Play media files located in assets folder

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android   assets   android-mediaplayer

I currently have a set of media files in the raw folder of the android project that are loaded quickly and played when called using the mediaplayer class. I need to add more variations of these files and categorize them into folders, but apparently the raw folder does not support folders. Would I be able to quickly load these files from the assets folder and play them with mediaplayer? If so, how?

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Asked
Nov 12 '11 at 18:45

2 Answers

order by votes

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I've this method that returns the all files by extension in a folder inside asset folder:

```
public static String[] getAllFilesInAssetByExtension(Context context, String path, String
extension){
    Assert.assertNotNull(context);

    try {
        String[] files = context.getAssets().list(path);

        if(StringHelper.isNullOrEmpty(extension)){
            return files;
        }

        List<String> filesWithExtension = new ArrayList<String>();

        for(String file : files){
            if(file.endsWith(extension)){
                filesWithExtension.add(file);
            }
        }

        return filesWithExtension.toArray(new String[filesWithExtension.size()]);
    } catch (IOException e) {
```

if you call it using:

```
getAllFilesInAssetByExtension(yourcontext, "", ".mp3");
```

this will return all my mp3 files in the root of assets folder.

if you call it using:

```
getAllFilesInAssetByExtension(yourcontext, "somefolder", ".mp3");
```

this will search in "somefolder" for mp3 files

Now that you have list all files to open you will need this:

```
AssetFileDescriptor descriptor = getAssets().openFd("myfile");
```

To play the file just do:

```
MediaPlayer player = new MediaPlayer();

long start = descriptor.getStartOffset();
long end = descriptor.getLength();

player.setDataSource(this.descriptor.getFileDescriptor(), start, end);
player.prepare();

player.setVolume(1.0f, 1.0f);
player.start();
```

Hope this helps

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4   Here is a function that can play mediafiles from your asset folder. And you can use it
    with smth like play(this,"sounds/1/sound.mp3");

```
private void play(Context context, String file) {
try {
    AssetFileDescriptor afd = context.getAssets().openFd(file);
    meidaPlayer.setDataSource(
        afd.getFileDescriptor(),
        afd.getStartOffset(),
        afd.getLength()
      );
    afd.close();
    meidaPlayer.prepare();
    meidaPlayer.start();
} catch (IllegalArgumentException e) {
    e.printStackTrace();
} catch (IllegalStateException e) {
    e.printStackTrace();
} catch (IOException e) {
    e.printStackTrace();
}

}
```

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