Play audio file from the assets directory

55

android   audio   android-mediaplayer   assets   android-assets

I have the following code:

```
AssetFileDescriptor afd = getAssets().openFd("AudioFile.mp3");
player = new MediaPlayer();
player.setDataSource(afd.getFileDescriptor());
player.prepare();
player.start();
```

The problem is that, when I run this code, it starts playing all the audio files in the assets directory, in alphabetical order instead of just playing the audio file I requested. What am I doing wrong? Is there a better way to play audio files from the assets directory?

Follow-up question: Is there a difference between keeping audio files in the assets directory and keeping them in the res/raw directory? Besides the fact that they don't get ids if they are in the assets directory. If I move the audio files to the res/raw folder then I have a problem with reusing MediaPlayers because there is no id parameter for setDataSource(). I can't find a good guideline for handling this kind of problem.

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kaciula
2,814 ●3 ●30 ●53

Asked
Jul 20 '10 at 10:27

Jonik
20.4k ●23 ●117 ●171

Edited
Dec 7 '13 at 19:41

2 Answers

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```
player.setDataSource(afd.getFileDescriptor(),afd.getStartOffset(),afd.getLength());
```

> Your version would work if you had only one file in the assets directory. The asset directory contents are not actually 'real files' on disk. All of them are put together one after another. So, if you do not specify where to start and how many bytes to read, the player will read up to the end (that is, will keep playing all the files in assets directory)

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Sarwar Erfan
11.8k ●3 ●23 ●43

Answered
Aug 2 '10 at 16:56

It worked. Thanks. But I think my version SHOULD have also worked. – **kaciula** Aug 5 '10 at 16:17

37 Your version would work if you had only one file in the assets directory. The asset directory contents are not actually 'real files' on disk. All of them are put together one after another. So, if you do not specify where to start and how many bytes to read, the player will read up to the end (that is, will keep playing all the files in assets directory) – **Sarwar Erfan** Aug 9 '10 at 4:46

Very good answer! – **Redax** Mar 29 '11 at 15:37

1 This is the code path that I am using but it doesn't work: stackoverflow.com/questions/9124378/... – **Timothy Lee Russell** Feb 16 '12 at 5:54

1 +1 for your comment explaining WHY (should really be edited into the answer though) – **Qw4z1** Aug 7 '12 at 6:03

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26 This function will work properly :)

```
public void playBeep() {
    try {
        if (m.isPlaying()) {
            m.stop();
            m.release();
            m = new MediaPlayer();
        }

        AssetFileDescriptor descriptor = getAssets().openFd("beepbeep.mp3");
        m.setDataSource(descriptor.getFileDescriptor(), descriptor.getStartOffset(),
descriptor.getLength());
        descriptor.close();

        m.prepare();
        m.setVolume(1f, 1f);
        m.setLooping(true);
        m.start();
    } catch (Exception e) {
        e.printStackTrace();
    }
}
```

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