

Liquid Wave Player

This extension for WYSIWYG Web Builder implements a responsive audio player with animated liquid waveforms, configurable cover artwork, track metadata, playback and volume controls, compact mode and optional list or card playlists. Coordinated presets provide a quick starting point, while colors, typography, labels and visible interface elements can be configured through properties.

Demo:

<https://wysiwygwebbuilder.com/support/demos/liquidwaveplayer.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. Published local images are copied with the extension assets.
- **Title**
Sets the track title displayed over the cover and in the playlist.
- **Artist**
Sets the artist name displayed below the title and in the playlist.
- **Mood**
Sets the track mood appended to the configured Badge label.
- **Node**
Sets the track category or genre shown in the player chip and playlist metadata.
- **BPM**
Sets the beats-per-minute value shown in playlist metadata.
- **Duration**
Sets the initial duration text shown in the playlist and player. Browser audio metadata replaces the main player duration when available.

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, typography, text labels, playlist presentation and visible interface elements. Numeric size and spacing values are entered in pixels unless stated otherwise.

General

Font name: Selects the font family used throughout the player.

Base size: Sets the inherited base font size in points. More specific typography properties override it for their corresponding text. This value can be overridden at individual breakpoints.

Cover size: Sets the cover artwork column size. Published output uses a minimum of 80 pixels and supports values up to 999 pixels; available player space can limit the visible size.

Preset: Selects Glass, Dark, Aurora, Minimal, Neon or Sunset. Selecting a preset immediately updates its related color properties in the dialog.

Layout: Selects Full or Compact as the initial layout. Compact mode hides the playlist, badge, title overlay and top metadata row, and reduces the artwork and waveform area.

Cover radius: Sets the corner radius of the cover artwork stage. Larger values create a more rounded shape.

Background: Sets the player base color. The outer extension wrapper remains transparent.

Panel: Sets the main player panel color blended with the configured Background color.

Padding: Sets the spacing around the player in Full layout. Compact mode removes the outer padding.

Border radius: Sets the corner radius of the main player panel.

Accent 1: Sets the primary waveform, progress, focus and active-control color.

Accent 2: Sets the secondary waveform, volume and gradient color.

Muted text: Sets the color used for supporting labels, times, artists and playlist metadata.

Glow opacity: Sets the accent glow opacity from 0 (disabled) to 255 (opaque).

Typography

Title size: Sets the current track title size in points.

Artist size: Sets the current artist size in points.

UI size: Sets the size in points for badges, chips, status text, time values, control labels and playlist heading text.

Playlist size: Sets the playlist track title size in points. Artist, metadata and duration text use a slightly smaller derived size.

Text Labels

Queue: Sets the playlist heading text.

Status: Sets the idle or ready status displayed when playback is stopped or paused.

Badge: Sets the cover badge prefix. The active track Mood is appended when provided.

Chip: Sets the fallback chip text used when the active track has no Node value.

Volume: Sets the label displayed beside the volume slider.

Shuffle: Sets the shuffle button's accessible label and tooltip.

Aria: Sets the accessible name of the complete player region.

Stop: Sets the stop button's accessible label and tooltip.

Mini: Sets the compact-mode button text and supporting chip text.

Playing: Sets the live status message displayed while audio is playing.

Error: Sets the live status message displayed when the browser cannot load or play the audio source.

Playlist

Hidden: Hides the playlist panel while retaining the configured tracks for playback.

List: Displays tracks as compact rows with artwork, title, artist, metadata and duration.

Cards: Displays tracks in a responsive card grid with larger artwork.

The Playlist drop-down is the only playlist visibility setting. Compact mode temporarily hides the playlist regardless of the selected playlist display mode.

Visible UI

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

Progress: Shows or hides the seek slider.

Current: Shows or hides the current playback time.

Duration: Shows or hides the total track duration.

Volume: Shows or hides the volume label and slider.

Title: Shows or hides the current track title.

Artist: Shows or hides the current artist name.

Repeat: Shows or hides the repeat-current-track control.

Previous: Shows or hides the previous-track control.

Next: Shows or hides the next-track control.

Shuffle: Shows or hides the random-track control.

Mini: Shows or hides the control that toggles Compact mode at runtime.

Stop: Shows or hides the stop control, which pauses playback and returns to the beginning of the track.

Wave: Shows or hides the animated liquid waveform canvas.

Cover: Shows or hides the cover image. The artwork stage remains available as a themed placeholder.

Stack width: Sets the responsive stacking breakpoint from 240 to 2000 pixels. At or below this width, the cover and player controls use a single-column layout.

Presets and customization

Glass uses a dark cyan and violet glass palette, Dark uses black surfaces with green accents, Aurora combines deep blue-green surfaces with green and blue highlights, Minimal uses a light interface with blue and violet accents, Neon combines deep violet with cyan and magenta, and Sunset uses dark warm surfaces with coral and amber accents. Selecting a preset updates the color controls immediately. The individual Background, Panel, Accent and Muted text properties can then be adjusted to refine the selected palette.

Responsive properties

The extension stores breakpoint-specific values for Base size, Padding, Cover size, Title size, Artist size, UI size and Playlist size. These values generate breakpoint CSS for the corresponding player elements. Colors, preset selection, labels, playlist mode and visibility options remain shared across breakpoints. Stack width controls when the Full layout changes from two columns to one column. The player always follows the width of its Web Builder container and has no built-in maximum width.

Playback behavior

Click a playlist item to load and play it. Previous and Next move through the configured track order, while Shuffle selects a different track randomly. Repeat restarts the current track when it ends. The seek slider changes the current playback position, the volume slider changes audio volume, and Stop pauses playback and returns to 0:00. Loading another track starts it from the beginning. Browser metadata updates the displayed duration when available.

Compact mode

Compact can be selected as the initial Layout or toggled at runtime with the Mini control. It removes the outer wrapper padding and hides secondary content so the visible player collapses around its essential artwork, waveform and controls. Returning to Full mode restores the selected playlist and metadata presentation.

Accessibility

Buttons, sliders and playlist tracks provide visible keyboard focus indicators using Accent 1. Status changes are announced through a polite live region. The liquid waveform remains animated consistently across systems so the player always communicates its active visual state.

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/liquidwaveplayer.html>

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This extension was created by Pablo.

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