

ExoPlayer

Non-Visible component

Category	Requires	Version
Media	API 19, Android 4.4 - 4.4.4 KitKat	4

Overview

A non-visible component that plays audio files.

The ExoPlayer component, powered by Google, has significantly lower audio playback delay/lag than other players.

Permissions

- `android.permission.INTERNET`
- `android.permission.READ_EXTERNAL_STORAGE`

Events

Completed

This event is invoked if the player state is completed.

Got Meta Data

This event returns meta data from the audio stream. Works for files but not for streams as example radio streams.

Params	
artist	Text
title	Text
album	Text
albumArtist	Text
track	Text

On Player Error

This event returns the error reason for any problems.

Params	
error Message	Text

Other Player Started

This event is signaled when another player has started (and the current player is playing or paused, but not stopped).

Other Player Stopped

This event is signaled when another player has stopped (and the current player is playing or paused, but not stopped).

Status Changed

This event returns true or false for the respective simpleExoPlayer statuses.

Params	
is Playing	Boolean
is Pause	Boolean
is Stopped	Boolean
is Loading	Boolean

Methods

is Loading

Returns: *Boolean*

Returns true if the player is current loading.

is Pause

Returns: *Boolean*

Returns true if the player is current in pause mode.

is Playing

Returns: *Boolean*

Returns true if the player is current playing.

is Stopped

Returns: *Boolean*

Returns true if the player is current stopped.

Pause

Pause the player.

Resume

Resume the player.

Seek To

Set a position where the source file should start playing in milliseconds.

Params	
position	Number

Start

Start the player.

Stop

Stop the player.

Properties

Current Position

Number — Read - Blocks

Returns the current position of the source file that is playing in milliseconds.

Duration

Number — Read - Blocks

Returns the duration of the source file.

Loop

Boolean **Default: *False*** — **Read** **Write** - **Designer** **Blocks**

If true, the player will loop when it plays.

Source

Text — **Read** **Write** - **Designer** **Blocks**

Set the path to the audio source. Can be a asset file, from external card, or from a online stream.

Volume

Number **Default: 50** — **Read** **Write** - **Designer** **Blocks**

Sets the volume to a number between 0 and 100

Last update: January 26, 2020