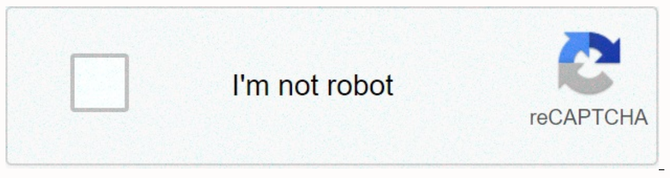

Continue

Custom notification sound android studio

First of all make the folder in the resource (res) name it raw and put the file (YOUR_SOUND_FILE. MP3) which and over use below lines of code for custom audio NotificationManager notificationManager = (NotificationManager) context .getSystemService(Context.NOTIFICATION_SERVICE); Notification = new notification (icon, message, when); String title = context.getString(R.string.app_name); Notice of intentIntent = new intent (context, SlidingMenuActivity.class); noticeIntent.putExtra(isInbox, correct); set the intention so that it does not start a new activity messageIntent.setFlags (Intent.FLAG_ACTIVITY_CLEAR_TOP | Intent.FLAG_ACTIVITY_SINGLE_TOP); PendingIntent intent = PendingIntent.getActivity (context, 0, notificationIntent, 0); notification.setLatestEventInfo (context, title, message, intention); notification.flags |= Notification.FLAG_AUTO_CANCEL; Using lines of code for custom audio notification.sound =Uri.parse(android.resource://+context.getPackageName()+/+R.raw.FILE_NAME);/Here is FILE_NAME is the name of file that you want to play // Vibrate if vibrate is enabled notification.defaults |= Notification.DEFAULT_VIBRATE; noticeManager.notify(0, notice); EDIT UPDATE For Oreo and higher, you need to check the SDK_VERSION and use the SetSound method of Sound NotificationChannel Uri = Uri.parse(ContentResolver.SCHEME_ANDROID_RESOURCE + :// + context.getPackageName() + / + R.raw.FILE_NAME); This is FILE_NAME name of the file you want to play if (Build.VERSION.SDK_INT > = Build.VERSION_CODES. O) { NotificationChannel mChannel = new NotificationChannel(YOUR_CHANNEL_ID, YOUR CHANNEL NAME, NotificationManager.IMPORTANCE_DEFAULT) AudioAttributes attributes = new AudioAttributes.Builder() .setUsage(AudioAttributes.USAGE_NOTIFICATION) .build(); NotificationChannel mChannel = new NotificationChannel(CHANNEL_ID, context.getString(R.string.app_name), NotificationManager.IMPORTANCE_HIGH); Configure the notification channel. mChannel.setDescription (msg); mChannel.enableLights(correct); mChannel.enableVibration(correct); mChannel.setSound(sound, attributes); This is important if (mNotificationManager!= null) mNotificationManager.createNotificationChannel (mChannel); } by Yifan WuSeptember 4, 2018 The world of software engineering is moving fast; libraries and the framework is always changing. This is especially true on Android, where Google has only recently consolidated its standards for the app architecture and is still tweaking features such as permissions, split screen, and Do Not Disturb. The Mobile team at PagerDuty has been put in a sticky situation from such a change: the advent of channels that inform Android Oreo. What's the problem? When an app converts TargetSdkVersion to Android Oreo, its developers are now required to specify every notification for a channel. These channels give users the level of detail to set different behaviors for each type of notification. For example, the Dropbox app has notification channel: Upload camera, Default, File Transfer, and Uns Classified. If I don't want to see or hear any notifications that tell me that my selfies are being uploaded to the cloud, I have the option to turn off the Upload camera channel completely. The problem for PagerDuty is google's deadline to touch our upcoming TargetSdkVersion, and if we don't take action, we won't be able to update our app anymore. For Oreo and above, audio and vibration settings can no longer be set from within the PagerDuty app; they must be placed inside the Settings app on the basis of each channel in which the user only has access to stock ringtones. Moreover, the notification channels are in variable from the developer's point of view, so we only have one shot - one chance - to configure the channel. While we have the option to delete and re-create a channel with different notification sounds, users may have customized their options, and we don't want to remove it. So our users won't be able to lose themselves in the beautiful, but harmonious heartbreaking barbershop of Server's on Fire, nor have the Railroad Crossing surroundings faded amid the backdrop, in flash flashes of the bumpy 8-mile ride home to the familiar comforts of mother spaghetti again. Our proposed solution is to create a background service for Oreo and over that handles play and stops our custom notification audio. The challenge for us is to mimic the notification sound behavior of the system as closely as possible. Noise Creation The first order of the business is to prototype the service that will simply play a sound when it is started, which we aptly named NotificationSoundService. We looked at two options for mechanisms for actually playing audio: RingtoneManager and MediaPlayer. We tested our options and they both work as expected, but we decided to use MediaPlayer because our developers are more familiar with its APIs, and we think it has more evidence in the future with its ability to customize and handle bugs. override the fun onStartCommand(intent?, flag: Int, startId: Int): Int { val mediaPlayer = MediaPlayer().apply { setOnPreparedListener { it-> it.start() } try { it.setDataSource(applicationContext, Uri.parse(intent.getStringExtra(SOUND_URI_KEY)) it.prepareAsync() } catch (e: Exception) { // log exceptions stopSelf() } } // service will not be recreated if abnormally terminated return Service.START_NOT_STICKY } As an aside: there are new background execution limits in Oreo that restrict apps from starting background services from Google/Firebase Cloud Messaging notifications that are not marked with priority due to the nature of our app, all notifications from PagerDuty related to the issue are high priority = high, so this is not a problem for us. Learn how to behave After we achieve the basic function of sound play, we need to figure out how normal notifications work about when play, when they stop playing, and when installing the system makes them not play at all (as in Do Not Disturb mode). In our experiment, we observed that there were three ways to stop the notification sound after it was started: click on it, swipe and call an action on it. (Unfortunately, twisting it and bopping it doesn't have any effect.) It was pretty simple to stop the sound in response to a notification click or action. We've created a static method that's in applicationContext (because we always create services with that specific context), block NotificationSoundService, and free up MediaPlayer resources. fun stopNotificationSound(applicationContext: Context) { // check for Android Oreo and up if (useNotificationSoundService()) { val stopSoundIntent = Intent(applicationContext, happy stopNotificationSound(applicationContext) NotificationSoundService::class.java) try { applicationContext.stopService(stopSoundIntent) } catch (exception: Exception) { // log exceptions } } } We were able to use this method in the same place where our intent content from notificationBuilder.setContentIntent(...) was processed. This handles the user's situation of clicking on notifications. We also use the method by which we have handled notification actions that have been set up with notificationBuilder.addAction(...) - an example of a PagerDuty notification action is when you have the option to confirm a problem directly from the notification heads-up. For user swipe away notifications, it has been less convenient to use stopNotificationSound() since we have not set notificationBuilder.setDeleteIntent(...). We decided to send the deletion intention directly to NotificationSoundService and ask it to stop on its own. So now, the service will get a play action and an action stop, looks like this: override the fun onStartCommand (intent?, flag: Int, startId: Int): Int { // check action val action = intent?. action when (action) { START_PLAYBACK_KEY -> startSound(intent.getStringExtra(SOUND_URI_KEY)) STOP_PLAYBACK_KEY -> stopSound() } // log exception back Service.START_NOT_STICKY } With play behavior and stop all tidied up, we begin to consider how not disturbing mode and channel notification settings affect whether or not sound notifications play. Although it is a bit complicated to test and track what we have tested, we have come up with two simple conditions that must be true for sound to play. Firstly, either the user has allowed PagerDuty to ignore the DND or DND that needs to be turned off. Secondly, the importance of the notification channel is not NotificationManager.IMPORTANCE_NONE. val isDoNotDisturbOn = notificationManager.getCurrentInterruptionFilter() > NotificationManager.INTERRUPTION_FILTER_ALL if ((notificationChannel.canBypassDnd() || !isDoNotDisturbOn) & notificationChannel.getImportance() !== { startService(notificationSoundServiceIntent) } Yay! Now we can stop Sound from play as we expect and our notification channel and system settings are decided correctly whether to play sound in the first place. That's it ... On the right? The Google experiment introduced the Doze and Standby App concept for Android with Marshmallow, which is a mechanism that reduces battery drain and uses the background network. Doze activates when the device is not in use for long periods of time, and Application Standby starts when a user recently did not interact with a particular app. However, pagerDuty notifications are most important when our users are asleep (and their phones are likely on Doze & App standby), so we need to confirm that users will still receive their notifications and hear sounds in this case. Fortunately, Google has built commands into adb that allow developers to force their apps into both of these modes so that we can trigger a problem on our PagerDuty test account and see the notifications appear on our devices. Conclusion In the end, we just want to keep our users happy and we want to go the extra mile to make that happen. We are passionate about keeping pagerDuty service reliable, especially when you're away from your computer. If this sounds like something you'd be interested in, we're hiring! Hire!

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