

AudioRenderer是Audio的渲染类，负责音频的渲染

```
public static class AudioFrame {
    public byte[] audio_data;    //音频数据
    public int bits_per_sample;  //bit音频的示例
    public int sample_rate;      //示例比特率
    public int number_of_channels; //声道的数量
    public int number_of_frames; //帧的数量

    //构造方法
    public AudioFrame(byte[] audio_data, int bits_per_sample, int sample_rate, int number_of_channels) {
        this.audio_data = audio_data;
        this.sample_rate = sample_rate;
        this.bits_per_sample = bits_per_sample;
        this.number_of_channels = number_of_channels;
        this.number_of_frames = number_of_frames;
    }
}
```

```
//回调接口，当有音频帧的时候产生回调用的
public static interface Callbacks {
    public void onAudioFrame(AudioFrame frame);
}
```

```
long nativeAudioRenderer;
//创建AudioRenderer
public AudioRenderer(Callbacks callbacks) {
    nativeAudioRenderer = nativeWrapAudioRenderer(callbacks);
}
private static native long nativeWrapAudioRenderer(Callbacks callbacks);
```

```
//销毁掉audioRenderer
public void dispose() {
    if (nativeAudioRenderer == 0) {
        return;
    }
    // todo free native audio renderer
    nativeAudioRenderer = 0;
}
```