

# Bluetooth headphone usage

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## Overview

Since build [1.1.0.19](#) it is possible to switch to Bluetooth headset for audio input/output using `Flashphoner.getAudioManager().setUseBluetoothSco()` function call:

To switch to BT headset

```
Flashphoner.getAudioManager().setUseBluetoothSco(true);
```

To switch to other audio input/output device

```
Flashphoner.getAudioManager().setUseBluetoothSco(false);
```

The usage example. Please note that it is necessary to disable speakerphone and BT headset usage to switch to phone voice speaker or to wired headset.

[code](#)

```
mAudioOutput = (LabelledSpinner) findViewById(R.id.audio_output);
mAudioOutput.setOnItemSelectedListener(new LabelledSpinner.OnItemSelectedListener() {
    @Override
    public void onItemSelected(View labelledSpinner, AdapterView<?> adapterView, View itemView, int position, long id) {
        String audioType = getResources().getStringArray(R.array.audio_output)[position];
        switch (audioType) {
            case "speakerphone": Flashphoner.getAudioManager().setUseSpeakerPhone(true); break;
            case "phone":
                Flashphoner.getAudioManager().setUseBluetoothSco(false);
                Flashphoner.getAudioManager().setUseSpeakerPhone(false);
                break;
            case "bluetooth": Flashphoner.getAudioManager().setUseBluetoothSco(true); break;
        }
    }

    @Override
    public void onNothingChosen(View labelledSpinner, AdapterView<?> adapterView) {
    }
});
```

## A simultaneous playback of media stream and a local media file to BT headphone

It is necessary to set the attribute `AudioAttributes.USAGE_VOICE_COMMUNICATION` and request audio focus for a mediaplayer in application to play simultaneously a media stream from server and a local media file from device to Bluetooth headphone, for example

```

R.raw.sound1);

USAGE_VOICE_COMMUNICATION)

audioFocusChangeListener = new AudioManager.OnAudioFocusChangeListener() {
    +focusChange);

getAudioManager().requestAudioFocus(audioFocusChangeListener, AudioManager.STREAM_MUSIC, AudioManager.
AUDIOFOCUS_GAIN);

OnCompletionListener() {

abandonAudioFocus(audioFocusChangeListener);

/**
 * Audio focus example
 */
MediaPlayer music = MediaPlayer.create(getBaseContext(),

music.setAudioAttributes(
    new AudioAttributes.Builder()
        .setUsage(AudioAttributes.

        .build());
music.start();
AudioManager.OnAudioFocusChangeListener
audioFocusChangeListener = new AudioManager.OnAudioFocusChangeListener() {
    @Override
    public void onAudioFocusChange(int focusChange) {
        Log.d("AudioFocus,", "onAudioFocusChange="

        music.setVolume(1, 1);
    }
};
// Request audio focus for playback
int requestResult = Flashphoner.getAudioManager().

Log.d("AudioFocus,", "requestResult="+requestResult);
// Abandon audio focus when playback complete
music.setOnCompletionListener(new MediaPlayer.

    @Override
    public void onCompletion(MediaPlayer mp) {
        Flashphoner.getAudioManager().getAudioManager().

    }
});

```