



The method below shows how an mp3 file can be played from a server in Java ME.

```
public void playAudio()
{
    try
    {
        String url = "http://server/audio.mp3";
        HttpURLConnection conn = (HttpURLConnection)Connector.open(url,
            Connector.READ_WRITE);
        InputStream is = conn.openInputStream();
        player = Manager.createPlayer(is, "audio/amr");

        player.realize();
        // get volume control for player and set volume to max
        vc = (VolumeControl) player.getControl("VolumeControl");
        if(vc != null)
        {
            vc.setLevel(100);
        }
        player.prefetch();
        player.start();
    }
    catch(Exception e)
    {}
}
```

Note for S40 Devices: - The Midlet is responsible to avoid/catch out\_of\_memory exceptions in case the mp3 file to be downloaded exceeds the amount of free memory.

A good practice to avoid these kind of problems may be to either: add the keyword <progressive\_download; enable as an attribute to the midlets jad or manifest file; or change the url for the file to be downloaded to the format: resource://my\_media\_file.mp3?streamable=true In the case above this means: String url = "http://server/audio.mp3?streamable=true";

Applying one of the changes should result in streaming instead of first downloading the whole file and starting to play not before the complete file was downloaded.