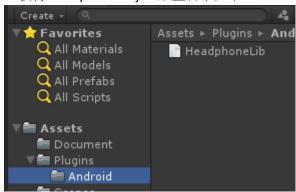
1 获得 HeadphoneLib.jar 放置目录如下:



2 使用 JavaDecompiler 查看内部接口,并且可以看到包名(ncy.lib.headphonelib)和类名

(Headphone), 函数名(adjustVolumn)

```
ncy. lib. headphonelib

AudioManager. class

Headphone. class

HeadphonePeal. class

HeadphoneReceiver. class

HeadphoneClickSignal. class

OptionDialog. class
```

3 分别使用加载 Context 和加载类,之后读取静态函数.

```
// 加载Context
_androidjc = new AndroidJavaClass("com.unity3d.player.UnityPlayer");
_androidjo = _androidjc.GetStatic<AndroidJavaObject>("currentActivity");

// 加载类. 包名+类名
_javaObj = new AndroidJavaObject("ncy.lib.headphonelib.Headphone");

// 读取Static静态函数.
_javaObj.CallStatic("adjustVolumn", _androidjo, _nVolume);

//Debug.Log("adjustVolume to 10");
```

详细请参考: http://docs.unity3d.com/Manual/PluginsForAndroid.html