

Note!

This API is not part of the public SDK. It can be found in the [SDK API Plug-in](#).

Use cases

Media Player Engine API's are used to view and listen to both the audio and video files which are located local to phone and also streamed from else where. It is divided to separate API's as follows:-

CMPFileManager: CMPFileManager is used to perform File Copy operation. It deals with copying the file from source to destination.

CMPMediaPlayerSettings: The CMPMediaPlayerSettings application provides the Media Settings UI to be used to get and set the volume level (VolumeLevelL(),SetVolumeLevelL()), mute the audio (SetMutedL ()), set video repeat (SetVideoRepeatL()), the user can get and set audio disconnection time while playing(AutoDisconTimeL(),SetAutoDisconTimeL()).

CMPMediaRecognizer: CMPMediaRecognizer is basically used to identify the type of the media file (IdentifyMediaTypeL()), for example can local audio or video file,local audio play list, local Ram file etc. Its also used to check the valid Url(ValidUrl()) and also MIME type of the (fileMimeTypeL()).

CMPRecentList: CMPRecentList is used to get the information related to recent list which currently playing by Media player. This provides API's to add new files to a list (AddRecentFileL()), save the current list (SaveRecentList()),load the list (LoadRecentList()) etc.

Capabilities

WriteDeviceData

WriteUserData

Example project

[Media Player Example](#)