

# 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.

### Permissions

- `android.permission.INTERNET`
- `android.permission.VIBRATE`

## 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.

Params	
message	Text

## Methods

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### Pause

Suspends playing the media if it is playing.

### Seek To

Set a position where the source file should start playing.

Params	
position	Number

### Set Left Right Volume

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

Params	
left Volume	Number
right Volume	Number

## 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.

Params	
milliseconds	Number

## Properties

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### Current Position

Number — Read - Blocks

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

### Duration

Number — Read - Blocks

Returns the duration of the source file.

## Get TrackInfo

**Text** — Read - **Blocks**

Returns a array of track information.

## Is Playing

**Boolean** — Read - **Blocks**

Reports whether the media is playing

## Left Volume

**Number** — Read - **Blocks**

Returns the current left volume.

## Loop

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

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

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

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

**Number** — Read - **Blocks**

Returns the current right volume.

## Source

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

Returns the path to the audio source

## Volume

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

Sets the volume to a number between 0 and 100.

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