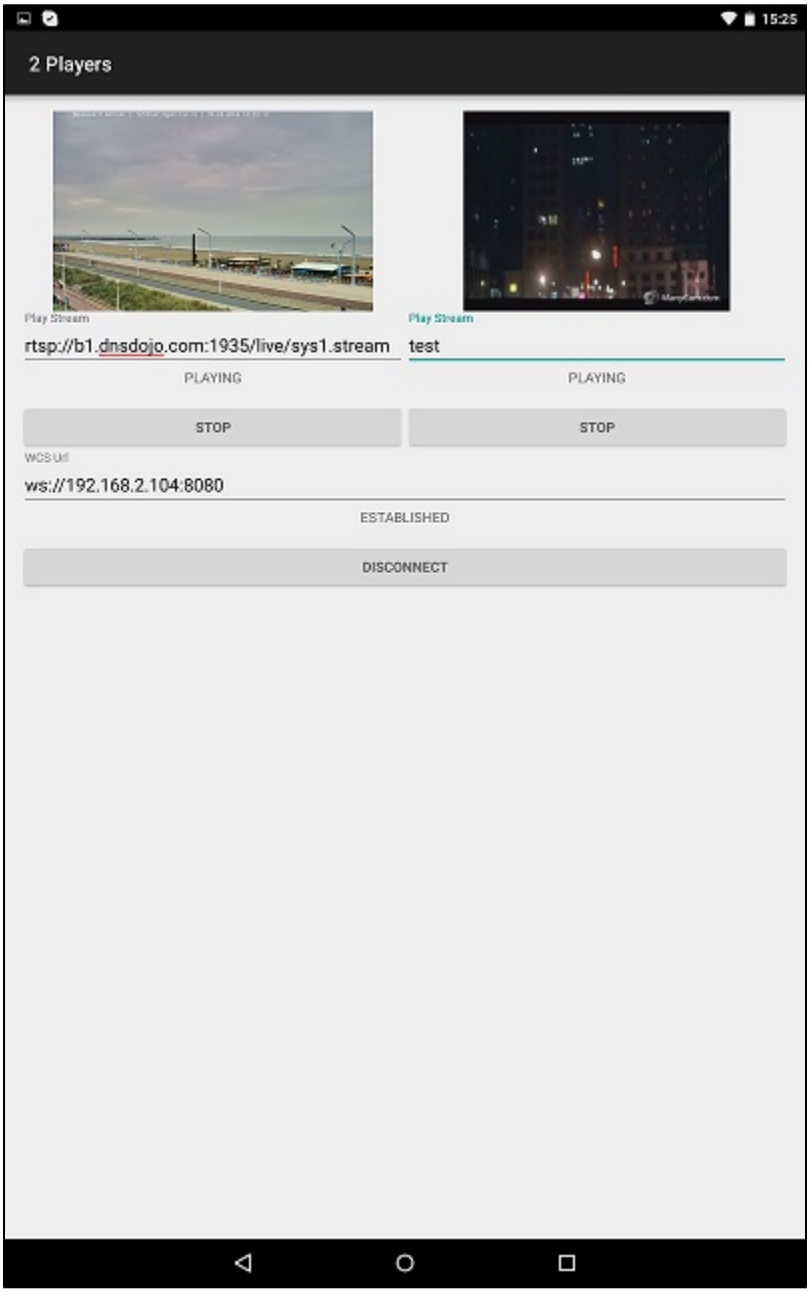
Android 2 Players

Example of Android application with two players

This example demonstrates how two or more players can be displayed in one application. Each of the players can be used to play a different stream.



Work with code of the example

To analyze the code, let's take class TwoPlayersActivity.javaof the 2players example, which can be downloaded with corresponding build1.0.1.38.

1. API initialization.

Flashphoner.init()code

For initialization, object Context is passed to the init() method.

```
Flashphoner.init(this);
```

2.Session creation.

Flashphoner.createSession()code

Object SessionOptions with the following parameters is passed to createSession() metod()

- URL of WCS server

```
SessionOptions sessionOptions = new SessionOptions(mWcsUrlView.getText().toString());
sessionOptions.setRemoteRenderer(remote2Render);

/**
  * Session for connection to WCS server is created with method createSession().
  */
session = Flashphoner.createSession(sessionOptions);
```

3.Connection to the server.

Session.connect().code

```
session.connect(new Connection());
```

4.Receiving the event confirming successful connection

session.onConnected()code

```
@Override
public void onConnected(final Connection connection) {
    runOnUiThread(new Runnable() {
        @Override
        public void run() {
            mConnectButton.setText(R.string.action_disconnect);
            mConnectButton.setTag(R.string.action_disconnect);
            mConnectButton.setEnabled(true);
            mConnectStatus.setText(connection.getStatus());
            mPlay1Button.setEnabled(true);
            mPlay2Button.setEnabled(true);
        }
    });
}
```

5. Playback of video stream 1.

Session.createStream(), Stream.play()code

Object StreamOptions with the following parameters is passed to the sreateStream() method:

- name of the stream to playback
- SurfaceViewRenderer remote1Renderer to display the stream 1

```
StreamOptions streamOptions = new StreamOptions(mPlay1StreamView.getText().toString());
streamOptions.setRenderer(remote1Render);

/**
  * Stream is created with method Session.createStream().
  */
play1Stream = session.createStream(streamOptions);

/**
  * Callback function for stream status change is added to make appropriate changes in controls of the
interface when stream is being played.
  */
play1Stream.on(new StreamStatusEvent() {
    ...
});

/**
  * Method Stream.play() is called to start playback of the stream.
  */
play1Stream.play();
```

6. Playback of video stream 2.

Session.createStream(), Stream.play()code

Object StreamOptions with the following parameters is passed to the sreateStream() method:

- name of the stream to playback
- SurfaceViewRenderer remote2Rendererto display the stream 1

```
StreamOptions streamOptions = new StreamOptions(mPlay2StreamView.getText().toString());
streamOptions.setRenderer(remote2Render);

/**
  * Stream is created with method Session.createStream().
  */
play2Stream = session.createStream(streamOptions);

/**
  * Callback function for stream status change is added to make appropriate changes in controls of the
interface when stream is being played.
  */
play2Stream.on(new StreamStatusEvent() {
    ...
});

/**
  * Method Stream.play() is called to start playback of the stream.
  */
play2Stream.play();
```

7. Stream 1 playback stop.

Stream.stop()code

```
play1Stream.stop();
play1Stream = null;
```

8. Stream 2 playback stop.

Stream.stop()code

```
play2Stream.stop();
play2Stream = null;
```

9. Session disconnection.

Session.disconnect()code

```
session.disconnect();
```

10.Receiving the event confirming successful disconnection

session.onDisconnection()code

```
@Override
public void onDisconnection(final Connection connection) {
    runOnUiThread(new Runnable() {
        @Override
        public void run() {
            mConnectButton.setText(R.string.action_connect);
            mConnectButton.setTag(R.string.action_connect);
            mConnectButton.setEnabled(true);
            mPlay1Button.setText(R.string.action_play);
            mPlay1Button.setTag(R.string.action_play);
            mPlay1Button.setEnabled(false);
            mPlay2Button.setText(R.string.action_play);
            mPlay2Button.setTag(R.string.action_play);
            mPlay2Button.setEnabled(false);
            mConnectStatus.setText(connection.getStatus());
            mPlay1Status.setText("");
            mPlay2Status.setText("");
        }
    });
}
```