

JUMBO BLOCK ENGINEERING SUITE

JUMBO BLOCK Music

User Manual · Version 9.3.0

© 2026 ZANNI GROUP

[HTTPS://JUMBOBLOCK.ORG](https://jumboblock.org)

Table of Contents

1. Overview
2. Getting Started
3. Library and Music Catalogue
4. Selecting an Album or EP
5. Selecting and Playing Tracks
6. Song Progress and Volume
7. Shuffle ⇄
8. Global Shuffle ∞
9. Repeat Album ↺
10. Cover Artwork, Lyrics and MP3 Tags
11. Song Information
12. Sharing: Song Link, Album Link and EP Link
13. Deep Links on Startup
14. Material Themes
15. Language: German / English
16. Embed Mode
17. Responsive Layout and Playing Mode
18. Local Storage and Privacy
19. Limitations, Notes and Best Practices
20. Quick Reference of Icons and Buttons

1. Overview

JUMBO BLOCK Music is the music player and official music library within the JUMBO BLOCK environment. It presents the original productions defined in the external music catalogue as albums and EPs and combines library browsing, playlists, playback, lyrics, metadata and shareable deep links in one interface.

The application runs in the browser. Track entries are taken from `music_catalog.js`; the HTML file does not contain a hard-coded track list. The interface therefore follows the catalogue supplied with the application. During playback, embedded MP3 metadata such as cover artwork, lyrics and additional song information is also evaluated.

The version declared in the program header is 9.3.0.

2. Getting Started

When the page opens, `music_catalog.js` is loaded. If a catalogue is available, Music initially selects the first album and displays its tracks in the playlist. A track is only loaded or played when it is selected or playback is started.

Volume starts at 80%. The selected language and material theme are stored locally in the browser. Other working state, such as the current playback position, is not exported as a project file.

3. Library and Music Catalogue

The music catalogue is the central source for albums, EPs and tracks. Music groups catalogue entries by album/source folder. The Library shows these groups with cover thumbnail, name and number of tracks.

For audio files, the application uses the path or file name stored in the catalogue. For paths containing the directory name ALBEN, the variants ALBUM and ALBUMS are additionally tried as candidate locations.

4. Selecting an Album or EP

Clicking an item in the Library activates that album or EP and rebuilds the playlist from its catalogue entries. The selected group is visually highlighted.

Selecting a normal album disables Global Shuffle. The playlist shows cover artwork, sequence number and title; in Global Shuffle, the album name is additionally shown with each track.

5. Selecting and Playing Tracks

Clicking a track loads it and starts playback. The main controls provide previous track, play/pause and next track. If Play is pressed before a track is active, the next available track is loaded.

While audio is actually playing, the application enters a focused Playing Mode: other sections and the shared menu are hidden and the player uses the available viewport. Pausing exits this mode.

6. Song Progress and Volume

The song progress area shows current time, total duration and a slider. Once metadata is available, the known audio duration is applied. During playback, the slider follows the current position; moving it seeks directly to another point in the track.

The volume slider directly controls the HTML audio element. Its initial value is 0.8, or 80%.

7. Shuffle ⇄

The ⇄ button toggles shuffle within the currently selected album or EP. When enabled, the next track is chosen randomly from the current playlist; where possible, the current and immediately previous indices are avoided.

When shuffle is disabled, Next follows the normal playlist order.

8. Global Shuffle ∞

The ∞ button creates a newly shuffled playlist from the entire eligible library. The global list is randomised when the function is enabled.

The Dance and Christmas albums are explicitly excluded from Global Shuffle. When Global Shuffle is turned off, Music returns to the last normally selected album.

9. Repeat Album 🔁

The 🔁 button controls continuation at the end of the current album or playlist sequence. When Repeat is not active, automatic continuation stops at the final track under the conditions implemented by the program. When Repeat is active, playback can continue beyond the end of the list using the next calculated track.

The active state is shown visually on the button.

10. Cover Artwork, Lyrics and MP3 Tags

When a track is loaded, Music reads ID3 metadata directly from the MP3 file. Supported information includes title, album, artist, track number, year, genre, composer, rights, publisher/production, comments and embedded lyrics. Embedded cover artwork can also be read.

If no embedded lyrics are present, the interface reports that no embedded lyrics were found. Cover artwork and lyrics are therefore not generated from a separate text database; they depend on the available catalogue and MP3 information.

11. Song Information

The Song information section presents available metadata in a structured form. Empty values are omitted rather than displayed as blank rows. Visible labels follow the selected interface language.

The information shown depends on the data actually present in the catalogue or MP3 tags for the selected track.

12. Sharing: Song Link, Album Link and EP Link

Music can generate deep links and copy them to the clipboard. Song Link uses the song parameter, Album Link uses album, and EP Link uses ep. When such a link is opened, the application attempts to restore the referenced selection directly.

Album Link is unavailable for EPs; EP Link is available only for groups marked as EP. If a link type is not valid for the current selection, a status message is shown. On secure browser pages the Clipboard API is preferred; otherwise the application uses a local fallback copy method.

13. Deep Links on Startup

At startup, Music checks the URL for song, album and ep parameters. Songs are matched by path, file name or title. Albums and EPs are matched to the corresponding group. When a match is found, the selection is loaded without forcing playback.

Deep links can therefore point to a specific song, album or EP within the same Music application.

14. Material Themes

The ♦ THEME control provides five material appearances: Titan, Silver, Carbon, Copper and Arctic Blue. The selection is stored locally under jb-music-theme and restored the next time the application is opened. The theme menu can be closed by making a selection, clicking outside it, or pressing Escape.

15. Language: German / English

Music contains its own German and English interface labels. The language is stored locally under jb-lang and applied to interface elements carrying translation keys.

Changing language does not alter the music files or catalogue content. Track titles, album names and MP3 metadata remain as stored in their source data.

16. Embed Mode

Using the URL parameter embed=1, Music can switch to an embedded presentation mode. The interface is concentrated on the player and reports its required height to the parent window.

This mode is intended for integrating the player into other pages and does not change the underlying music catalogue.

17. Responsive Layout and Playing Mode

The interface adapts to narrow screens, low viewport heights and landscape orientation. In Playing Mode, the layout is especially focused on cover artwork, title, progress and playback controls. At very low heights, some helper text is reduced to keep the controls usable.

Depending on the cover image, the application can adjust text contrast and combine the artwork with an atmospheric background treatment for readability.

18. Local Storage and Privacy

Music uses localStorage for language selection and the chosen theme. The music catalogue is included as a JavaScript file; according to the program header, the application itself contains no integrated third-party libraries.

Share links are generated locally from the current URL and selection and copied to the clipboard. This manual describes the behaviour of the supplied music.html only; hosting, browser behaviour and referenced audio files may impose additional technical conditions.

19. Limitations, Notes and Best Practices

- The library is only as complete as music_catalog.js and the files referenced by it.
- Cover artwork, lyrics and additional song information depend on the catalogue data and MP3 tags actually available.
- Global Shuffle programmatically excludes Dance and Christmas.
- A deep link works only if the referenced song, album or EP can be found in the loaded catalogue.
- Browsers may restrict autoplay, so user interaction may be required to start audio playback.
- If an audio file is missing or unreachable, the application displays an audio error including error code and source.
- The application has no DBM import/export and does not generate an engineering project report.

20. Quick Reference of Icons and Buttons

Icon / Button	Meaning
Library	Album and EP selection from music_catalog.js
Playlist	Tracks of the selected group or Global Shuffle list
Previous track	Previous track
Play / Pause	Start / pause playback
Next track	Next track
↻	Shuffle within the current album / EP
∞	Global Shuffle; Dance and Christmas excluded
↺	Continue / repeat album or playlist at the end
Song progress	View and change playback position
Volume	Adjust audio volume
Song Link	Copy a deep link to the current song
Album Link	Copy a deep link to the current album; unavailable for EP
EP Link	Copy a deep link to the current EP
◆ THEME	Choose Titan, Silver, Carbon, Copper or Arctic Blue
Lyrics	Display embedded MP3 lyrics
Song information	Display available MP3/catalogue metadata