

Hover Sound plugin (Ver1.0) Operation Manual

■Function

You can introduce the behavior of playing sound by hovering mouse pointer on an HTML element in an article and stopping playing sound by putting the mouse pointer away from the HTML element.

■Usage

You can associate sounds with HTML elements by writing shortcodes in an article. The parts of hortcodes are not displayed when displaying an article. Also you can put shortcodes anywhere in an article.

(format)

```
[hoversound id="an ID of an HTML element" url="an URL of a sound data" autoload="timing of starting reading audio data"]
```

Explanations of each parameters

Parameters	Explanations	Defaults
id	an ID of an HTML element	(cannot be omitted)
url	an URL of a sound data	(cannot be omitted)
autoload	Specify the timing of starting reading audio data. true : Start reading audio at the timing of reading a page. Use when response is important. false : Start reading audio at the timing of playing sound for first time Use when treating many large audio file.	true

(Example)

In the following example, when a mouse pointer moves over the google link, the sound1.mp3 starts, and when a mouse pointer moves over the letter 'ABC', the sound2.mp3 starts. Also, when a mouse poitner moves over the image, the music1.mp3 starts.

```
<a id="hr1" href="http://google.com">Google</a>
<span id="hr2">ABC</span>

```

```
[hoversound id="hr1" url="http://example.com/sound1.mp3"]
[hoversound id="hr2" url="http://example.com/sound2.mp3"]
[hoversound id="hr3" url="http://example.com/music1.mp3"
autoload="false"]
```