

Re: Play .wav music file

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- *From:* "Andrew Thompson" <andrewthommo@xxxxxxxxxx>
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yingjian.ma1955@xxxxxxxxxx wrote:

....

I have a program to play a .wav music. But it plays a broken music.

No it does not.*

When I play it using Real Player, it is OK. How can I fix it and why does it play a broken music? You can use your .wav file to try it.

Before I get back into it, I just want to comment that was a nice code example you put, if you'd allowed a text field to name the ..WAV it would have been even better, but otherwise it did compile and run first go. Excellent!

Now to get back to the problem..

* I tried your code with a WAV that I have here, and it played just fine. I suspect the problem is not your code but the WAV file itself.

The fact that RealPlayer can play your WAV OK does /not/ confirm that the WAV is of a correct format.

Most general purpose sound players have all kinds of smarts to correct common problems in sound files, because many sound file editors write ..crappy files – basically.

Java, on the other hand, assumes the sound files are written correctly (which requires a lot less coding). This is necessary to avoid API bloat, but it means some sound files (WAV, AU & MID) just cannot be played using core Java.

The JMF might have a bit more smarts, but that is another story. **

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You might try a variety of things to fix the problem.

If you control all the sound files that you want to play, it is easier if you reload them in a better sound editor and save them as a new name – the sound editor might correct the problem and give you a file that Java can read.

** If you want to be able to play many WAV types, you first might look at JMStudio from the JMF – more to check that the JMF can load and play the files of interest (though even it does not handle all formats or encodings).

If JMF can play the sound files that core Java cannot – use JMF instead.

HTH

Andrew T.

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