**获取音频文件的metadata**

Posted on 2013年07月01日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script) /被围观 46 次

|  |  |  |
| --- | --- | --- |
|  |  |  |

|  |  |
| --- | --- |
| 01 | **String** scheme = mAudioUri.getScheme(); |
| 02 | **String** title = ""; |
| 03 | **String** artist = ""; |
| 04 | **if**(scheme.equals("content")) { |
| 05 | **String**[] proj = {MediaStore.Audio.Media.TITLE, MediaStore.Audio.Media.ARTIST}; |
| 06 | Cursor cursor = **this**.getContentResolver().query(mAudioUri, proj, **null**, **null**, **null**); |
| 07 | **if**(cursor != **null** && cursor.getCount() > 0) { |
| 08 | cursor.moveToFirst(); |
| 09 | **if**(cursor.getColumnIndex(MediaStore.Audio.Media.TITLE) != -1) { |
| 10 | title = cursor.getString(cursor.getColumnIndexOrThrow(MediaStore.Audio.Media.TITLE)); |
| 11 | artist = cursor.getString(cursor.getColumnIndexOrThrow(MediaStore.Audio.Media.ARTIST)); |
| 12 | } |
| 13 | } |
| 14 | } |
| 15 |  |