

MP3 Engine MP3エンジン

maXbox Starter 152 - Get MP3 Stream.

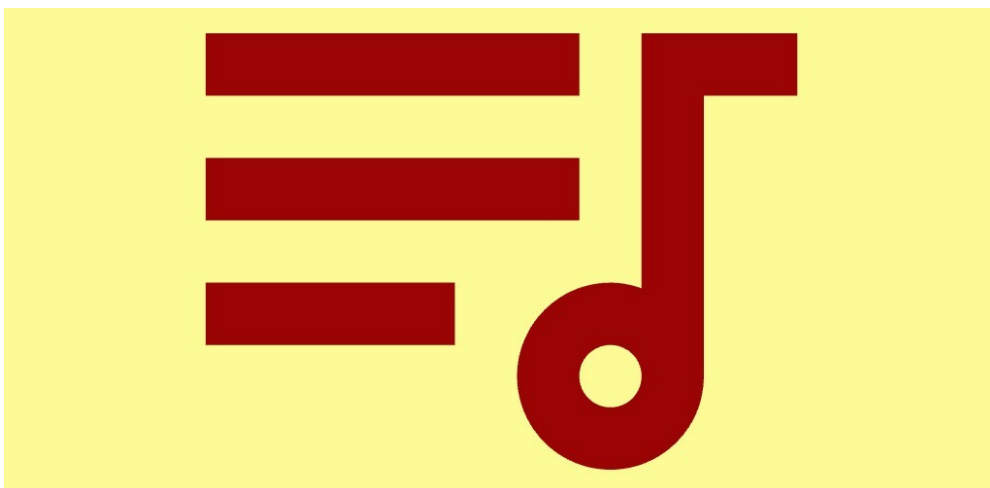
Source:

https://sourceforge.net/projects/maxbox5/files/examples/1422_mp3stream_surprise.txt/download

Executable: **maXbox5.exe** menu/Options/Add Ons/MP3 Songs

Script_: **1422_mp3stream_surprise.txt**;

Do you find any great songs on some music websites and want to download the audio files or better without download just play the mp3 stream? If you have a file with a particular extension, like .txt or .mp4 or .m4a, it is possible to share a link for the file and also make it automatically download whenever a link is clicked.



But google drive does not provide an easy way to get the link for the file with the extension. Rather, it generates a link like this:

<https://drive.google.com/uc?export=download&id={RandomCharacters}>

So also blocked script execution in 'about:blank' hinder that because the document's frame is sandboxed and the 'allow-scripts' permission is not set with certain rights.

We tested also SoundCloud, Wordpress and other Shares or drives.

We found a solution with Github as a media server. Our URL to MP3 **converter stream server**¹ serves as an open source for online song downloading or streaming. You can copy the URL of the song you want to download, or paste it to our online MP3 converter website or play it direct as an URL stream in the following script:!

¹ CSS gets a file in a byte stream without save a file on a store.

```

procedure PlaySurprise_MP3_Media2;
var wmp: Variant;
  //Maybe you'll be more comfortable with automation.
  //I believe it would provide most of functionality as the interfaces
  provide in a Type Library
begin
  wmp:= CreateOleObject('WMPlayer.OCX');
  if ISInternetconnected then begin
    wmp.URL:= SongURL5;
    wmp.OpenPlayer(wmp.URL);
  end else {}
    wmp.OpenPlayer(Exepath+'examples\Sternenhaufen_Max_SunoAI.mp3');
  //wmp.controls.play;
end;

```

So the trick or the disposal is to convert the link in a raw content to stream the file.

A raw GitHub link allows you to access the raw content of a file stored in a GitHub repository. This can be useful for directly accessing files such as images, songs, text files, or scripts without the GitHub interface. We use this also to execute a JavaScript link to run in a local embedding browser in maXbox. Here's how you can create a raw GitHub link:

```

SongURL5 =
'https://raw.githubusercontent.com/maxkleiner/maXbox5/main/assets/
Sternenhaufen\_Max\_SunoAI.mp3';

```

To manually create a raw GitHub link, you need to follow a specific URL format on your repository, in our case to change from URL4 to URL5:

```

SongURL4 =
'https://github.com/maxkleiner/maXbox5/blob/main/assets/Sternenhaufen\_Max
\_SunoAI.mp3';

SongURL5 =
'https://raw.githubusercontent.com/maxkleiner/maXbox5/main/assets/
Sternenhaufen\_Max\_SunoAI.mp3';

```

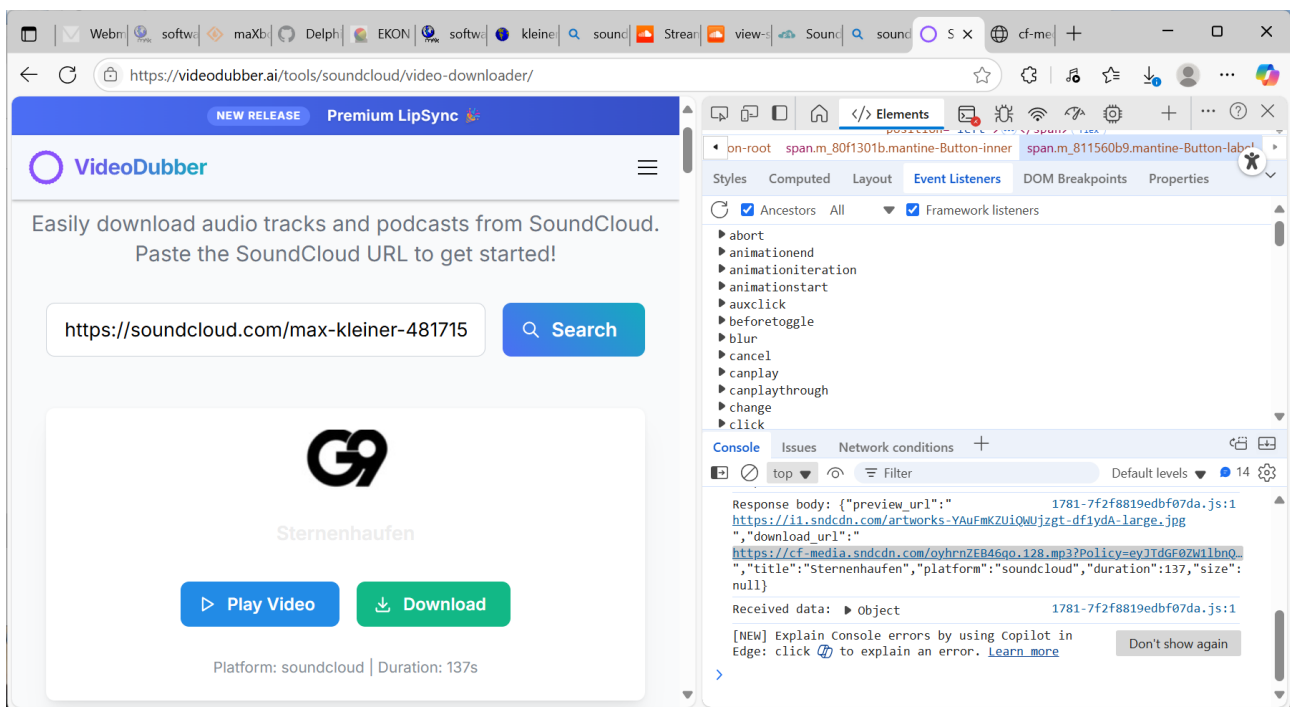
The ComObject `CreateOleObject('WMPlayer.OCX')` control gives you direct control of media, including reading and writing to the files or metadata/tags.

Additionally, some automation interfaces are implemented by automation objects, and the properties and methods of those interfaces are inherited by the objects like `wmp.controls.play`.

In addition to the various Form controls, your computer contains many ActiveX/Com controls installed by Excel, Outlook and other programs, such as Calendar Control 12.0, and **Windows Media Player**. When you install new ActiveX controls, the Setup program for the controls usually registers each control on your computer, which makes it available to use from Excel or others.

After run the script you can see the small player view.

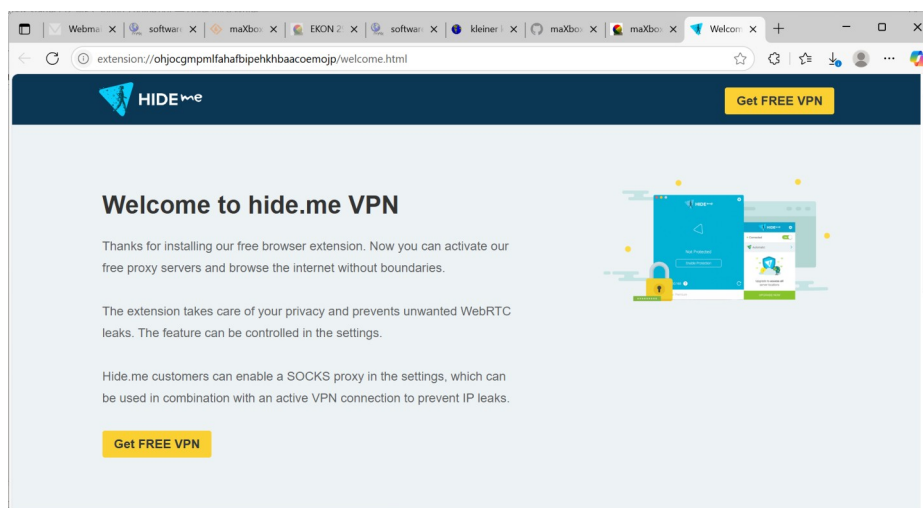
With SoundCloud it was different, cause the most of the non commercial converters work only a short time limited like VideoDubber:



152_converterScreenshot_2025-07-24 091616.png

And geo-fencing is also a problem, means you can't access an URL based on your location. Geofencing is a type of location-based marketing and advertising. A mobile app or software uses the Global Positioning System (GPS), radio frequency identification (RFID), Wi-Fi or cellular data to define a virtual geographical boundary and trigger a targeted marketing action when a device enters or exits that boundary. This boundary is known as a geofence.

We solved that with a browser extension hide.me VPN; The extension takes care of your privacy and prevents unwanted WebRTC leaks. WebRTC (Web Real-Time Communication) is a technology that enables real-time communication between web browsers without the need for an intermediary server. It is commonly used for applications like video chats, voice calls, and peer-to-peer file sharing.



Local Based Solution

With the following calls its also possible to play a stream from local based resources; means the other way round. Songs are stored in an executable or dll to invoke from inside.

TResourceStream. It's constructor will find and load the resource into memory (based on instance and name), and it's SaveToFile method will do the disk write if you want to.

```
ts : TResourcestream;
ts:= TResourcestream.create(hinstance, 'AresourceName', 'MP3');
    PlayMp3FromStream(ts);

procedure PlayMp3FromStream(Stream: TStream);
var
    TempFile: string;
    FileStream: TFileStream;
    Player: TMediaPlayer;  afrm: TForm;
begin
    TempFile:= TPath.GetTempFileName + '.mp3';
    FileStream:= TFileStream.Create(TempFile, fmCreate);
    try
        Stream.Position:= 0;
        FileStream.CopyFrom(Stream, Stream.Size);
    finally
        FileStream.Free;
    end;
    Player:= TMediaPlayer.Create(nil);
    afrm:= TForm.create(nil);
    afrm.Hide;
    player.parent:= afrm;
    Player.FileName:= TempFile;
    player.open;
    Player.Play;
    //afrm.free;
end;
```

You can combine a TResourcestream with a **TMediaplayer** but the mediaplayer can't play from a stream directly we use a temp TFileStream to pass mp3!

You need also a hidden form to assign a valid parent otherwise you get an exception. If you can use the resource ID instead of name, it's a little less memory. In that case, you'd replace Create with CreateFromID, and supply the numeric ID rather than the string name.

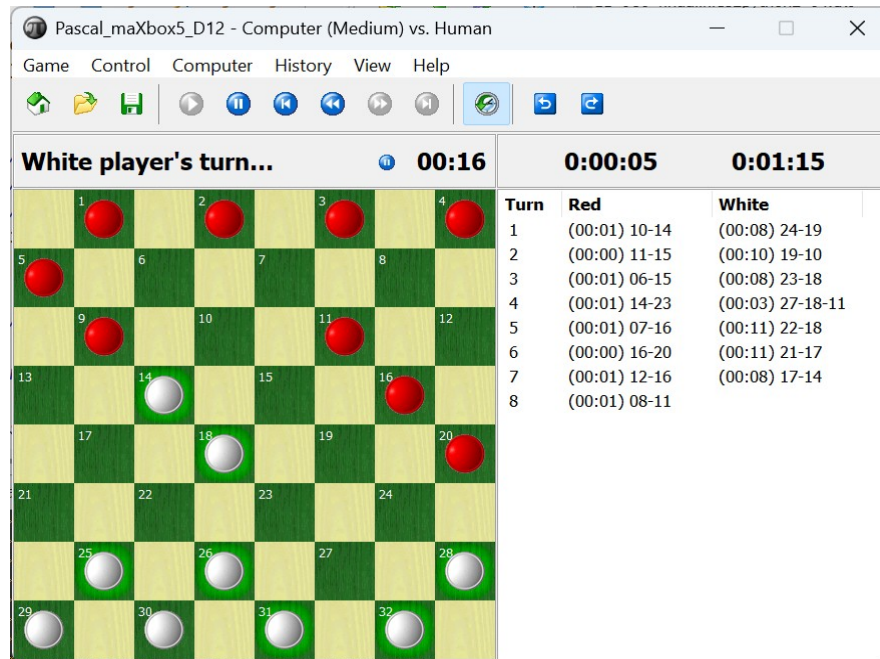
Its the same way you get another resource from inside:

```
Icon.LoadFromResourceName(HInstance, 'XDAOthello'); ;
```

Create a TResourceStream. You'll need the module instance handle (usually **SysInit.HInstance** for the current EXE file, or else whatever you get from LoadLibrary or LoadPackage), the resource type (such as rt_Bitmap or rt_RCData), and either the resource name or numeric ID. Then call the stream's method.

Resource files can contain text, html documents, sounds, images etc. Open a simple text editor, e.g. Notepad and enter the files you want to include in your application.

For example DA Checkers lets you play American Checkers (English draughts or Dame) with a friend or against the computer. The program uses powerful algorithm of game and a friendly interface and also resources from inside a current EXE file.



151_checkers1Screenshot2025-07-17150449.png

Conclusion

The SndPlaySound API only supports waveform audio. It is not a general purpose multi-media API and as such does not (directly nor easily) support MP3 playback.

To play your audio through this API you would first need to decode the MP3 into the waveform format that the API expects. With the Comobject `CreateOleObject('WMPPlayer.OCX')` you get an URL enabled player for streaming an MP3 file.

TResourceStream is a memory stream that provides access to the compiled resources in an application. Use TResourceStream to read the resources of an application. An instance of TResourceStream holds the value of a single resource in a memory buffer where it is accessible to the application.

So the real routine is a URL stream and play the song without an external and visible player in 1422 mp3stream surprise1.txt:

```
mp3Stream:= TMemoryStream.create;
Http_GetStream(SongURL5, mp3Stream);
PlayMp3FromStream(mp3stream);
mp3stream.free;
```

Descendant stream objects, such as memory and file streams used for component streaming, are created automatically by the global functions `ReadComponentRes` and `WriteComponentRes`. For streaming other kinds of information, choose a descendant class according to the specific data and storage needs. These include:

- `TFileStream` -- for working with files.
- `TStringStream` -- for manipulating in-memory strings.
- `TMemoryStream` -- for working with a memory buffer.
- `TWinSocketStream` -- for reading /writing over a socket connection.
- `TOleStream` -- for using a COM interface to read and write.

Script:

[https://sourceforge.net/projects/maxbox5/files/examples/1422 mp3stream surprise1.txt/download](https://sourceforge.net/projects/maxbox5/files/examples/1422%20mp3stream%20surprise1.txt/download)

References:

[stream - How to play mp3 content from resource in Delphi? - Stack Overflow](#)

[OnlineMP3player...The best online MP3 Player!](#)

[maxkleiner/Pascal-Chess: Delphi/Pascal chess game](#)

[Projects - DELPHI AREA](#)



Doc and Tool: [maXbox5 - Manage Files at SourceForge.net](#)
[Release maXbox V5.2.9 · maxkleiner/maXbox5](#)

Max Kleiner 24/07/2025