

Android Media Devices

Example of Android application managing media devices

This example can be used as streamer allowing to select source camera and microphone and specify parameters for the published video: FPS (Frames Per Second) and resolution (width, height).

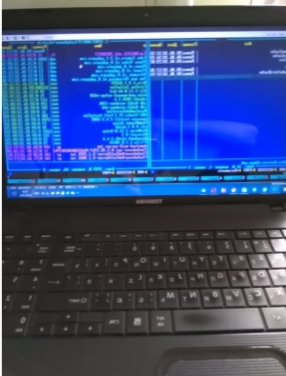
Two videos are played

- left - video from the camera
- right - the published video stream as received from the server

A drop-down lists of available microphones and cameras and input fields for video parameters are located below:

17:54

Media Devices



480x640

☒ Send Audio

Microphone

Built-in microphone

Level: 0

☐ FEC

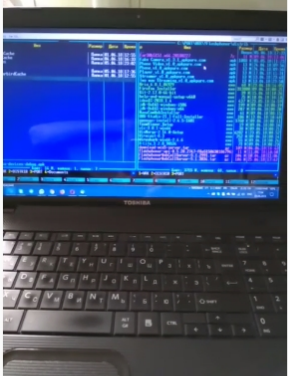
☐ Stereo

☒ Bitrate (default)

Publish Bitrate

0

Mute Audio



480x640

☒ Receive Audio

☒ Receive Video

☒ Resolution (default)

Play Width

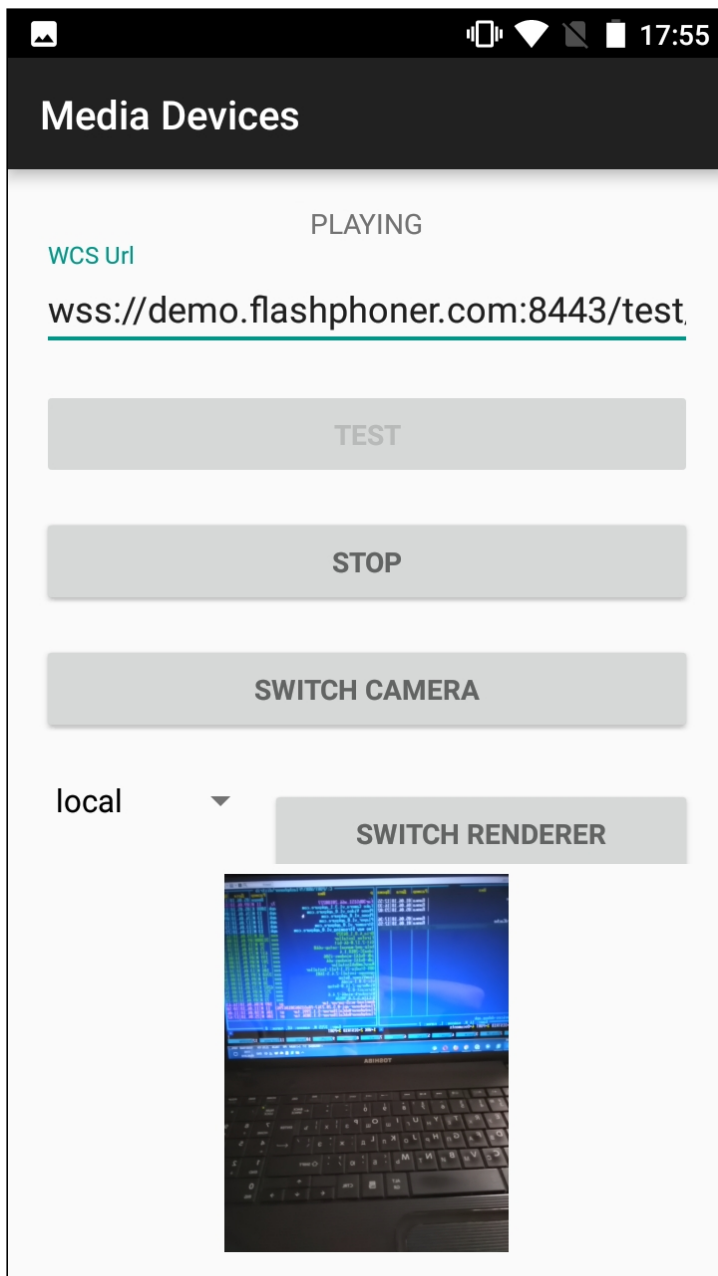
640

Play Height

480

Disable codec

Switching renderer to play video stream from camera:



Analyzing the example code

To analyze the code, let's take class `MediaDevicesActivity.java` of the `media-devices` example, which can be downloaded with the build `1.1.0.13`.

1. Initialization of the API

`Flashphoner.init()` [code](#)

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

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

2. List available media devices

```
Flashphoner.getMediaDevices(), MediaDeviceList.getAudioList(),  
MediaDeviceList.getVideoList()
```

[code](#)

```
mMicSpinner = (LabelledSpinner) findViewById(R.id.microphone);  
mMicSpinner.setItemsArray(Flashphoner.getMediaDevices().getAudioList());  
  
mMicLevel = (TextView) findViewById(R.id.microphone_level);  
  
mCameraSpinner = (LabelledSpinner) findViewById(R.id.camera);  
mCameraSpinner.setItemsArray(Flashphoner.getMediaDevices().getVideoList());
```

3. Video render management

```
FPSurfaceViewRenderer.setMirror()
```

[code](#)

When a video is shown, an image is displayed to `FPSurfaceViewRenderer` objects:

- `localRender` to display video from camera
- `remoteRender` to display stream published preview
- `newSurfaceRenderer` to demonstrate renderer switching

For those objects, screen position, scaling type and mirroring should be set.

By default, mirror view is set to display video from camera by `setMirror(true)` method invocation. To display stream published preview and renderer switching object, mirroring is switched off by `setMirror(false)`:

```
remoteRenderLayout.setPosition(0, 0, 100, 100);  
remoteRender.setScalingType(RendererCommon.ScalingType.SCALE_ASPECT_FIT);  
remoteRender.setMirror(false);  
remoteRender.requestLayout();  
  
localRenderLayout.setPosition(0, 0, 100, 100);  
localRender.setScalingType(RendererCommon.ScalingType.SCALE_ASPECT_FIT);  
localRender.setMirror(true);  
localRender.requestLayout();  
  
switchRenderLayout.setPosition(0, 0, 100, 100);  
newSurfaceRenderer.setZOrderMediaOverlay(true);  
newSurfaceRenderer.setScalingType(RendererCommon.ScalingType.SCALE_ASPECT_FIT);  
  
newSurfaceRenderer.setMirror(true);  
newSurfaceRenderer.requestLayout();
```

In this case, when you choose front camera, the image displayed from camera looks normally but is published as mirrored. When you choose back camera, image from camera looks mirrored but is published in normal orientation (see application screenshots above).

4. Getting audio and video constraints set by user

`AudioConstraints`, `VideoConstraints` [code](#)

```
@NonNull
private Constraints getConstraints() {
    AudioConstraints audioConstraints = null;
    if (mSendAudio.isChecked()) {
        audioConstraints = new AudioConstraints();
        if (mUseFEC.isChecked()) {
            audioConstraints.setUseFEC(true);
        }
        if (mUseStereo.isChecked()) {
            audioConstraints.setUseStereo(true);
        }
        if (!mDefaultPublishAudioBitrate.isChecked() &&
            mDefaultPublishAudioBitrate.getText().length() > 0) {

            audioConstraints.setBitrate(Integer.parseInt(mPublishAudioBitrate.getText().toSt

        }
    }
    VideoConstraints videoConstraints = null;
    if (mSendVideo.isChecked()) {
        videoConstraints = new VideoConstraints();
        videoConstraints.setCameraId(((MediaDevice)
            mCameraSpinner.getSpinner().getSelectedItem()).getId());
        if (mCameraFPS.getText().length() > 0) {

            videoConstraints.setVideoFps(Integer.parseInt(mCameraFPS.getText().toString()));

        }
        if (mWidth.getText().length() > 0 && mHeight.getText().length() > 0)
        {

            videoConstraints.setResolution(Integer.parseInt(mWidth.getText().toString()),
                Integer.parseInt(mHeight.getText().toString()));

        }
        if (!mDefaultPublishVideoBitrate.isChecked() &&
            mPublishVideoBitrate.getText().length() > 0) {

            videoConstraints.setBitrate(Integer.parseInt(mPublishVideoBitrate.getText().toSt

        }
    }
    return new Constraints(audioConstraints, videoConstraints);
}
```

5. Local camera and microphone testing

`Flashphoner.getLocalMediaAccess()` [code](#)

The following parameters are passed:

- audio and video constraints set by user
- local object `SurfaceViewRenderer localRender` to display image from camera

```
case TEST_REQUEST_CODE: {
    if (grantResults.length == 0 ||
        grantResults[0] != PackageManager.PERMISSION_GRANTED ||
        grantResults[1] != PackageManager.PERMISSION_GRANTED) {
        Log.i(TAG, "Permission has been denied by user");
    } else {
        Flashphoner.getLocalMediaAccess(getConstraints(), localRender);
        mTestButton.setText(R.string.action_release);
        mTestButton.setTag(R.string.action_release);
        mStartButton.setEnabled(false);
        soundMeter = new SoundMeter();
        soundMeter.start();
        ...
        Log.i(TAG, "Permission has been granted by user");
    }
    break;
}
```

6. Session creation

`Flashphoner.createSession()` [code](#)

`SessionOptions` object with the following parameters is passed to the `createSession()` method:

- URL of WCS server
- `SurfaceViewRenderer localRender`, which will be used to display video from the camera
- `SurfaceViewRenderer remoteRender`, which will be used to play the published video stream

```
SessionOptions sessionOptions = new SessionOptions(url);
sessionOptions.setLocalRenderer(localRender);
sessionOptions.setRemoteRenderer(remoteRender);

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

7. Connection to the server

`Session.connect()` [code](#)

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

8. Receiving the event confirming successful connection

`Session.onConnected()` [code](#)

```
@Override
public void onConnected(final Connection connection) {
    runOnUiThread(new Runnable() {
        @Override
        public void run() {
            mStartButton.setText(R.string.action_stop);
            mStartButton.setTag(R.string.action_stop);
            mStartButton.setEnabled(true);
            mTestButton.setEnabled(false);
            mStatusView.setText(connection.getStatus());
            ...
        }
    });
}
```

9. Video stream creation

`Session.createStream()` [code](#)

```
publishStream = session.createStream(streamOptions);
if (mMuteAudio.isChecked()) {
    publishStream.muteAudio();
}
if (mMuteVideo.isChecked()) {
    publishStream.muteVideo();
}
...

ActivityCompat.requestPermissions(MediaDevicesActivity.this,
    new String[]{Manifest.permission.RECORD_AUDIO,
        Manifest.permission.CAMERA},
    PUBLISH_REQUEST_CODE);
```

10. Video stream publishing

`Stream.publish()` [code](#)

```
case PUBLISH_REQUEST_CODE: {
    if (grantResults.length == 0 ||
        grantResults[0] != PackageManager.PERMISSION_GRANTED ||
        grantResults[1] != PackageManager.PERMISSION_GRANTED) {
        mStartButton.setEnabled(false);
        mTestButton.setEnabled(false);
        session.disconnect();
        Log.i(TAG, "Permission has been denied by user");
    } else {
        /**
         * Method Stream.publish() is called to publish stream.
         */
    }
}
```

```

        */
        publishStream.publish();
        Log.i(TAG, "Permission has been granted by user");
    }
    break;
}

```

11. Receiving the event confirming successful stream publishing

`StreamStatusEvent.PUBLISHING` [code](#)

On receiving this event preview stream is created with `Session.createStream()` and `Stream.play()` is invoked to play it.

```

publishStream.on(new StreamStatusEvent() {
    @Override
    public void onStreamStatus(final Stream stream, final StreamStatus
streamStatus) {
        runOnUiThread(new Runnable() {
            @Override
            public void run() {
                if (StreamStatus.PUBLISHING.equals(streamStatus)) {
                    /**
                     * The options for the stream to play are set.
                     * The stream name is passed when StreamOptions object
is created.
                     */
                    StreamOptions streamOptions = new
StreamOptions(streamName);

                    streamOptions.setConstraints(new
Constraints(mReceiveAudio.isChecked(), mReceiveVideo.isChecked()));

                    VideoConstraints videoConstraints = null;
                    if (mReceiveVideo.isChecked()) {
                        videoConstraints = new VideoConstraints();
                        ...
                    }
                    AudioConstraints audioConstraints = null;
                    if (mReceiveAudio.isChecked()) {
                        audioConstraints = new AudioConstraints();
                    }
                    streamOptions.setConstraints(new
Constraints(audioConstraints, videoConstraints));
                    String[] stripCodec = {(String)
mStripPlayerCodec.getSpinner().getSelectedItem()};
                    streamOptions.setStripCodecs(stripCodec);
                    /**
                     * Stream is created with method Session.createStream().
                     */
                    playStream = session.createStream(streamOptions);
                    ...
                    /**
                     * Method Stream.play() is called to start playback of
the stream.

```



```

        */
        playStream.play();
        if (mSendVideo.isChecked())
            mSwitchCameraButton.setEnabled(true);
            mSwitchRendererButton.setEnabled(true);
        } else {
            Log.e(TAG, "Can not publish stream " + stream.getName() +
" " + streamStatus);
        }
        mStatusView.setText(streamStatus.toString());
    }
    });
}
});

```

12. Switching camera while publishing stream

`Stream.switchCamera()` [code](#)

```

mSwitchCameraButton.setOnClickListener(new OnClickListener() {
    @Override
    public void onClick(View view) {
        if (publishStream != null) {
            mSwitchCameraButton.setEnabled(false);
            publishStream.switchCamera(new CameraSwitchHandler() {
                @Override
                public void onCameraSwitchDone(boolean var1) {
                    runOnUiThread(new Runnable() {
                        @Override
                        public void run() {
                            mSwitchCameraButton.setEnabled(true);
                        }
                    });
                }

                @Override
                public void onCameraSwitchError(String var1) {
                    runOnUiThread(new Runnable() {
                        @Override
                        public void run() {
                            mSwitchCameraButton.setEnabled(true);
                        }
                    });
                }
            });
        }
    }
});
}
});

```

13. Switching renderer object while publishing stream

`Stream.switchRenderer()` [code](#)

```

mSwitchRendererButton.setOnClickListener(new OnClickListener() {
    @Override
    public void onClick(View v) {
        if (spinner.getSelectedItemId() == 0){
            if (isSwitchRemoteRenderer) {
                playStream.switchRenderer(remoteRender);
                isSwitchRemoteRenderer = false;
            }
            if (!isSwitchLocalRenderer) {
                publishStream.switchRenderer(newSurfaceRenderer);
                isSwitchLocalRenderer = true;
            } else {
                publishStream.switchRenderer(localRender);
                isSwitchLocalRenderer = false;
            }
        } else {
            if (isSwitchLocalRenderer) {
                publishStream.switchRenderer(localRender);
                isSwitchLocalRenderer = false;
            }
            if (!isSwitchRemoteRenderer) {
                playStream.switchRenderer(newSurfaceRenderer);
                isSwitchRemoteRenderer = true;
            } else {
                playStream.switchRenderer(remoteRender);
                isSwitchRemoteRenderer = false;
            }
        }
    }
});

```

14. Sound level management using hardware buttons

`Flashphoner.setVolume()` [code](#)

```

@Override
public boolean onKeyDown(int keyCode, KeyEvent event) {
    int currentVolume = Flashphoner.getVolume();
    switch (keyCode) {
        case KeyEvent.KEYCODE_VOLUME_DOWN:
            if (currentVolume == 1) {
                Flashphoner.setVolume(0);
            }
            mPlayVolume.setProgress(currentVolume-1);
            break;
        case KeyEvent.KEYCODE_VOLUME_UP:
            if (currentVolume == 0) {
                Flashphoner.setVolume(1);
            }
            mPlayVolume.setProgress(currentVolume+1);
            break;
    }
    return super.onKeyDown(keyCode, event);
}

```

15. Device speakerphone usage

`Flashphoner.getAudioManager().isSpeakerphoneOn()`, `Flashphoner.getAudioManager().setUseSpeakerPhone()` [code](#)

```
mSpeakerPhone = (CheckBox) findViewById(R.id.use_speakerphone);
mSpeakerPhone.setChecked(Flashphoner.getAudioManager().getAudioManager().isSpeakerphoneOn());

mSpeakerPhone.setOnCheckedChangeListener(new
CompoundButton.OnCheckedChangeListener() {
    @Override
    public void onCheckedChanged(CompoundButton buttonView, boolean
isChecked) {
        Flashphoner.getAudioManager().setUseSpeakerPhone(isChecked);
    }
});
```

16. Session disconnection

`Session.disconnect()` [code](#)

```
mStartButton.setEnabled(false);

/**
 * Connection to WCS server is closed with method Session.disconnect().
 */
session.disconnect();
```

17. Receiving the event confirming successful disconnection

`Session.onDisconnection()` [code](#)

```
@Override
public void onDisconnection(final Connection connection) {
    runOnUiThread(new Runnable() {
        @Override
        public void run() {
            mStartButton.setText(R.string.action_start);
            mStartButton.setTag(R.string.action_start);
            mStartButton.setEnabled(true);
            mSwitchCameraButton.setEnabled(false);
            mSwitchRendererButton.setEnabled(false);
            mStatusView.setText(connection.getStatus());
            mTestButton.setEnabled(true);
        }
    });
}
```