

Hologram Player

This extension for WYSIWYG Web Builder implements a responsive futuristic audio dashboard with orbital progress, an animated waveform, signal meters, telemetry, playback controls and an optional playlist. Coordinated themes provide a fast starting point, while colors, typography, labels, responsive behavior and visible interface elements can be configured through properties.

Hologram Player was intentionally designed as an over-the-top, cinematic player rather than a conventional compact audio control. Some HUD readouts, signal indicators and interface details are included primarily for atmosphere and visual effect. Standard playback, seeking, track navigation and volume controls are functional, while Scan and Pulse adjust the animation and several telemetry values are decorative rather than measurements of the audio signal.

Demo:

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

Tracks

The Tracks page defines the playlist and playback order. Each item stores an audio source, display metadata and a track-specific accent color. 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.
- **Title**
Sets the track title displayed in the player and playlist.
- **Artist**
Sets the artist name displayed below the title and in the playlist.
- **Color**
Selects the track-specific active color with the color picker. The selected color is used for the active node and player highlights while that track is loaded.
- **Node**
Sets the category or node description displayed with the track in the playlist.
- **BPM**
Sets the BPM metadata displayed for the track.
- **Duration**
Sets the initial duration text shown in the playlist. The main player time is updated from browser audio metadata when available.

Add: Adds a new track to the playlist.

Edit: Edits the currently selected track. Double-clicking a track performs the same action.

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 dashboard layout, themes, colors, typography, responsive stacking 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 branding, track information, controls, telemetry and playlist text.

Theme: Selects Cyan, Magenta, Mono or Green. Selecting a theme immediately updates Accent 1 and Accent 2 in the dialog.

Layout: Selects Full or Compact. Full uses the dashboard presentation; Compact starts with a simplified stacked layout.

Playlist: Selects Hidden, List or Cards. The playlist is published only when this setting is List or Cards and the Playlist option under Visible UI is enabled.

Background: Sets the main page and dashboard background color.

Panel: Sets the base color of the translucent HUD panels, playlist nodes and supporting surfaces.

Padding: Sets the left and right page padding. The supported range is 0 to 99 pixels; narrower responsive layouts automatically limit excessive padding.

Border radius: Sets the corner radius of the outer HUD shell and its panels. The supported range is 0 to 999 pixels.

Accent 1: Sets the primary active color used by progress, waveform, controls, HUD lines and lower meter levels.

Accent 2: Sets the secondary color used by gradients, orbital highlights and the upper meter levels.

Muted text: Sets the color used for secondary labels, metadata and less prominent interface text.

Glow opacity: Sets the opacity of the decorative shell glow from 0 (invisible) to 255 (fully opaque).

Typography

Font size: Sets the base text size used by controls, metadata and playlist content. Available sizes range from 6 to 96 points.

Track title: Sets the current track title size from 12 to 120 pixels.

Brand: Sets the main brand label size from 8 to 48 pixels.

Visible UI

Play/Pause: Shows or hides the main playback button and the compact header playback button.

Progress: Shows or hides the seek slider and its time row.
Current: Shows or hides the current playback time and the current-track telemetry chip.
Duration: Shows or hides the total track duration beside the progress slider.
Volume: Shows or hides the volume slider and mute control.
Title: Shows or hides the current track title.
Artist: Shows or hides the current artist name.
Stop: Shows or hides the stop control. Stop pauses playback and resets the current track to the beginning.
Previous: Shows or hides the previous-track control.
Next: Shows or hides the next-track control.
Pulse: Shows or hides the pulse intensity control used by the animated visualizer.
Mini: Shows or hides the Minimize control. Minimized mode becomes a fixed compact bar near the bottom of the browser window.
Playlist: Shows or hides the playlist panel. Playlist display mode must also be set to List or Cards.
Orbit: Shows or hides the orbital radar and circular progress display.
Visuals: Shows or hides the animated waveform, signal meter and signal telemetry.
Scan: Shows or hides the scan intensity control used by the animated visualizer.
Stack width: Sets the responsive breakpoint from 680 to 2000 pixels. At or below this width the dashboard columns stack vertically.

Labels

The Labels page customizes the persistent text used throughout the HUD. This is useful for localization or for adapting the player terminology to a site. Temporary playback states such as Paused, Locked, Hold and Error remain system-generated.

Brand main: Sets the main brand name in the top strip.
Brand sub: Sets the smaller descriptive line below the brand name and the accessible player description.
Track chip: Sets the label used before the current track number in the telemetry strip.
Ready: Sets the idle or standby status label.
Live: Sets the status label shown while audio is playing.
Telemetry: Sets the heading of the telemetry panel.
Nodes: Sets the playlist panel title and node-count chip label.
Signal: Sets the signal telemetry chip label.
Preset: Sets the label displayed beside the current track index in the center panel.
Meter title: Sets the heading of the signal meter panel.
Controls: Sets the heading of the visual and volume controls panel.
Controls sub: Sets the smaller descriptive text beside the controls heading.
Volume: Sets the label above the volume slider.
Scan: Sets the label above the scan intensity slider.
Pulse: Sets the label above the pulse intensity slider.
Mode: Sets the telemetry row label for the current interface mode.
Mode value: Sets the value displayed beside Mode.

Orbit: Sets the telemetry row label for the orbital angle.

Sync: Sets the telemetry row label for playback synchronization state.

Mini: Sets the text of the button that enters minimized mode.

Time prefix: Sets the word displayed between current time and total duration inside the orbital progress ring.

Theme presets and customization

Cyan combines bright cyan with violet, Magenta combines magenta with gold, Mono uses neutral light gray and slate, and Green combines mint green with cyan. Themes coordinate the two accent colors; Background, Panel and Muted text remain independently configurable. Selecting a theme updates the accent color pickers immediately, after which either accent can be adjusted manually.

Each track also has its own Color value. When that track is loaded, its color becomes the active highlight for the node and selected player elements without changing the saved theme colors.

Responsive and compact behavior

Stack width controls when the header and dashboard columns change to a single-column layout. The same rule is generated as both a browser media query and a container query, so the player responds to either the viewport or a narrow parent container. The Full layout has a design-time minimum size of 520 by 340 pixels; Compact uses 320 by 300 pixels.

When Mini is enabled, the Minimize button collapses the dashboard into a fixed bar near the bottom of the browser window. The surrounding page surface becomes transparent so only the compact player remains visible. On smaller screens, the fixed bar uses reduced margins and follows the available viewport width.

Playback behavior

Click a playlist node to load and play it. Next loads the following track from the beginning. Previous restarts the current track when playback has passed three seconds; otherwise it loads the preceding track. Stop pauses and resets the current track. When a track ends, the next configured track starts automatically.

The progress slider changes playback position, the volume slider changes audio volume, and the mute button restores the most recent non-zero volume. Scan and Pulse alter the animated waveform and signal response only; they do not modify the audio. Current time and duration are updated from browser audio metadata when available.

The orbital display, waveform and signal matrix visualize playback activity but should not be interpreted as precision audio-analysis tools. Telemetry such as signal percentage, orbit angle and synchronization state is presentation-oriented and helps create the intended science-fiction HUD experience.

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/hologramplayer.html>

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This extension was created by Pablo.

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