

AOZ Studio Beta - Bug #253

Track Play doesn't work on Google Chrome

02/25/2020 10:34 AM - Massimiliano Piscitelli

Status:	Closed	Start date:	02/25/2020
Priority:	Normal	Due date:	
Assignee:	Baptiste Bideaux	% Done:	0%
Category:		Estimated time:	0:00 hour
Target version:	0.9.9.4		
Affected version:	0.9.5		
Description			
<p>When i try to Play a Track with "Track Play" command that has been previously loaded correctly from the filesystem with "Track Load" Command it doesn't play anything (no errors happen). But if i try to execute from the html the file index.html locally through Internet Explorer or Edge The Music works correctly, otherwise when i try to launch the index.html from Chrome Browser doesn't work.</p> <p>Example:</p> <pre>Track Load "milky.xml",10 Track Play 10,0 wait key</pre> <p>Suggestion: in the example of the game BAOX by Baptiste BIDEAUX the Music Track works also in Chrome and inside AOZ Environment.</p>			

History

#1 - 02/26/2020 01:12 AM - Massimiliano Piscitelli

- Assignee changed from Francois Lionet to Massimiliano Piscitelli

Solved!!!

The Command TrackLoad needs time to load the music in the bank.

Solution:

Waiting until the Track is loaded into the bank.

Suggestion:

A Function that returns True when the Track is loaded into the bank.
(i checked length(bank) and blength(bank) but bothes return error (bank not reserved).

#2 - 02/26/2020 01:13 AM - Massimiliano Piscitelli

- Assignee changed from Massimiliano Piscitelli to Francois Lionet

#3 - 02/26/2020 03:49 AM - Massimiliano Piscitelli

- Subject changed from Track Play on AOZ 0.9.5 beta to Track Play

#4 - 02/26/2020 03:50 AM - Massimiliano Piscitelli

- Subject changed from Track Play to Track Play doesn't work on Google Chrome

#5 - 02/27/2020 09:58 AM - Francois Lionet

- Assignee changed from Francois Lionet to Baptiste Bideaux

#6 - 02/27/2020 10:58 AM - Baptiste Bideaux

Please, could you give us the module file ? To test it.

Thanks

#7 - 02/27/2020 01:07 PM - Anonymous

It happens With all music modules i tested but if i add a wait key instruction between track load and track Play then it plays correctly in Chrome. With

the other browsers work always also without a wait key command.

#8 - 02/27/2020 02:55 PM - Baptiste Bideaux

Under Chrome there is a Security to play media:

"The AudioContext was not allowed to start. It must be resumed (or created) after a user gesture on the page. <https://goo.gl/7K7WLu>"

We can't to autoplay sound, music or video without action by the user. It is security imposed by the browser, and we are looking for a reliable way over time to work around this.

#9 - 02/27/2020 07:44 PM - Massimiliano Piscitelli

Well, at this point it would be useful to have a function to check in which browser we are running our code, in order to ask the user a request to activate all multimedia operations.

#10 - 03/07/2020 04:57 PM - Francois Lionet

- Status changed from New to Feedback

... normally, if you have a splash screen AND sounds in the application, the splash screen displays , thus enabling sounds in Chrome. There is not much I can do, if you remove the splashScreen, you have to know what you do! ;)

#11 - 08/15/2020 12:32 AM - Brian Flanagan

- Status changed from Feedback to Resolved

- Target version set to 0.9.9.4

This works fine in the current version of AOZ (0.9.9.4 rel1). If you just change the order of your code, it will work fine with or without the splash screen in the AOZ Viewer or Browser.

Put the Wait Key just before the Track Play instead of after.

This will give the music time to load, and will provide the user interaction needed by Chrome.

```
Track Load "milky.xml",10
Print "Press a key to enable music."
Wait Key
Track Play 10,0
```

If you want to get rid of the splash screen, and detect Chrome, with a conditional message, here's a solution:

```
#splashScreen: false

Result = 0

Function "isChrome"
{
    result = navigator.userAgent.toLowerCase().indexOf('chrome') > -1;
}
End Function( { result } )

Track Load "milky.xml",10
    If (isChrome)
        Print "Press any key to enable music."
        Wait Key
    End If
Track Play 10,0
```

#12 - 08/15/2020 12:46 AM - Brian Flanagan

Oh, sorry, ignore the "Result = 0" at the top. I meant to remove that from the code.

#13 - 09/03/2020 07:35 PM - Brian Flanagan

- Status changed from Resolved to Closed