

[FAQ14327][Audio framework] L 及之后版本首次开机截屏无声音

[DESCRIPTION]

L 及之后版本首次开机截屏无声音，但之后的截屏可以正常发声

问题原因是：首次截屏时，由于 framework 部分声音解码模块初始化比较耗时

造成解码没有做完就启动了播放线程，此时便听不到声音

需要晚些启动播放线程，等待解码完成，请参考如下解法：

[SOLUTION]

Please modify:

```
1: status_t Sample::doLoad() 方法内 error 段改为：
error:
mState = ERROR;//add this line
mHeap.clear();
return status;
```

```
2: soundpool.h 中，加入 ERROR 态定义
enum sample_state { UNLOADED, LOADING, READY, UNLOADING, ERROR };
```

```
3: play 方法加入如下修改
int SoundPool::play(int sampleID, float leftVolume, float rightVolume,
int priority, int loop, float rate)
in /frameworks/av/media/libmedia/SoundPool.cpp
```

add lines wrapped in dismissed lines:

```
int SoundPool::play(int sampleID, float leftVolume, float rightVolume,
int priority, int loop, float rate)
{
ALOGV("play sampleID=%d, leftVolume=%f, rightVolume=%f, priority=%d, loop=%d, rate=%f",
sampleID, leftVolume, rightVolume, priority, loop, rate);
sp<Sample> sample;
SoundChannel* channel;
```

```
int channelId;
```

```
Mutex::Autolock lock(&mLock);
```

```
if (mQuit) {
```

```
return 0;
```

```
}
```

```
// is sample ready?
```

```
sample = findSample(sampleID);//reference line
```

```
//add begin
```

```
if(sample != 0){
```

```
int LoopCounter = 5;
```

```
while(LoopCounter-- > 0 && (sample->state() != Sample::READY) && (sample->state() !=  
Sample::ERROR )){
```

```
ALOGD("wait for sample ready, sleep 100ms");
```

```
usleep(100 * 1000);
```

```
}
```

```
}//add end
```

```
...
```