How to stream audio from one Android device to another Android device Via Bluetooth?

Asked 7 years, 7 months ago   Active 4 years, 1 month ago

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Is it possible to stream audio over bluetooth? During my research I found that is it only possible using `A2DP(Advanced Audio Distribution Profile)`. And does every android device support A2DP? If not, is it possible to stream audio between two android devices using bluetooth? Please help me understand this.

I've looked through the following links:

- [Receive audio via Bluetooth in Android](#),

- [Google confirms bluetooth audio streaming fix for next version of Android 4.2](#)

- [How can I stream audio from another device via Bluetooth?](#)

android   bluetooth   audio-streaming   android-bluetooth   a2dp

Share Follow   edited May 23 '17 at 12:09

asked May 28 '13 at 10:11

Hardik Joshi

9,179   10   58   109

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2   1. Almost every device supports A2DP, A2DP and HFP(Handsfree) profile are the basic profiles which phone needs. 2. Android 4.2.1 had audio streaming issues over bluetooth, it was a choppy audio which got fixed as per google in latest release. 3. Most of the people earlier had tried on bluez (open source bluetooth)stack but from JB onwards ,bluez is replaced by broadcomm stack. You need to implement audio sink profile in the phone. Audio streaming between 2 devices can be possible using Alljoyn, check link – ashish May 28 '13 at 11:09

Thank you for that link @ashish. I am go through that. And will let you know what happens. Thanks again. – Hardik Joshi May 28 '13 at 12:24

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1   Does the audio need to be streamed via Bluetooth? What about using WiFi-Direct? This would actually give you more flexibility and features. – BigMacAttack Sep 10 '13 at 5:44

@BigMacAttack thank you for reply. But I need streamed via Bluetooth. – Hardik Joshi Sep 10 '13 at 7:03

@Prince: How about your progression? Does it work? – John Oct 3 '14 at 18:45

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5 Answers

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Below sort of thread says its possibility that streaming audio over Bluetooth is possible between devices but there was question mark on its success rates till Google official announced that *We have fixed the a2dp streaming stutter problem on N7. The next release should have the fix. Sorry about the problem.*

Fix for poor A2DP quality on 4.2.2

Bluetooth sound quality suffer after upgrade to 4.2 with Galaxy Nexus

Android 4.3 Bluetooth Audio Quality Fix for Nexus 7 Flo

And does every android device support A2DP?

Support compatibility is mention on Android developers site that its added from `API Level-11 with appropriate features.` But I came across XDA tread where OP mention problem in `Android 2.1`,means its also support in previous api levels but OP facing issues.

Hope it make sense to understand and I would like to recommend to refer XDA forum to get more information about A2DP compatibility and its sucess.

Share Follow   answered Sep 13 '13 at 6:04

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I my opinion, if A2DP doesn't work properly, we'd better move to lower layer, and we can create a basic stream which can be used for sending any form of date. I succeed in sending byte stream via Bluetooth between J2ME devices.

If install an app in both devices is acceptable, I've sample codes to create a Bluetooth server and a client to communicate with each other via socket, once the socket is established, you can send you audio stream :)

here are some core codes:

1) server device:

```
// you can generate your own UUID and use it as an port to eat
private static final UUID MY_UUID = UUID.fromString("20687DAD-
A135554CC3FD")

BluetoothServerSocket serverSocket =
mBluetoothAdapter.listenUsingRfcommWithServiceRecord(NAME_INSI
```

now you have the serverSocket, just use it as an ordinary ServerSocket:

```
BluetoothSocket socket = serverSocket.accept();
```
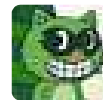
and then you can get InputStream and OutputStream from

2) client device:

assume you already got the `BluetoothDevice`

```
// you should implement the method getBlutoothDevice
BluetoothDevice device = getBluetoothDevice();
BluetoothSocket socket = device.createRfcommSocketToServiceRec
```
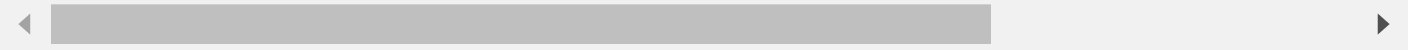
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answered May 15 '14 at 9:01

exloong
340   2   6

> It should be noted that normal A2DP is streamed over L2CAP which has a much larger payload size than an RFCOMM packet. Streaming over RFCOMM will result in poor audio quality due to the smaller payload size and additional layer involved – TwinPrimesAreEz Aug 25 '14 at 19:05

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You can also stream audio over a basic SCO connection which is not dependent on any profile. However, be aware that A2DP is a profile that was developed specifically for streaming music. So any implementation that you make yourself will suffer in quality compared to A2DP.

Unless you are streaming music to a device which does not support A2DP, I would certainly use A2DP. Really your only other option is to use a SCO link.

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Try using following code snippet:

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```java
public class AudioStream extends Activity {

@Override
public void onCreate(Bundle savedInstanceState) {
 super.onCreate(savedInstanceState);
 String url = "http://www.example.mp3";
 MediaPlayer mp = new MediaPlayer();
 try {
  mp.setDataSource(url);
  mp.setAudioStreamType(AudioManager.STREAM_MUSIC);
  mp.prepare();
  mp.start();
 } catch (Exception e) {
  Log.i("Exception", "Exception in streaming = " + e);
 }
 }
}
```

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answered Apr 29 '15 at 11:02

kamal2305
601   3   10

It's really hard to do that. But I did a lot of research and got a way. Has several delay, connection and root problems, but

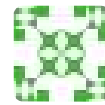**-1** ~~apparently works. For this you will need to have the~~

screen and then open AllConnect, press on your device, then on sources and choose the server, then choose the streaming mp3. The problem is that the delay is very large and another defect is that to transmit only the sound of the system of the android server you should have root on the phone ... I also tried the receiver of the streaming being the VLC, was less delayed but still So it's uncomfortable.

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answered Nov 24 '16 at 6:36

Jack
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