

AssignedFeature RequestP2+ Add Hotlist[AOSP] assigned

STATUS UPDATE

No update yet.

Edit

DESCRIPTION

da...@yahoo.com.ar created issue [#1](#)

Jan 25, 2023 10:37AM

### Feature needed

What I request is the Android equivalent of iOS:

```
if( [[AVAudioSession sharedInstance] isOtherAudioPlaying] ) {}
```

Android has the following API:

```
AudioManager manager = (AudioManager)this.getSystemService(Context.AUDIO_SERVICE);
if(manager.isMusicActive()) {}
```

However it is not the same:

- AudioManager:isMusicActive returns true if our own application is playing music. iOS' isOtherAudioPlaying only returns true if *external* applications are playing music (e.g. a music app, Spotify, Youtube Premium, etc)
  - This means if our own app always plays music, then AudioManager:isMusicActive always returns true, regardless of what external apps are doing
- As a workaround, our app can stop all of our audio, check and play again, however:
  - This is disrupting
  - AudioManager:isMusicActive will return true until the internal audio buffers are flushed. Which means we have to wait like 250ms (i.e. nanosleep, or let the game play in full silence) after stopping our own audio before we can check if other apps are also playing music
  - Currently we're stopping Audio after losing focus or APP\_CMD\_PAUSE, which works 'good enough' but this is subpar because actually we don't stop the game when we receive APP\_CMD\_LOST\_FOCUS but we do stop the audio, which can be misleading!

### Use case

We make videogames.

Our users often request they want to play our game BUT while listening to their own music.

Therefore we implemented **an Auto-Mute** function: when we detect other apps are playing music, we mute our own music (**but our SFX audio still works!**). When we detect external music stops playing, we unmute our in-game music.

This feature has been well-received by our fans in iOS.

With AudioManager:isMusicActive, we can sort of implement this feature via workarounds on Android, but it would lead to a much smoother UX if Google implemented AudioManager:isOtherMusicActive

(We actually use the NDK, but we use JNI calls to call AudioManager:isMusicActive)

Reporter

Type

Feature Request

Priority

P2

Severity

S2

Status

Assigned

Access

Default access

View

Assignee

Verifier

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Collaborators

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CC

da...@yahoo.com.ar

^

AOSP ID

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ReportedBy

Developer

Found In

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Targeted To

--

Verified In

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In Prod

COMMENTS

All comments

↓ Oldest first

ra...@google.com

<ra...@google.com>

[#2](#)

Jan 25, 2023 07:06PM

Assigned to ra...@google.com.

We have shared this with our product and engineering team and will update this issue with more information as it becomes available.