

MMAPI (JSR 135) allows Java ME applications to easily access **MultiMedia functionalities**, like **playing and recording both video and audio data**. This article shows the **steps required to play a sound**, from both local and network resources.

Source code

You need to import the following packages:

```
import java.io.*;
import javax.microedition.media.*;
```

The following code helps to play sound which is embedded in your jar file

```
InputStream is = getClass().getResourceAsStream("sound.wav");
Player p = Manager.createPlayer(is, "audio/X-wav");
p.start();
```

The following code helps to play sound which is stored in a web server

```
Player p = Manager.createPlayer("http://server/sound.wav");
p.start();
```

You may also try other sound formats by minor changing ie; by changing the mime type.

Also you have to keep in mind while giving the url in the second case, use of special characters like '&' etc are not supported. In such case you should follow the following method

```
HttpConnection hc = (HttpConnection) Connector.open(url);
InputStream in = hc.openInputStream();
Player p = Manager.createPlayer(is, "audio/X-wav");
p.start();
```

Notes

- When playing a multimedia file, you should always check if the used format is supported by the target device. To do this, you should use the Manager `getSupportedContentTypes()`
- Also, you should always check which protocols are supported, by using Manager `getSupportedProtocols()` method

Related resources

- [MultiMedia section on Java Me Developer's Library](#)
- [MMAPI](#) Wiki article