# Player

### Non-Visible component

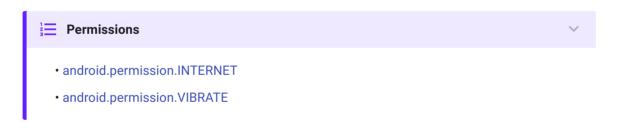
Category	Requires	Version
Media	API 19, Android 4.4 - 4.4.4 KitKat	8

### Overview

Multimedia component that plays audio and controls phone vibration. The name of a multimedia field is specified in the Source property, which can be set in the Designer or in the Blocks Editor. The length of time for a vibration is specified in the Blocks Editor in milliseconds (thousandths of a second)

For supported audio formats, see Android Supported Media Formats.

This component is best for long sound files, such as songs, while the Sound component is more efficient for short files, such as sound effects.



## **Events**

## Completed

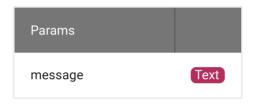
Indicates that the media has reached the end

## Other Player Started

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

## PlayerError

The PlayerError event is no longer used. Please use the Screen.ErrorOccurred event instead.



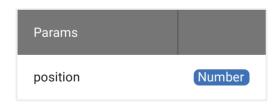
## Methods

#### Pause

Suspends playing the media if it is playing.

#### Seek To

Set a position where the source file should start playing.



## Set Left Right Volume

Control the left and right volume of the player. Set the volume to a number between 0 and 100.



#### Start

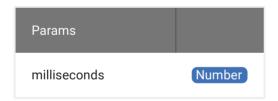
Plays the media. If it was previously paused, the playing is resumed If it was previously stopped, it starts from the beginning.

## Stop

Stops playing the media and seeks to the beginning of the song.

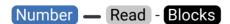
### Vibrate

Vibrates for specified number of milliseconds.



# **Properties**

#### **Current Position**



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

#### **Duration**



Returns the duration of the source file.

#### Get TrackInfo

Returns a array of track information.

### Is Playing

Reports whether the media is playing

#### Left Volume

Returns the current left volume.

### Loop

If true, the player will loop when it plays. Setting Loop while the player is playing will affect the current playing.

## Play Only In Foreground

If true, the player will pause playing when leaving the current screen; if false (default option), the player continues playing whenever the current screen is displaying or not.

## Right Volume

Returns the current right volume.

### Source

Returns the path to the audio source

### Volume

Sets the volume to a number between 0 and 100.

Last update: January 26, 2020