



# FavCast's Manual

Version 1.0



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# 1 Introduction

Welcome to Zynergy Apps' FavCast – simple podcast player delivers a distinctive experience with real-time, analog-style meters for the left and right stereo channels. Inspired by classic recording equipment, the meters replicate both the look and movement of vintage audio gear. Podcasts are presented in a clean, straightforward layout, making it easy to browse and select episodes without distraction.

Please review following sub-section below to get you quickly started.

## 1.1 Getting Started

You are initially presented screen with no podcasts to play. First select the pop-up app's  menu on upper-right of the screen and select *Search Podcasts* menu item.

1. Upon selection of the *Search Podcasts* menu item the *Search Podcast* dialog will pop-up.
2. Type-in podcast name in the **Search** field, typically talk host name and select *Search* button. It will take a moment to display matching podcasts, then select podcasts of interest to add them into the app and select *OK* button.

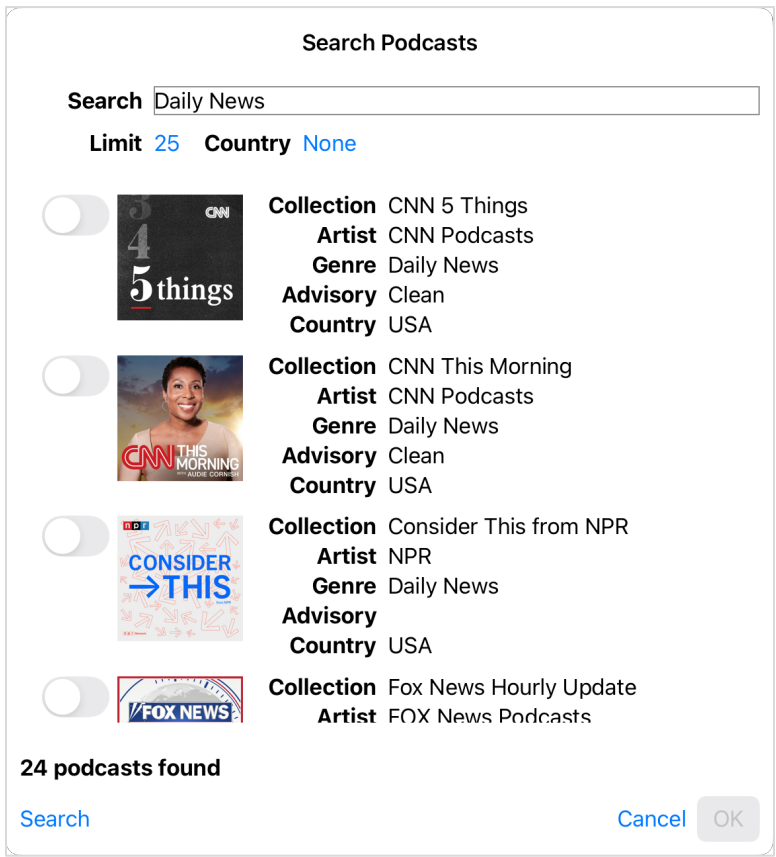


Figure 1 – Search Podcast Dialog

The **Limit**'s pop-up menu will minimize maximum number of matching podcasts found in the **Search** field. Defaults to 25, and it allows 50, 100, and 200 matching podcasts.

	The <b>Country</b> 's pop-up menu will restrict which countries to be displayed in the search results. Defaults to <i>None</i> implying all countries.
3.	Select the podcast in the right-column of interest and it will list the podcast's episodes, select an episode of interest in the podcast, and select the play ► button.

## 1.2 Main View

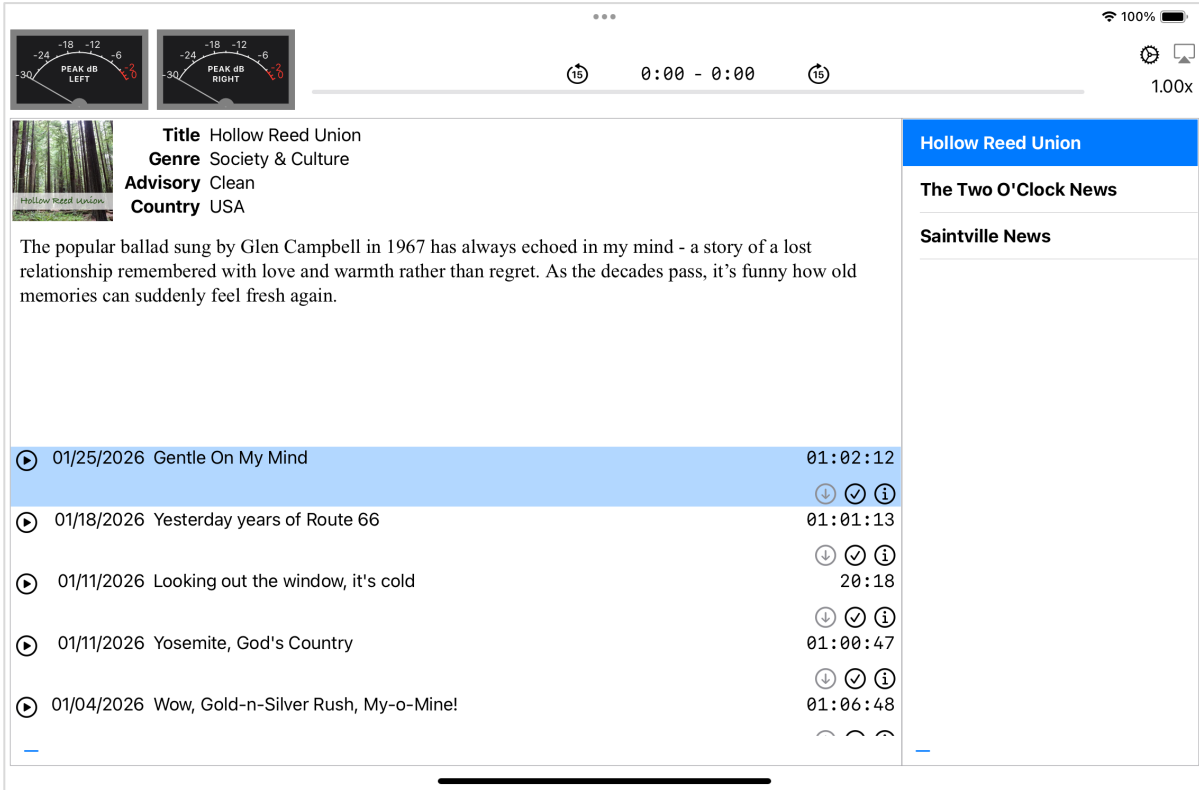





Figure 2 – Main View

The view is organized into analog meters, playing bar & controls, pop-up app's , Air Play's  menu, and playback's speed 1.00x buttons. The information section displaying various information about the podcast, selected podcast's episode description, and list of episodes from the podcast.

⇒ NOTE: The Air Play's  button is not available on Macintosh computers.

The meter display comprises left and right channels. This emulates Nordic-like meter found on analog equipment with small difference.



Figure 3 – Meters Display

The playing bar displays currently playing episode.

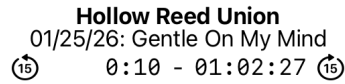












Figure 4 – Playing Bar Display








The progress bar controls the current playing position by touch-n-drag action. The  moves the position to previous 15 seconds, and  will move the position to next 15 seconds.

The list of episodes has several button controls:

- The  will play the episode. The button will change into  to pause playing the episode.
  - ⇒ NOTE: If the episode has not been previously downloaded, then it will first download the episode prior to playing it.  
When the row is light-green color indicates it's playing the episode.
- The  will download the episode to be played.
  - ⇒ NOTE: You may select multiple episodes at a time and schedule it to be downloaded. The row will highlight light-color red indicating it busy downloading it.  
When the row is light-gray color indicates it has not been downloaded.
- The  will mark the downloaded episode from being deleted after it expires. The button will change into  indicating it's will not to be deleted. You may toggle the deletion state according. By default, it only keeps a week of episodes before expiring and removing it from the podcast's episodes list. This can be adjusted to month, 3 months, year, or never.
  - ⇒ NOTE: Setting the expiration to *NEVER* can easily use up lots of disk space, and updating for new episodes takes longer to process. Refer to [Settings](#) section below.
- The  will display dialog to edit the episode's contents and comments. Refer to [Editing Episode's Description](#) section.
- The  buttons at the bottom parts of the view will remove selected episode and podcast respectively.
  - ⇒ NOTE: These buttons are not available on iPhone devices. Instead, there will be *Delete Episode* and *Delete Podcast* menu commands in the *Settings*'  menu.  
In case you are wondering why, it's because the screen space is limited. This allows one extra episode display in the list without the buttons.

## 2 Menu Items

- **Search Podcasts:** This menu command will display *Search Podcasts* dialog. Refer to *Getting Started* sub-section above.
- **Update Podcast:** This menu command will immediately load new episodes to the selected podcast. Typically, the podcasts are automatically updated at startup of the app and every 24 hours in the background mode.
- **Rename Podcast:** This menu command will rename the podcast's name.
  - ⇒ NOTE: This is temporarily disabled when the app is first started up while updating all the podcasts.
- **Export Podcast:** This menu command will display *Select Episodes to Export* dialog. Select episodes of interest to be exported. It will create a HTML document of the podcast's episode information with its audio files.
- **Settings:** This menu command will display *Settings* dialog to configure the app's various settings. Refer to *Settings* section below.
- **View Logging:** This menu command will display general app's logging messages. Useful reviewing errors that the app encounters.
- **On-line Help:** This menu command will display this document on your web-browser app.
- The following menu commands is available on iPhone devices only:
  - **Delete Podcast:** This menu command will delete the podcast.
  - **Delete Episode:** This menu command will delete the podcast's episode.

Search Podcasts...	
Update Podcast...	
Rename Podcast...	
Export Podcast...	
Settings...	
View Logging...	
On-line Help...	

## 3 Settings

The *Settings* dialogs allow configuring various settings in the app and its podcasts.

- **Update Frequency:** Pop-up menu of *3*, *6*, *12*, and *24* hours. This will update all the podcasts every specified periodic time interval to add new episodes and remove expired episodes. By default, the period is every *24* hours.
- **Default Podcast Expiration:** Pop-up menu of *WEEK*, *MONTH*, *QUARTER*, and *YEAR*, where the podcasts will remove old episodes when it exceeds it's time duration. By default, it is a week.

⇒ NOTE: *QUARTER* is 3 months.

Each podcast entry has **Download** and **Expiration** settings.

- **Download:** By default, the podcast's episodes download mode is *Manual*. Which requires you to manually download the episode unless you select play button which will download then play it. If you want the episodes to be automatically downloaded, select *Auto* menu item.

⇒ HINT: Recommend *Manual* setting on mobile devices, pre-load your episodes via Wi-Fi to save your cellular data.

- **Expiration:** The podcast has *WEEK*, *MONTH*, *QUARTER*, *YEAR*, and *NEVER* settings,

⇒ WARNING: Setting to *NEVER* can take up lots of disk space. Some podcasts have thousands of episodes over span of years.

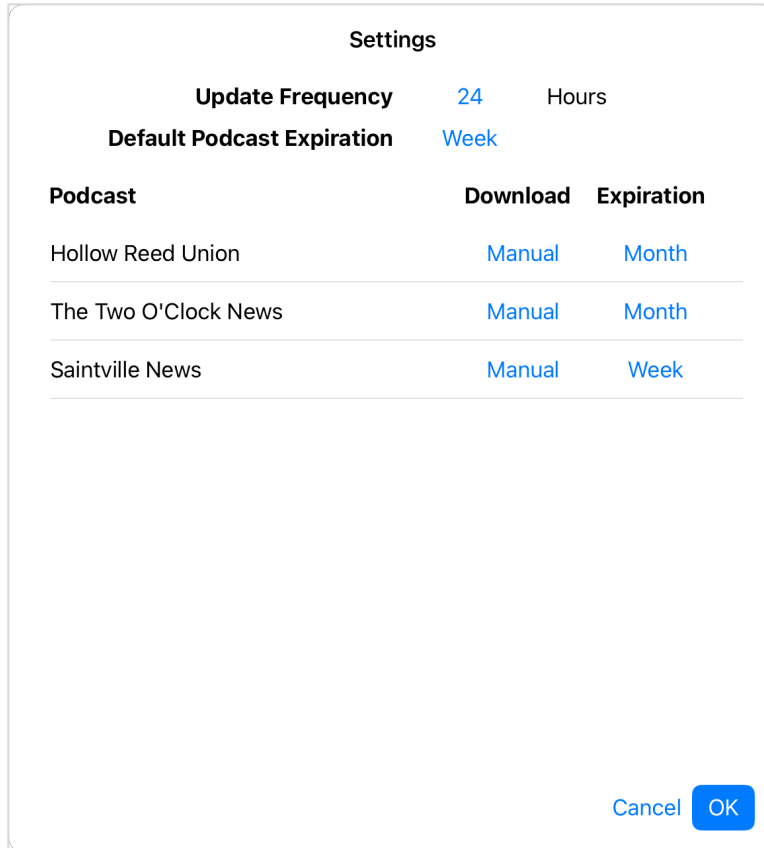


Figure 5 – Setting Dialog

## 4 Editing Episode's Description

The editing episode dialog up selection of ⓘ button allows you to change the original description of the episode. This is simple text editor. You can embed HTML tags for formatting purposes. The <P> and </P> HTML tags are stripped prior to displaying the dialog to simplify text editing. Upon selection of the OK button, those tags <P> and </P> are restored based on the NEWLINE characters found in the episode's description. For more details for simple HTML documentation refer to [Hypertext Markup Language \(HTML\)](#) sub-section below.

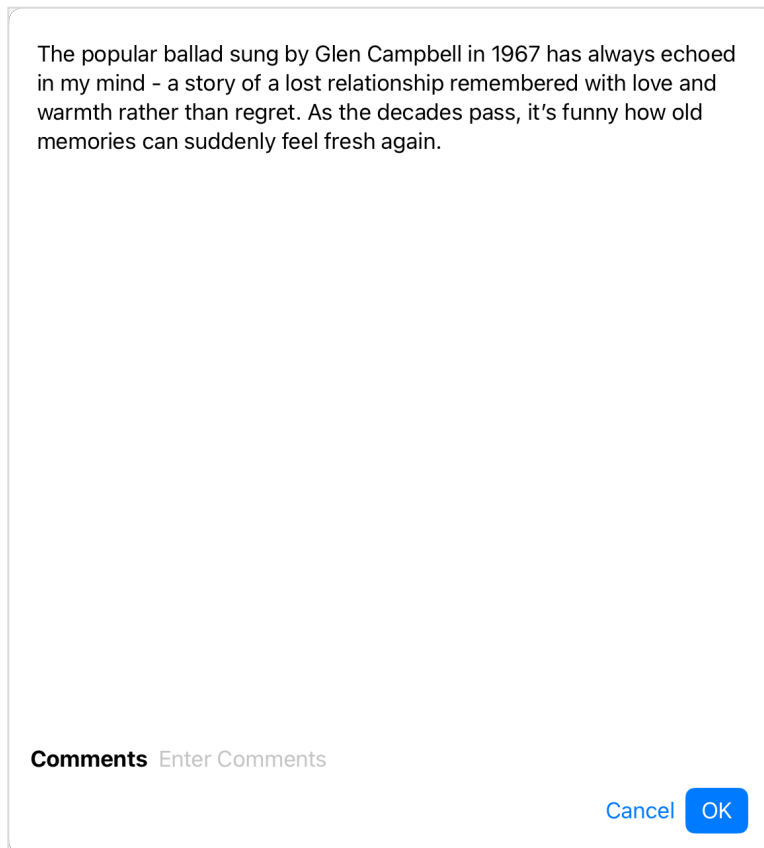


Figure 6 – Editing Episode's Description Dialog

## 4.1 Hypertext Markup Language (HTML)

Hypertext Markup Language is an element tag-based syntax that allows formatting text, lists, tables, pictures, and links typically displayed on web-pages. The focus of this section is to describe basic formatting of paragraphs, lists, tables, and pictures.

First, cannot have `<HTML> . . . </HTML>` and `<BODY>` and `</BODY>` enclosing element tags. The app automatically embeds these around the description prior displaying the text in the app.

### 4.1.1 Headers

The `<Hn> . . . </Hn>` element tag is a header level setting, whereas n ranges from 1 to 6, with 1 displaying the largest header text to 6 the smallest header text size.

### 4.1.2 Lists

The `<OL> . . . </OL>` element tag is a group of ordered numeric list items.

Attributes	Description
TYPE=" . . . "	Type of number using A, a, I, i, or 1 attribute.

Table 1 – HTML's `<OL>` Attributes

The `<UL> . . . </UL>` element tag is a group of unordered bullet list of items.

Attributes	Description
TYPE=" . . . "	Type of bullet using DISC, CIRCLE, or SQUARE attribute.

Table 2 – HTML's <UL> Attributes

The <LI> ... </LI> element tag is a list of items for ordered and unordered listing.

Attributes	Description
TYPE=" . . . "	Type of bullet or number using DISC, CIRCLE, SQUARE, A, a, I, i, or 1 attribute.

Table 3 – HTML's <LI> Attributes

#### 4.1.3 Tables

The <TABLE> ... </TABLE> element tag is used to create a table of rows and columns. The element tags consist of <TR> ... </TR> for rows and <TD> ... </TD> for columns.

Attributes	Description
BORDER=" . . . "	Border width around the table. If the width is 0, then there is no border.
BGCOLOR=" . . . "	Background color of the table.
BORDERCOLOR=" . . . "	Border color.
WIDTH=" . . . "	Width of the table. If the value is numeric, it refers to the number of pixels wide. Otherwise, if the value is a percentage, then it refers to the percentage the screen's width.
HEIGHT=" . . . "	Height of the table in number of pixels.
CELLSPACING=" . . . "	Amount of space, in pixels, between the cells in the table.
CELLPADDING=" . . . "	Amount of space, in pixels, between the edges of the cell and its contents.

Table 4 – HTML's <TABLE> Attributes

<TR> ... </TR> element tag is used to create a row in the table.

Attributes	Description
BGCOLOR=" . . . "	Background color of the row.
BORDERCOLOR=" . . . "	Border color.
ALIGN=" . . . "	Horizontally align the cell's contents using LEFT, CENTER, or RIGHT attribute.
VALIGN=" . . . "	Vertically align the cell's contents using TOP, MIDDLE, BOTTOM, or BASELINE attribute.
HEIGHT=" . . . "	Height of the row in number of pixels.

Table 5 – HTML's <TR> Attributes

<TD> ... </TD> element tag is used to create a cell within the row and column of the table.

Attributes	Description
BGCOLOR=" . . . "	Background color of the cell.
BORDERCOLOR=" . . . "	Border color.
ALIGN=" . . . "	Horizontally align the cell's contents using LEFT, CENTER, or RIGHT attribute.
VALIGN=" . . . "	Vertically align the cell's contents using TOP, MIDDLE, BOTTOM, or BASELINE attribute.
WIDTH=" . . . "	Width of the cell in number of pixels.
HEIGHT=" . . . "	Height of the cell in number of pixels.
ROWSPAN=" . . . "	Number of cells in the row to be treated as one cell.
COLSPAN=" . . . "	Number of cells in the column to be treated as one cell.

Attributes	Description
NOWRAP	Disable word-wrapping within the cell.

Table 6 – HTML's <TD> Attributes

#### 4.1.4 Pictures

<IMG> element tag is used to display an image. There is one way to display an image for the SRC attribute:

The image has to use an embedded 64-base image format:

To create a 64-base image format, use the MacOS's *Terminal* app and type the following command line:

```
base64 <image-file-name> > <64base-file-name>
```

The <image-file-name> is the image file name (i.e., say you have a file called logo.png), the <64base-file-name> is the name of 64-base output file. The > instructs the command line to pipe the image file into the 64-base output text file.

Use the output file results and paste it into the text editor using the following SRC attribute:

```
SRC="data:image/png;base64, <paste>"
```

The <paste> is the text of the 64-base output file.

⇒ NOTE: The data:image/png indicates the image is PNG format. If it's JPG, then use data:image/jpeg, and to match the associated image format.

Attributes	Description
SRC="..."	The image location.
BORDER="..."	Border width around the image. If the width is 0, there is no border.
ALIGN="..."	Horizontally align the image using LEFT or RIGHT attribute to have the text wrapped around the image. Or, use TOP, MIDDLE, BOTTOM, TEXTTOP, ABSMIDDLE, BASELINE, and ABSBOTTOM of the vertical alignment of the image with other items on the same line.
VSPACE="..."	Number of pixels from the edge of the upper and bottom parts of the image.
HSPACE="..."	Number of pixels from the edge of the left and right parts of the image.
WIDTH="..."	Scale the image's width to be displayed. If not specified, it will use the image's width.
HEIGHT="..."	Scale the image's height to be displayed. If not specified, it will use the image's height.

Table 7 – HTML's <IMG> Attributes

#### 4.1.5 Links

The <A> element tag is used to jump to the hypertext link within the page or an external link on the internet.

Attributes	Description
HREF="..."	Web-page URL on the internet.
NAME="..."	Name of page's name anchor within the description.

Table 8 – HTML's <A> Attributes

⇒ NOTE: The URL address typically has `http://<website>` or `https://<website>` format. The first part of the website containing `http` indicated the website is unsecured and `https` is secured website access.

The link will be displayed Safari app rather than in this app.

#### 4.1.6 Text Formatting

The `<B> ... </B>` element tag bolds the text.

The `<I> ... </I>` element tag italics the text.

The `<U> ... </U>` element tag underlines the text.

The `<S> ... </S>` element tag strikes a line through the text.

The `<SMALL> ... </SMALL>` element tag changes the text size one size smaller.

The `<SUB> ... </SUB>` element tag subscripts the text.

The `<SUP> ... </SUP>` element tag superscripts the text

The `<FONT> ... </FONT>` element tag changes the text's font.

Attributes	Description
<code>SIZE=" . . . "</code>	Sets the text's font number from 1 to 7. Or, use relative number (i.e., <code>SIZE="+2"</code> ). The default font size is 3.  ⇒ NOTE: The font number is a scaling of the font's size instead of font size, say Ariel 12-points.
<code>FACE=" . . . "</code>	Sets the font's family (i.e., Ariel, Courier, etc.).
<code>COLOR=" . . . "</code>	Sets the font's color.

Table 9 – HTML's `<FONT>` Attributes

The `<CODE> ... </CODE>` and `<TT> ... </TT>` element tags are used to display mono-spaced typewriter font.

The `<BR>` element tag forces the text to start on a new line.

The `<CENTER> ... </CENTER>` element tag centers the text.

The `<HR>` element tag inserts a horizontal line

Attributes	Description
<code>SIZE=" . . . "</code>	Sets the horizontal line thickness by number of points (i.e., 1, 5, etc.).
<code>WITDH=" . . . "</code>	Displays the line percentage of the screen's width (i.e., 50%, 90%, etc.).

Table 10 – HTML's `<HR>` Attributes

The `<BLOCKQUOTE> ... </BLOCKQUOTE>` element tag indents the left and right margins of the contents.

The `<PRE> . . . </PRE>` element tag displays text as “what you see is what you get” (WYSIWYG) without collapsing spaces, word-wrapping, or formatting of the text.

#### 4.1.7 Special Characters

The following is a collection of commonly used special characters. Generally, it is better to use the entity named characters instead of typing-in or pasting these characters directly into the text editor. By using the entity named characters, this will improve the ability for web-browsers to properly display these special characters.

Character	Entity Number	Entity Name	Description
		&nbsp;	Non-breaking space character
"	&#34;	&quot;	quotation mark
'	&#39;	&apos;	apostrophe
&	&#38;	&amp;	ampersand
<	&#60;	&lt;	less-than
>	&#62;	&gt;	greater-than
‘	&#8216;	&lsquo;	left single quotation mark
’	&#8217;	&rsquo;	right single quotation mark
,	&#8218;	&sbquo;	single low-9 quotation mark
“	&#8220;	&ldquo;	left double quotation mark
”	&#8221;	&rdquo;	right double quotation mark
„	&#8222;	&bdquo;	double low-9 quotation mark
†	&#8224;	&dagger;	dagger
‡	&#8225;	&Dagger;	double dagger
•	&#8226;	&bull;	bullet
...	&#8230;	&hellip;	horizontal ellipsis
€	&#8364;	&euro;	euro
™	&#8482;	&trade;	trademark
←	&#8592;	&larr;	left arrow
↑	&#8593;	&uarr;	up arrow
→	&#8594;	&rarr;	right arrow
↓	&#8595;	&darr;	down arrow
↵	&#8629;	&crarr;	carriage return arrow
∀	&#8704;	&forall;	for all
∂	&#8706;	&part;	part
∃	&#8707;	&exist;	exists
∅	&#8709;	&empty;	empty
∇	&#8711;	&nabla;	nabla
∈	&#8712;	&isin;	isin
∉	&#8713;	&notin;	notin
∋	&#8715;	&ni;	ni
∏	&#8719;	&prod;	prod
∑	&#8721;	&sum;	sum
−	&#8722;	&minus;	minus
*	&#8727;	&lowast;	lowast
√	&#8730;	&radic;	square root
∝	&#8733;	&prop;	proportional to
∞	&#8734;	&infin;	infinity

Character	Entity Number	Entity Name	Description
∠	&#8736;	&ang;	angle
∧	&#8743;	&and;	and
∨	&#8744;	&or;	or
∩	&#8745;	&cap;	cap
∪	&#8746;	&cup;	cup
∫	&#8747;	&int;	integral
∴	&#8756;	&there4;	therefore
~	&#8764;	&sim;	similar to
≅	&#8773;	&cong;	congruent to
≈	&#8776;	&asymp;	almost equal
≠	&#8800;	&ne;	not equal
≡	&#8801;	&equiv;	equivalent
≤	&#8804;	&le;	less or equal
≥	&#8805;	&ge;	greater or equal
⊂	&#8834;	&sub;	subset of
⊃	&#8835;	&sup;	superset of
⊄	&#8836;	&nsup;	not subset of
⊆	&#8838;	&sube;	subset or equal
⊇	&#8839;	&supe;	superset or equal
⊕	&#8853;	&oplus;	circled plus
⊗	&#8855;	&otimes;	circled times
⊥	&#8869;	&perp;	perpendicular
·	&#8901;	&sdot;	dot operator
Σ	&#931;	&Sigma;	Sigma
Τ	&#932;	&Tau;	Tau
Υ	&#933;	&Upsilon;	Upsilon
Φ	&#934;	&Phi;	Phi
Χ	&#935;	&Chi;	Chi
Ψ	&#936;	&Psi;	Psi
Ω	&#937;	&Omega;	Omega
α	&#945;	&alpha;	alpha
β	&#946;	&beta;	beta
γ	&#947;	&gamma;	gamma
δ	&#948;	&delta;	delta
ε	&#949;	&epsilon;	epsilon
ζ	&#950;	&zeta;	zeta
η	&#951;	&eta;	eta
θ	&#952;	&theta;	theta
ι	&#953;	&iota;	iota
κ	&#954;	&kappa;	kappa
λ	&#955;	&lambda;	lambda
μ	&#956;	&mu;	mu
ν	&#957;	&nu;	nu
ξ	&#958;	&xi;	xi
ο	&#959;	&omicron;	omicron
π	&#960;	&pi;	pi
ρ	&#961;	&rho;	rho

Character	Entity Number	Entity Name	Description
ς	&#962;	&sigmaf;	sigmaf
σ	&#963;	&sigma;	sigma
τ	&#964;	&tau;	tau
υ	&#965;	&upsilon;	upsilon
φ	&#966;	&phi;	phi
χ	&#967;	&chi;	chi
ψ	&#968;	&psi;	psi
ω	&#969;	&omega;	omega
ϑ	&#977;	&thetasym;	theta symbol
Υ	&#978;	&upsih;	upsilon symbol
ω	&#982;	&piv;	pi symbol

Table 11 – HTML’s Special Characters

#### 4.1.8 Colors Table

The following is a collection of color names with associated Red, Green, and Blue (RGB) code value. These colors can be used to set the background, text, table’s cell, and borders, etc. The RGB formatting is a hexadecimal number: RRGGBB, where the first 2 hexadecimal digits (i.e., 0 to 9 and A to F) is the RED color range from 0 to 255 decimal values, the middle two digits represent the GREEN color, and the last two digits represent the BLUE color.

Aliceblue #F0F8FF	Antiquewhite #FAEBD7	Aqua #00FFFF
Aquamarine #7FFFD4	Azure #F0FFFF	Beige #F5F5DC
Bisque #FFE4C4	Black #000000	Blanchedalmond #FFEBCD
Blue #0000FF	Blueviolet #8A2BE2	Brown #A52A2A
Burlywood #DEB887	Cadetblue #5F9EA0	Chartreuse #7FFF00
Chocolate #D2691E	Coral #FF7F50	Cornflowerblue #6495ED
Cornsilk #FFF8DC	Crimson #DC143C	Cyan #00FFFF
Darkblue #00008B	Darkcyan #008B8B	Darkgoldenrod #B8860B
Darkgray #A9A9A9	Darkgreen #006400	Darkkhaki #BDB76B
Darkmagenta #8B008B	Darkolivegreen #556B2F	Darkorange #FF8C00
Darkorchid #9932CC	Darkred #8B0000	Darksalmon #E9967A
Darkseagreen #8FBC8F	Darkslateblue #483D8B	Darkslategray #2F4F4F
Darkturquoise #00CED1	Darkviolet #9400D3	Deeppink #FF1493

Deepskyblue #00BFFF	Dimgray #696969	Dodgerblue #1E90FF
Firebrick #B22222	Floralwhite #FFFAF0	Forestgreen #228B22
Fuchsia #FF00FF	Gainsboro #DCDCDC	Ghostwhite #F8F8FF
Gold #FFD700	Goldenrod #DAA520	Gray #808080
Green #008000	Greenyellow #ADFF2F	Honeydew #F0FFF0
Hotpink #FF69B4	Indianred #CD5C5C	Indigo #4B0082
Ivory #FFFFFF0	Khaki #F0E68C	Lavender #E6E6FA
Lavenderblush #FFF0F5	Lawngreen #7CFC00	Lemonchiffon #FFFACD
Lightblue #ADD8E6	Lightcoral #F08080	Lightcyan #E0FFFF
Lightgoldenrodyellow #FAFAD2	Lightgreen #90EE90	Lightgrey #D3D3D3
Lightpink #FFB6C1	Lightsalmon #FFA07A	Lightseagreen #20B2AA
Lightskyblue #87CEFA	Lightslategray #778899	Lightsteelblue #B0C4DE
Lightyellow #FFFFE0	Lime #00FF00	Limegreen #32CD32
Linen #FAF0E6	Magenta #FF00FF	Maroon #800000
Mediumaquamarine #66CDAA	Mediumblue #0000CD	Mediumorchid #BA55D3
Mediumpurple #9370D8	Mediumseagreen #3CB371	Mediumslateblue #7B68EE
Mediumspringgreen #00FA9A	Mediumturquoise #48D1CC	Mediumvioletred #C71585
Midnightblue #191970	Mintcream #F5FFFA	Mistyrose #FFE4E1
Moccasin #FFE4B5	Navajowhite #FFDEAD	Navy #000080
Oldlace #FDF5E6	Olive #808000	Olivedrab #688E23
Orange #FFA500	Orangered #FF4500	Orchid #DA70D6
Palegoldenrod #EEE8AA	Palegreen #98FB98	Paleturquoise #AFEEEE
Palevioletred #D87093	Papayawhip #FFEFD5	Peachpuff #FFDAB9
Peru #CD853F	Pink #FFC0CB	Plum #DDA0DD
Powderblue #B0E0E6	Purple #800080	Red #FF0000

Rosybrown #BC8F8F	Royalblue #4169E1	Saddlebrown #8B4513
Salmon #FA8072	Sandybrown #F4A460	Seagreen #2E8B57
Seashell #FFF5EE	Sienna #A0522D	Silver #C0C0C0
Skyblue #87CEEB	Slateblue #6A5ACD	Slategray #708090
Snow #FFFAFA	Springgreen #00FF7F	Steelblue #4682B4
Tan #D2B48C	Teal #008080	Thistle #D8BFD8
Tomato #FF6347	Turquoise #40E0D0	Violet #EE82EE
Wheat #F5DEB3	White #FFFFFF	Whitesmoke #F5F5F5
Yellow #FFFF00	YellowGreen #9ACD32	OU #841617

Table 12 – HTML's Color Table

⇒ NOTE: The # character must precede the RGB hexadecimal number for the HTML to translate the desired color.

#### 4.1.9 JAVA Script

If the <SCRIPT> and </SCRIPT> element tag is found in episode's description, it will be disabled from executing the JAVA script code.

## 5 Technical Notes

### 5.1 Download User Manual

Download this user's manual at <https://zynergyapps.com/docs/FavCast-1.0.0.pdf>.

## 6 Contact

- If you have a general question about the app, please send e-mail to <mailto:support@zynergyapps.com>.
- If you encountered a bug in the app, please relay details to <mailto:bug@zynergyapps.com>:
- If you have any suggestions, requests, or recommendations for the app, send email to <mailto:suggestions@zynergyapps.com>.

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### 7.1 Agreement

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## 7.2 Third-Parties

- **FeedKit 10.1.3**  
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