

Glassmorphism Player

This extension for WYSIWYG Web Builder implements a responsive glassmorphism audio player with circular cover artwork, track information, playback and volume controls, ambient color effects and an optional playlist. Coordinated presets provide a fast starting point, while the player colors, spacing, branding and visible interface elements can be configured through properties.

Demo:

<https://wysiwygwebbuilder.com/support/demos/glassmorphismplayer.html>

Tracks

The Tracks page defines the playlist and playback order. Each item stores an audio source, display metadata and optional cover artwork. The first track is loaded when the player starts.

- **Filename**
Specifies the audio file. Enter a local MP3 or M4A filename, or an absolute URL to an audio resource supported by the browser.
- **Image**
Specifies the cover artwork. Enter a local JPG, GIF or PNG filename, or an absolute image URL. Cover artwork is always displayed as a circle.
- **Title**
Sets the track title displayed in the player and playlist.
- **Artist**
Sets the artist name displayed below the title and in the playlist.

Add: Adds a new track to the playlist.

Edit: Edits the currently selected track.

Remove: Removes the selected track from the playlist.

Remove All: Removes every track from the playlist.

Move Up / Move Down: Changes the selected track's position and therefore its playback order.

Settings

The Settings page controls the player layout, presets, colors, playlist appearance, playback controls, shadow and visible interface elements. Numeric size and spacing values are entered in pixels unless stated otherwise.

General

Font name: Selects the font family used for the brand, track information, time values, buttons and playlist text.

Font size: Sets the base text size. This value can be overridden at individual breakpoints.

Cover size: Sets the width and height of the circular artwork stage. The supported range is 40 to 999 pixels; the available player space can limit the visible size.

Preset: Selects Custom, Midnight, Graphite, Light, Crimson or Glass. Selecting a named preset immediately updates all related color properties in the dialog.

Layout: Selects the standard side-by-side presentation or the stacked presentation used for narrower or vertically oriented player areas.

Border width: Sets the player border width from 0 to 20 pixels. A value of 0 removes the published border.

Border radius: Sets the corner radius of the outer player container.

Padding: Sets the horizontal and bottom padding around the main player content. The supported range is 0 to 99 pixels.

Spacing: Controls spacing around the cover artwork and between transport controls. The supported range is 0 to 100 pixels.

Brand text: Sets the text displayed in the player header beside the equalizer symbol. Use Brand under Visible UI to show or hide it.

Colors

The named presets establish a coordinated palette. To use a preset as a starting point and then keep manual color changes, select the preset first, switch Preset to Custom, and then edit the colors.

Track: Sets the unfilled background color of the progress and volume sliders.

Active: Sets the primary accent used by active playlist items, the played progress section, the main play button and related highlights.

Glow: Sets the ambient glow color used by the decorative background effect.

Accent: Sets the secondary accent used by hover states, gradients and supporting highlights.

Glass: Sets the translucent main glass surface color. Background alpha is applied automatically.

Ambient: Sets the base color behind the glass surface and ambient effects.

Playlist

Text: Sets the secondary playlist text color used for artists, durations and muted information.

Background: Sets the translucent playlist panel color and contributes to the player border color.

Padding horizontal: Sets the left and right padding inside each playlist track.

Padding vertical: Sets the top and bottom padding inside each playlist track.

Controls

Color: Sets the primary text and icon color used throughout the player.

Size: Sets the play/pause symbol size and contributes to the diameter of the main play button. This value can be overridden at individual breakpoints.

Radius: Sets the corner radius of the main play/pause button.

Box Shadow

Shadow: Sets the shadow color applied to the complete player container.

Offset x: Sets the horizontal shadow offset from -255 to 255 pixels. Negative values move the shadow to the left.

Offset y: Sets the vertical shadow offset from -255 to 255 pixels. Negative values move the shadow upward.

Alpha: Sets the shadow opacity from 0 (transparent) to 255 (opaque). A value of 0 disables the shadow.

Blur: Sets the shadow blur radius from 0 to 255 pixels.

Visible UI

Ambient: Shows or hides the animated ambient glow background.

Playlist: Shows or hides the playlist panel and hamburger toggle. On smaller screens the playlist becomes a slide-out panel.

Header: Shows or hides the complete top header. When the header is hidden but Playlist is enabled, a floating hamburger remains available.

Brand: Shows or hides the configured brand text and equalizer symbol in the header.

Artwork: Shows or hides the circular cover artwork stage.

Title: Shows or hides the current track title.

Artist: Shows or hides the current artist name.

Progress: Shows or hides the seek slider.

Current: Shows or hides the current playback time.

Duration: Shows or hides the total track duration.

Shuffle: Shows or hides the shuffle control.

Previous: Shows or hides the previous-track control.

Play/Pause: Shows or hides the main playback control.

Next: Shows or hides the next-track control.

Repeat: Shows or hides the repeat control.

Volume: Shows or hides the volume slider and volume icons.

Presets and customization

Midnight uses a dark blue palette, Graphite uses neutral charcoal with a warm accent, Light uses a bright blue interface, Crimson uses deep red accents, and Glass uses a pale translucent teal palette. Selecting a preset updates the color swatches immediately. A named preset is reapplied when the properties dialog is accepted, so switch to Custom before making manual color adjustments that should be retained.

Responsive properties

The extension stores breakpoint-specific values for Font size, Padding, playlist horizontal padding, playlist vertical padding, control Size and Cover size. These values generate breakpoint CSS for the corresponding player elements. Colors, preset selection, branding, shadows and visibility options remain shared across breakpoints. At browser widths of 900 pixels or less, the published playlist changes into an off-canvas drawer and the player uses smaller artwork and tighter controls.

Playback behavior

Click a playlist item to load and play it. Previous and Next move through the configured track order, while Shuffle selects tracks randomly. Repeat restarts the current track when it ends. The seekbar changes the current playback position, and the volume slider changes audio volume. Track duration values are populated from browser audio metadata when available.

How to install this extension so it is available in WYSIWYG Web Builder?

You can use the Extension Manager (Menu->Tools->Extension Manager) to install this extension.

Alternatively, you can manually copy all files from the zip file to the Web Builder extensions folder. Usually, this folder is in this location:
My Documents\WYSIWYG Web Builder\system\extensions\

Requirements

WYSIWYG Web Builder 18 or higher

License Agreement

This is a commercial extension for WYSIWYG Web Builder.

This extension is not free! To use it on your website you will need to buy a license:

<https://www.wysiwygwebbuilder.com/glassmorphismplayer.html>

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