Class Reference

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SimpleExoPlayer

An ExoPlayer implementation that uses default Renderer components. Instances can be obtained from ExoPlayerFactory.

void	**prepare**(**MediaSource** mediaSource) Prepares the player to play the provided **MediaSource**.
void	**release**() Releases the player.
void	**setPlayWhenReady**(boolean playWhenReady) Sets whether playback should proceed when **Player.getPlaybackState()** == **Player.STATE_READY**.
void	**stop**() Stops playback.

SimpleExoPlayerView

A high level view for SimpleExoPlayer media playbacks. It displays video, subtitles and album art during playback, and displays playback controls using a PlaybackControlView.

void	**setDefaultArtwork**(**Bitmap** defaultArtwork) Sets the default artwork to display if useArtwork is true and no artwork is present in the media.
void	**setPlayer**(**SimpleExoPlayer** player) Set the **SimpleExoPlayer** to use.