

# roAudioPlayer

The Audio Player object provides the ability to setup the playing of a series of audio streams. The object accepts an array of content meta-data objects, describing the audio and providing url's for accessing each stream. The component understands the following streamformat values: "mp3", "wma", "mp4", "hls", "es.aac-adts", "flac"

## Supported Interfaces

- ifAudioPlayer
- ifHttpAgent
- ifSetMessagePort
- ifGetMessagePort

## Supported Events

- roAudioPlayerEvent

## Description

This object does not provide an interface to a screen. In order to get events both from the screen you are using and the Audio Player, you should use the same Message Port for both objects.

This object is created with no parameters:

- CreateObject("roAudioPlayer")

### Example

```
Sub Main()  
  audioPlayer = CreateObject("roAudioPlayer")  
  port = CreateObject("roMessagePort")  
  audioPlayer.SetMessagePort(port)  
  song = CreateObject("roAssociativeArray")  
  song.url = "http://www.theflute.co.uk/media/BachCPE_SonataAmin_1.wma"  
  audioplayer.addcontent(song)  
  audioplayer.setloop(false)  
  audioPlayer.play()  
  while true  
    msg = wait(0, port)  
    if type(msg) = "roAudioPlayerEvent"  
      if msg.isStatusMessage() then  
        print "roAudioPlayerEvent: "; msg.getmessage()  
        if msg.getmessage() = "end of playlist" return  
      endif  
    endif  
  end while  
End Sub
```

