

ifAudioResource

Implemented By

- `roAudioResource`

Supported Methods

- `Trigger(volume as Integer) as Void`
- `IsPlaying() as Boolean`
- `Stop() as Void`
- `MaxSimulStreams() as Integer`
- `GetMetaData() as Object`

Description of Methods

Trigger(volume as Integer) as Void

This method triggers the start of the audio resource sound playback. The volume is a number between 0 and 100 (percentage of full volume). 50 should be used for normal volume.

IsPlaying() as Boolean

Returns true if this audio resource is currently playing

Stop() as Void

Stops playing the audio resource. If the resource is not currently playing, has no effect.

MaxSimulStreams() as Integer

Returns the maximum number of audio resources which can be played simultaneous. Some Roku models support playing multiple resources and mix the output, others support playing only one stream at a time.

GetMetaData() as Object

Returns an `roAssociativeArray` array containing the following meta data parameters about the audio resource. All values are integers.

- `Length` (number of samples)
- `SamplesPerSecond`
- `NumChannels`
- `BitsPerSample`