

Getting Started with jMTP

The first thing you need to do, is create a new `PortableDeviceManager` object to handle all the connected media players. You can then iterate over all the devices:

```
PortableDeviceManager manager = new PortableDeviceManager();  
for(PortableDevice device : manager) {  
    //do something with the device ...  
}
```

If you want to access a device it is important that you open a connection to it first:

```
device.open()
```

Optionally you can use a special open version that allows you to authenticate you application to the device.

Next you can iterate over the files:

```
for(PortableDeviceObject object : device.getRootObjects()) {  
    //do something with the root objects...  
}
```

A `PortableDeviceObject` can always be of a more specialized type such as a storage: these are the root storage objects, most of the other root objects are virtual setting objects (for more information, please see the MSDN), you can check if an object is an storage object with:

```
If(object instanceof PortableDeviceStorageObject) {  
    PortableDeviceStorageObject storage = (PortableDeviceStorageObject)object;  
    //....  
}
```

You can then retrieve the childobjects of the storage with the method `getChildObjects()`, child's can be all kind of objects (folders, audio, unspecified objects, ...) you can always use the `instanceof` to check the exact type of an object on the device.

If you encounter a problem or a bug: don't be afraid you may always contact me on:

phd[]ryc[]ke'at'gm[]ail'dot'com (remove all the [and] and change 'at' to @ and 'dot' to .)