images (image, hover, down) should match up correctly, and should not overlap other controls.
3. The controls should be easily discoverable. There needs to be a hover image for each control that indicates the control is enabled. Disabled controls should have no hover image.
4. All controls should use tooltips that describe the function of the control.
5. The WMZ file name is the friendly name that shows up in Skin Chooser, so it should be a good descriptive name for the skin.
6. Windows XP has produced two color themes, Olive Green and Silver Blue. Though it is not necessary to follow those color themes, it is recommended that the Skins are tested using both color themes. Skin colors should not clash with the themes.

PERFORMANCE

The performance of the skins should not degrade from the main WindowsMediaPlayer application

1. The skin should not contain functions that will cause excessive CPU usage for extended periods of time. The CPU usage should be no more than what is used in the Full Mode.
2. There should be no state that will cause script errors to occur. The developer should refer to the script debugging section in the Skin section of the SDK.
3. There should be no memory leaks in the skin. Run the skin for an hour to verify.
4. The screen size of the skin should be reasonable. It should fit easily on a screen set to 600 x 800 with all slide out windows in an open state concurrently. Note: If the skin is resizable this requirement applies to the skin at its minimum size with all drawers open.
5. The size of the WMZ file should be no more than 750KB.
6. If creating a resizable control or skin, it is important the tiles are large. Using small tiles will create many redraws and will create performance issues.

BRANDING

1. All skins provided shall comply with the Windows Media Player branding requirements.
 - a. Each skin shall always display the windows media flag icon (To be provided: Jeremy)
 - b. The icon shall be no smaller than (Size to be provided by Jeremy)
 - c. The icon shall display the following tooltip: "Windows Media"

- d. Clicking on the icon shall take the user to the following URL:
<http://go.microsoft.com/fwlink/?LinkId=6028>
- e. Recommended: The icon should have a different rollover cursor

COPYRIGHT NOTICE

Copyright notices shall be placed in all .WMZ and .JS files.

.JS copyright notice shall read:

```
/*  
Microsoft Windows Media Player  
Copyright (C) Microsoft Corporation, 2002. All Rights Reserved.  
File: <FileName>  
Description: <Description>  
*/
```

.WMZ copyright notice shall read:

```
<!--  
Microsoft Windows Media Player  
Copyright (C) Microsoft Corporation, 2002. All Rights Reserved.  
File: <FileName>  
Description: <Description>  

```

In addition, the theme shall contain a copyright notice for displaying in the Windows Media Player skins pane.

```
<theme  
id="<Skin Name>"  
author="Microsoft Corporation"  
copyright=" Copyright (C) Microsoft Corporation, 2002. All Rights Reserved."  
>
```

DOWNLEVEL SUPPORT

This release of the Windows Media Player has exposed much more functionality in skin support. All skins must be tested against earlier versions of the player. It is not necessary for the skins possess all functionality downlevel, but they must fail gracefully downlevel.

If the skin is not to be run at all downlevel then the following script shall be added to the .JS to alert the user to the fact that this skin will not work with their current version of the applayer.

JCAIN to provide code snippet.

LOCALIZATION GUIDELINES

The Windows Media Player ships in many different languages. In order for the player to be localized, the strings exposed to the user **MUST** be limited to the .WMS files, and must either be text controls, or exposed via the tooltip property.

For ease of localization it is highly recommended that the skins use the predefined elements. See the predefined elements section for more details.

1. ALWAYS USE PREDEFINED CONTROLS

All predefined controls are localized by the Windows Media Player. Therefore when you use the predefined controls, no other work is needed from you.

2. DO NOT HARD CODE STRINGS

If the 3rd party skins need to introduce new controls or strings, this can be done in <skin>.wms file itself. Our localization tool will parse through <skin>.wms and picked up the following tags\attribute data for translation:

Tag	Attribute Data
buttonelement	upToolTip, ToolTip, downToolTip
button	upToolTip, downToolTip
theme	copyright
profile	name, description
profile-local	name, description
Transition	name
Effect	name

Please note that the tool that we are using to extract tags and attribute data in <skin>.wms file is Case Sensitive. This means that

upToolTip, UpToolTip, uptooltip

are all different. Please stick to the case that is in the table above.

Do not add strings to your Jscript.

Do not put TEXT in bitmaps or images.

3. DEFINE YOUR LAYOUT WITH LOCALIZATION IN MIND.

Localization may require changes to the layout to accommodate translations.

Make sure that the font face and size available for localization.

Coordinates and sizes have to be available for localization so that they can move things around and increase the size when necessary.

Position of elements have to be in a way that it allows localization to increase size of controls and rearrange the UI.

4. SAVE FILES IN UNICODE.

Save <skin>.wms in Unicode, instead of ANSI.

MINIMUM FEATURE REQUIREMENTS

The players should contain the necessary controls that allow playback manipulation of all audio files. Where ever possible, the developer should use predefined controls. When using these controls, the both accessibility and localization of the tool tip will be handled by the Windows Media Player.

1. Basic transport buttons: Play, Stop, Pause, Next, Previous.
2. Audio controls: Volume or Mute
3. Data display: Media Current Time, Media Meta Data, Status
4. Skin controls: Return to Full Mode, Minimize, Close
5. Accessibility: Don't turn off default tab settings for buttons
6. Video window and control
7. Branding Icon.
8. Copyright Notice.
9. Follow Localization guidelines.
10. Downlevel support detection.
11. Use the predefined objects
12. Close, Minimize buttons.

OPTIONAL FEATURES

Many players include these options. If included, these need to be tested.

1. Visualization window and control
2. Seek control
3. Playlist dropdown box

4. Slide out drawers
5. Audio settings and button: Equalizer, SRS WOW
6. Video settings and button
7. **Browser control**
8. **Audio balance control**
9. **EditBox Control**
10. **Popup control**

BASIC PLAYER FUNCTIONALITY

The tests in this section verify that the Authorized Product can handle the basic player requirements for playing media. These apply to all views and subviews in the skin.

PLAY CONTROL

This test ensures that the Authorized Product correctly invokes Play and displays the correct state of the Play control. The predefined Play button should be used.

Steps to Reproduce

- A. Play loaded file from Stop mode
 - 1) Hover mouse over play button, then press to play.
- B. Play loaded file from Pause mode
 - 2) Hover mouse over play button, then press to play.
- C. Play loaded file from Play mode
 - 3) Hover mouse over play button, then press to play.
- D. Play when no file is loaded
 - 4) Hover mouse over play button, then press to play.

Expected Results

Verify that hover image and tooltip are correct when mouse is hovered over button. Play button should be disabled when file is not loaded or when file is in play mode.

File should begin playback correctly when file is loaded and player is in stop or pause mode.

PAUSE CONTROL

This test ensures that the Authorized Product correctly invokes Pause and displays the correct state of the Pause control. The predefined Pause button should be used.

Steps to Reproduce

- E. Pause loaded file from Stop mode
 - 5) Hover mouse over pause button, then press to pause.
- F. pause loaded file from Pause mode
 - 6) Hover mouse over pause button, then press to pause.
- G. pause loaded file from Play mode
 - 7) Hover mouse over pause button, then press to pause.
- H. pause when no file is loaded
 - 8) Hover mouse over pause button, then press to pause.

Expected Results

Verify that hover image and tooltip are correct when mouse is hovered over button. Pause button should be disabled when file is not loaded or when file is in Stop or Pause mode.

File should pause playback correctly when file is loaded and player is in play mode.

STOP CONTROL

This test ensures that the Authorized Product correctly invokes Stop and displays the correct state of the Stop control. The predefined Stop button should be used.

Steps to Reproduce

- I. Stop loaded file from Stop mode
 - 9) Hover mouse over Stop button, then press to Stop.
- J. Stop loaded file from Pause mode
 - 10) Hover mouse over Stop button, then press to Stop.
- K. Stop loaded file from Play mode
 - 11) Hover mouse over Stop button, then press to Stop.
- L. Stop when no file is loaded
 - 12) Hover mouse over Stop button, then press to Stop.

Expected Results

Verify that hover image and tooltip are correct when mouse is hovered over button. Stop button should be disabled when file is not loaded or when file is in Stop mode.

File should stop playback correctly when file is loaded and player is in play or pause mode.

NEXT CONTROL

This test ensures that the Authorized Product correctly invokes Next and displays the correct state of the Next control. The predefined Next button should be used.

Steps to Reproduce

M. Invoke Next with loaded playlist

13) Hover mouse over Next button, then press to Next.

N. Invoke Next with loaded single file

14) Hover mouse over Next button, then press to Next.

O. Invoke Next when no file is loaded

15) Hover mouse over Next button, then press to Next.

Expected Results

Verify that hover image and tooltip are correct when mouse is hovered over button. Next button should be disabled when file is not loaded or when single file is loaded.

File should correctly move to the next clip in a playlist. If the last clip of the playlist is playing, Next should move to the first clip in the playlist.

PREVIOUS CONTROL

This test ensures that the Authorized Product correctly invokes Previous and displays the correct state of the Previous control. The predefined Previous button should be used.

Steps to Reproduce

P. Invoke Previous with loaded playlist

16) Hover mouse over Previous button, then press to Previous.

Q. Invoke Previous with single file

17) Hover mouse over Previous button, then press to Previous.

R. Invoke Previous when no file is loaded

18) Hover mouse over Previous button, then press to Previous.

Expected Results

Verify that hover image and tooltip are correct when mouse is hovered over button. Previous button should be disabled when file is not loaded or when single file is loaded.

File should correctly move to the Previous clip in a playlist. If the first clip of the playlist is playing, Previous should move to the last clip in the playlist.

VOLUME CONTROL

This test ensures that the Authorized Product correctly adjusts the Volume.

Steps to Reproduce

S. Adjust Volume

- 19) Hover mouse over slider thumb, then move thumb to new position.

Expected Results

Verify the hover image occurs when the slider is active. The volume control should be enabled whether a file is loaded or not. The tooltip should appear when hovering over any part of the slider. The volume should be all the way off when the thumb is at the far left (horizontal) or bottom (vertical) of the slider. The volume should be at the maximum level when the thumb is at the far right (horizontal) or top (vertical) of the slider.

MUTE CONTROL

This test ensures that the Authorized Product correctly sets Mute.

Steps to Reproduce

T. Set Mute

- 20) Hover mouse over mute control, then click button to invoke mute.

Expected Results

Verify that hover image and tooltip are correct when mouse is hovered over button. The mute control should be enabled whether a file is loaded or not. The mute button should be sticky, so when pressed it stays on. Down should turn on Mute, and the audio should be off. Up should turn off Mute, and the audio should be on.

TIME DISPLAY

This test ensures that the Authorized Product correctly displays the current position of the media.

Steps to Reproduce

U. Read time display

- 21) Playback a media file and verify the time is displayed correctly.

Expected Results

The time should be display as hours:seconds. When the file is stopped, the time should either not be displayed, or should read 00:00. When the file is playing, it should update every second. Time Display can be located anywhere on the skin, and doesn't have to be on the smallest view of the skin. It should simply be available somewhere on the skin. If a track is paused mid-stream, the time display should render the current time of the track at pause, and pick up again at that point when the

track is started up again. Hitting Stop should reset the time display to 00:00.

MEDIA META DATA DISPLAY

This test ensures that the Authorized Product correctly displays the meta data of the media.

Steps to Reproduce

V. Read meta data display

- 22) Playback a media file with known metadata and verify the data is displayed correctly.

Expected Results

The skin needs to display at least one piece of metadata. It should not display any data that is meaningless to the user (like Playlist1 or any random function name that is scripted). If a playlist name is displayed, it should be a name that is explicitly set by the user in the Media Library. The metadata should be relevant to the type of media that is being played, so if DVD or video is played, the metadata should not be audio specific, and visa versa.

STATUS DISPLAY

This test ensures that the Authorized Product correctly displays the status of the media.

Steps to Reproduce

W. Read status display

- 23) Load various media types into skin
- 24) Toggle between play, stop, pause

Expected Results

The displayed status should update as the file is connecting, buffering or downloading, and as the file is playing, paused, stopped or ready.

RETURN TO FULL MODE CONTROL

This test ensures that the Authorized Product correctly returns player to Full Mode.

Steps to Reproduce

X. Set Return to Full Mode

- 25) Hover mouse over Full Mode control, then click button to change player mode.

Expected Results

Verify that hover image and tooltip are correct when mouse is hovered over button. The image should be the standard icon that is used in the full mode player. The control should be enabled whether a file is loaded or not. When control is pressed, the player should return to full mode.

MINIMIZE CONTROL

This control is only needed for skins that do not use the title bar. This test ensures that the Authorized Product correctly minimizes.

Steps to ReproduceY. Minimize skin

26) Hover mouse over minimize control, then click button to minimize player.

Expected Results

Verify that hover image and tooltip are correct when mouse is hovered over button. The image should be the standard icon (-) that is used in the full mode player. The control should be enabled whether a file is loaded or not. When control is pressed, the player should minimize into the task bar. This function should be grouped with the Close control.

CLOSE CONTROL

This control is only needed for skins that do not use the title bar. This test ensures that the Authorized Product correctly closes player.

Steps to ReproduceZ. close skin

27) Hover mouse over close control, then click button to close player.

Expected Results

Verify that hover image and tooltip are correct when mouse is hovered over button. The image should be the standard icon (X) that is used in the full mode player. The control should be enabled whether a file is loaded or not. When control is pressed, the player should close. This function should be grouped with the Minimize control.

ACCESSIBILITY

This test ensures that the Authorized Product controls are accessible.

Steps to Reproduce*AA. Tab through the controls*

28) Hit the tab key until all controls are toggled through

Expected Results

Verify that all controls on skin are accessible via tab key. Tab order should be left to right or top to bottom or logically ordered with no sporadic jumping. Only the buttons or menus visible should be enabled via accessibility.

VIDEO WINDOW

This feature is optional. If the user is expected to playback videos, a video window should be included in the player. This test ensures that the Authorized Product correctly displays the video.

Steps to Reproduce*BB. Play video*

- 29) Load video file after audio file has played to replace visualization window (if skin is designed this way)
- 30) Load video file when video window is not visible (if skin is designed this way)
- 31) Load video file when playlist window is open in the same space as video window (if skin is designed this way).
- 32) Open video window by pressing video button (if skin is designed this way).

CC. Close/hide video

- 33) Close video window while video is playing (if skin is designed this way)
- 34) Open playlist window over video (if skin is designed this way)
- 35) Reopen video window after closing

Expected Results

The video window should automatically open when a video file is loaded and begins playback. If a visualization or playlist window shares the same space, they should be replaced with the video window. If there is a button to open and close the video window, the user should be able to close and reopen the video after it begins playback. Verify that hover image and tooltip are correct when mouse is hovered over button. The button graphic should use the standard icon for video. The playlist window should be able to reopen over the video if the user chooses to open the playlist window.

VISUALIZATION WINDOW

This feature is optional. If the user is wants to see visualizations when they playback audio, a visualization window should be included in the player. This test ensures that the Authorized Product correctly displays the visualization.

Steps to Reproduce*DD. Play audio*

- 36) Load audio file after video file has played to replace video window (if skin is designed this way)
- 37) Load audio file when visualization window is not visible (if skin is designed this way)
- 38) Load audio file when playlist window is open in the same space as visualization window (if skin is designed this way).

EE. Close/hide visualization

- 39) Close visualization window while video is playing (if skin is designed this way)
- 40) Open playlist window over visualization (if skin is designed this way)
- 41) Reopen visualization window after closing

FF. Toggle visualizations

- 42) Click on visualization window to cycle through visualizations (if skin is designed this way)
- 43) Click on visualization buttons to cycle through visualizations (if skin is designed this way)

Expected Results

The visualization window should automatically open when a video file is loaded and begins playback. If a video or playlist window shares the same space, they should be replaced with the visualization window. If there is a button to open and close the visualization window, the user should be able to close and reopen the visualization after it begins playback. The playlist window should be able to reopen over the visualization if the user chooses to open the playlist window. If the user is able to cycle through the visualizations, the cycle should be continuous, restarting from the beginning after the last visualization is selected. If buttons are used to toggle, verify that hover image and tooltip are correct when mouse is hovered over button. The button graphic should use the standard icon for visualizations.

SEEK CONTROL

This test ensures that the Authorized Product correctly seeks to current position.

Steps to Reproduce*GG. Play file without seeking*

- 44) Observe thumb movement throughout playback.

HH. Seek with file playing

- 45) Hover over thumb, then pull thumb to different position in slider.

II. Seek with file paused

- 46) Hover over thumb, then pull thumb to different position in slider.

JJ. Seek with file stopped

47) Hover over thumb, then pull thumb to different position in slider.

Expected Results

Verify the hover image occurs when the slider is active. The tooltip should appear when hovering over any part of the slider. The slider thumb should begin playback at the far left (horizontal) or bottom (vertical), move to the right or up throughout playback, and end at the far right or top of slider at the end of the file. It should return to the far left or bottom when playback is stopped. The file should be seekable when in any state. The thumb should have a hover image when it is enabled. Playback should begin from the correct location in the file that is sought to.

PLAYLIST CONTROL

This feature is optional. This test ensures that the Authorized Product correctly displays playlist.

Steps to Reproduce*KK. Open Playlist*

48) If playlist is hidden, open by pressing playlist button

LL. Open file from playlist

49) Select a file from dropdown box to playback media

Expected Results

Verify that hover image and tooltip are correct when mouse is hovered over button, and that graphic clearly indicates that it is a playlist button (use the full mode playlist graphic). The control should be enabled whether a file is loaded or not. The width of the playlist control should be wide enough to read the entries. When a file is selected from the playlist, it should load and play.

SLIDE OUT DRAWERS

This feature is optional. This test ensures that the Authorized Product correctly opens drawers.

Steps to Reproduce*MM. Open slide out drawer*

50) Open by pressing drawer button

NN. Close slide out drawer

51) Close by pressing drawer button

Expected Results

Verify that hover image and tooltip are correct when mouse is hovered over button. The drawer should smoothly open from the edge of the user interface. The drawer bitmap should not cover over the edge on top of the UI when it is opening. The

speed should not be too slow. The drawer should open far enough to expose all of the controls on the subview. The closing behavior of the drawer should mirror the opening.

AUDIO SETTINGS

This feature is optional. This test ensures that the Authorized Product correctly adjusts audio settings.

Steps to Reproduce

OO. Open audio settings

52) Open by pressing settings button if controls are not already visible.

PP. Close audio settings

53) Close by pressing settings button if UI allows it.

QQ. Adjust audio settings

54) Play an audio file and change the audio settings.

Expected Results

Verify that hover image and tooltip are correct when mouse is hovered over audio controls and audio settings button (use the settings icon from full mode). The controls should correctly adjust the audio settings. If the controls are hidden, they should open and close correctly when the audio settings button is toggled.

VIDEO SETTINGS

This feature is optional. This test ensures that the Authorized Product correctly adjusts video settings.

Steps to Reproduce

RR. Open video settings

55) Open by pressing video settings button if controls are not already visible.

SS. Close video settings

56) Close by pressing video settings button if UI allows it.

TT. Adjust video settings

57) Play a video file and change the video settings.

Expected Results

Verify that hover image and tooltip are correct when mouse is hovered over video controls and video settings button (use the settings icon from full mode). The

controls should correctly adjust the video settings. If the controls are hidden, they should open and close correctly when the video settings button is toggled.

PERSISTENCE

This test ensures that the Authorized Product remains in the correct state while the skin view is toggled.

Steps to Reproduce

UU. Open all slide out drawers and toggle view

58) Open by pressing all drawer buttons, then remove skin view by either the Minimize control or Return to Full Mode control, then return to skin view.

VV. Close all slide out drawers and toggle view

59) Close by pressing all drawer buttons, then remove skin view by either the Minimize control or Return to Full Mode control, then return to skin view.

WW. Change Volume and toggle view (not applicable if feature is not present)

60) Change the volume setting, then remove skin view by either the Minimize control or Return to Full Mode control, then return to skin view.

XX. Enable mute and toggle view (not applicable if feature is not present)

61) Click the mute button to turn sound off, then remove skin view by either the Minimize control or Return to Full Mode control, then return to skin view.

YY. Change Audio (EQ) settings and toggle view (not applicable if feature is not present)

62) Change the Audio (EQ) settings, then remove skin view by either the Minimize control or Return to Full Mode control, then return to skin view.

ZZ. Change Video (SRS WOW) settings and toggle view (not applicable if feature is not present)

63) Change the Video (SRS WOW) settings, then remove skin view by either the Minimize control or Return to Full Mode control, then return to skin view.

AAA. Change Visualizations and toggle view (not applicable if feature is not present)

64) Change the Visualizations setting (note which visualization is active), then remove skin view by either the Minimize control or Return to Full Mode control, then return to skin view.

Expected Results

The individual settings (Volume / Mute / Audio (EQ) settings / Video (SRS WOW) settings / Visualizations) or window states (Slide out Drawers) should persist when

the skin is toggled to Full Mode or Minimized and then the skin is returned to. The controls should be in the exact same state as they were prior to the toggle.

PREDEFINED CONTROLS

The following controls are available and recommended for use in you skin:

- browser
- Button
- ButtonGroup
- CustomSlider
- DropDownPlaylist
- EditBox
- Effects
- EqualizerSettings
- ImageButton
- ItemsPlaylist
- LibraryTree
- ListBox
- menu
- Playlist
- plugin
- PopUp
- ProgressBar
- Slider
- Text
- Video
- VideoSettings
- WMPEffects
- WMPVideo

Predefined Text Controls

- CurrentPositionText
- StatusText
- TrackNameText
- DurationText

Predefined Button Controls

- CloseButton
- FFWDButton
- MinimizeButton
- MuteButton
- NextButton
- PauseButton
- PlayButton
- PrevButton
- RepeatButton
- ReturnButton

REWButton
ShuffleButton
StopButton

**Predefined
Sliders**

BalanceSlider
SeekSlider
VolumeSlider
