




Name	Name	Last commit date
 gradlew	Initial check-in of UAMP in Ko...	7 years ago
 gradlew.bat	Initial push of uamp.	10 years ago
 settings.gradle	Rename AAE to automotive	5 years ago

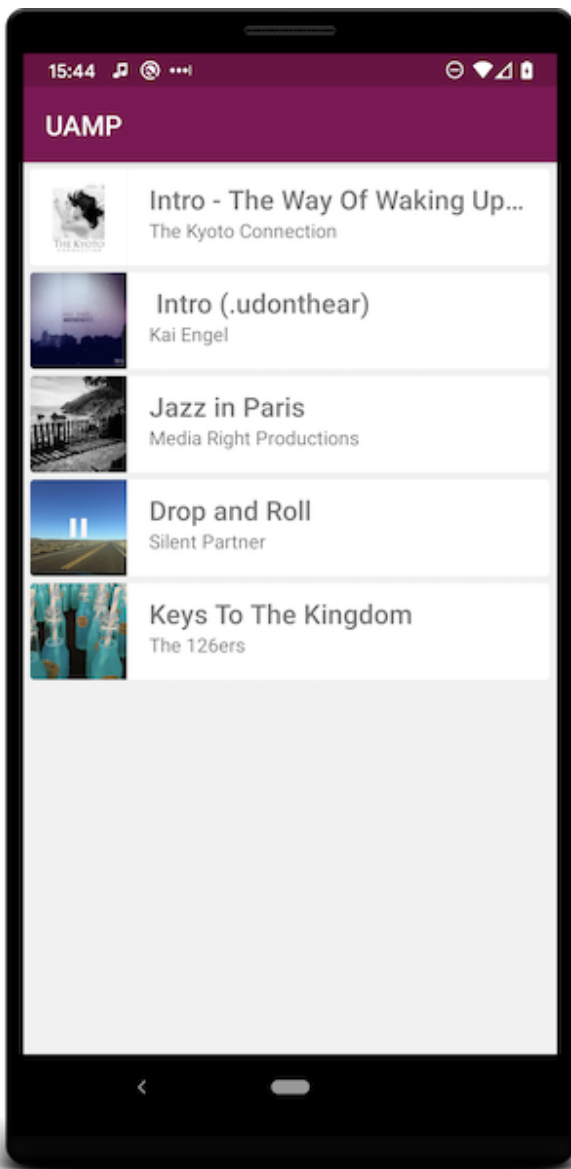
README.md



Universal Android Music Player Sample

The goal of this sample is to show how to implement an audio media app that works across multiple form factors and provides a consistent user experience on Android phones, tablets, Android Auto, Android Wear, Android TV, Google Cast devices, and with the Google Assistant.

To get started with UAMP please read the [full guide](#).





🔗 Pre-requisites

- Android Studio 3.x

🔗 Getting Started

This sample uses the Gradle build system. To build this project, use the "gradlew build" command or use "Import Project" in Android Studio.

🔗 Support

- Check out the [FAQs page](#)
- Stack Overflow: <http://stackoverflow.com/questions/tagged/android>

If you've found an error in this sample, please [file an issue](#)

Patches are encouraged and may be submitted by forking this project and submitting a pull request through GitHub. Please see [CONTRIBUTING.md](#) for more details.

🔗 Audio

Music provided by the [Free Music Archive](#).

- [Wake Up](#) by [The Kyoto Connection](#).

Recordings provided by the [Ambisonic Sound Library](#).

- [Pre Game Marching Band](#) by Watson Wu
- [Chickens on a Farm](#) by Watson Wu
- [Rural Market Busker](#) by Stephan Schutze
- [Steamtrain Interior](#) by Stephan Schutze
- [Rural Road Car Pass](#) by Stephan Schutze
- [10 Feet from Shore](#) by Watson Wu

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