

# MoviePlayer API User's Guide

Version 1.0.0

## MoviePlayer API User's Guide

Solution Team



## Release information

The following changes have been make to this document.

### Change History

Date	Change
29 July 2021	Disable license required codecs.
18 Nov 2019	Api Version up V0.92.3
	Modify audio eos processing
	Add video error handling
	Add nv12 format(only nxp322x)
28 May 2019	V0.92.0 Modified API functions
	(Get ThumbNail In Video File)
	(GetMimeType Function)
24 January 2018	V0.92.0 Modified API functions
	(AVSynss)
11 May 2015	v0.91.0. Insert Scenario
21 April 2015	First release for v0.90.0

## Proprietary Notice

Information in this document is provided solely to enable system and software implementers to use Nexell products. There are no express or implied copyright licenses granted hereunder to design or fabricate any integrated circuits or integrated circuits based on the information in this document.

Nexell reserves the right to make changes without further notice to any products herein.

Nexell makes no warranty, representation or guarantee regarding the suitability of its products for any particular purpose, nor does Nexell assume any liability arising out of the application or use of any product or circuit, and specifically disclaims any and all liability, including without limitation consequential or incidental damages. "Typical" parameters which may be provided in Nexell data sheets and/or specifications can and do vary in different applications and actual performance may vary over time. All operating parameters, including "Typicals" must be validated for each customer application by customer's technical experts. Nexell does not convey any license under its patent rights nor the rights of others. Nexell products are not designed, intended, or authorized for use as components in systems intended for surgical implant into the body, or other applications intended to support or sustain life, or for any other application in which the failure of the Nexell product could create a situation where personal injury or death may occur. Should Buyer purchase or use Nexell products for any such unintended or unauthorized application, Buyer shall indemnify and hold Nexell and its officers, employees, subsidiaries, affiliates, and distributors harmless against all claims, costs, damages, and expenses, and reasonable attorney fees arising out of, directly or indirectly, any claim of personal injury or death associated with such unintended or unauthorized use, even if such claim alleges that Nexell was negligent regarding the design or manufacture of the part.

## Overview

No part of this publication may be reproduced, stored in a retrieval system, or transmitted in any form or by any means, electric or mechanical, by photocopying, recording, or otherwise, without the prior written consent of Nexell.

### Contact us

[11595] BundangYemiji Bldg. 12F, 31 Hwangsaeul-ro 258 beon gil, Bundang-gu, Sungnam-city, Gyeonggi-do, Korea.

TEL: 82-31-698-7400

FAX:82-31-698-7455

<http://www.nexell.co.kr>

CONFIDENTIAL

# Contents

<b>Chap 1.</b>	<b>Overview</b>	<b>1</b>
1.1	Overview .....	1
1.2	지원범위 .....	1
1.3	Environment .....	2
<b>Chap 2.</b>	<b>Structure</b>	<b>3</b>
2.1	Overview .....	3
2.2	Structure .....	3
<b>Chap 3.</b>	<b>APIs</b>	<b>4</b>
3.1	Overview .....	4
3.2	API Details .....	4
<b>Chap 4.</b>	<b>State Diagram</b>	<b>20</b>
4.1	Media Player State Diagram .....	20
<b>Chap 5.</b>	<b>Scenario</b>	<b>21</b>
5.1	Video Only, Audio Only, Video + Audio (Android) .....	21
5.2	Video Only, Audio Only, Video + Audio (Linux) .....	26

5.3	BlackBox Video PIP(2ch) Display (Android).....	29
5.4	BlackBox Video 2ch Display (Linux).....	29
<b>Chap 6.</b>	<b>Known Issues</b>	<b>31</b>
6.1	To Do List.....	31
6.2	Known Issues.....	31

CONFIDENTIAL

## Chap 1. Overview

### 1.1 Overview

이 문서는 Android/Linux 환경에서 Filter Library 를 사용하여 각종 동영상 및 음악 파일을 재생하기 위한 API 의 사용법을 설명한 문서이다.

(\* 라이선스가 필요한 Codec 에 대해서는 반드시 별도의 License 문의를 하여야 한다.  
기본적으로 라이선스가 필요한 codec 은 동작하지 않게 되어 있다.)

### 1.2 지원범위

#### 1.2.1 . Container

##### 1.2.1.1 Movie Container

- ASF, AVI, MKV, MP4, RM(RealMedia), FLV, MPEG-PS, MPEG-TS

##### 1.2.1.2 Audio Container

- Mp3, flac, aac, ogg, wav, wma

#### 1.2.2 Video Codec

- H.264 : 1920x1080, 30fps
- H.263 : 1920x1088, 30fps
- MPEG2: 1920x1080, 30fps
- MPEG4: 1920x1080, 30fps
- DIVX: 1920x1080, 30fps
- FLV: 1920x1080, 30fps
- RealVideo: 1920x1080, 30fps (Not Support nvp3220)
- VC1(WMV9): 1920x1080, 30fps (Not Support nvp3220)

#### 1.2.3 Audio Codec

- MP3 : ~48KHz, ~320Kbps, 2Ch
- AAC : ~96KHz, ~320Kbps, 5.1Ch
- AC3 : ~48KHz, ~256Kbps, 5.1Ch
- OGG : ~48KHz, 2Ch
- RealAudio : ~48KHz, ~256Kbps, 2Ch
- WMA : ~48KHz, ~192Kbps, 2Ch

- FLAC : ~96KHz, 2Ch
- PCM : ~96KHz, 2Ch
- DTS : ~96KHz, ~256Kbps, 5.1Ch
- COOK ; ~48KHz, ~256Kbps, 2Ch

## 1.3 Environment

이 API 의 동작 환경은 다음과 같다.

### 1.3.1 CPU

- S5PXX18
- NXP4330
- NXP322X

### 1.3.2 OS

- Lollipop
- Linux(Kernel Version 4.4.x)

### 1.3.3 External Depend

- FFmpeg library
- Audio Decoder (FFmpeg)

### 1.3.4 Library

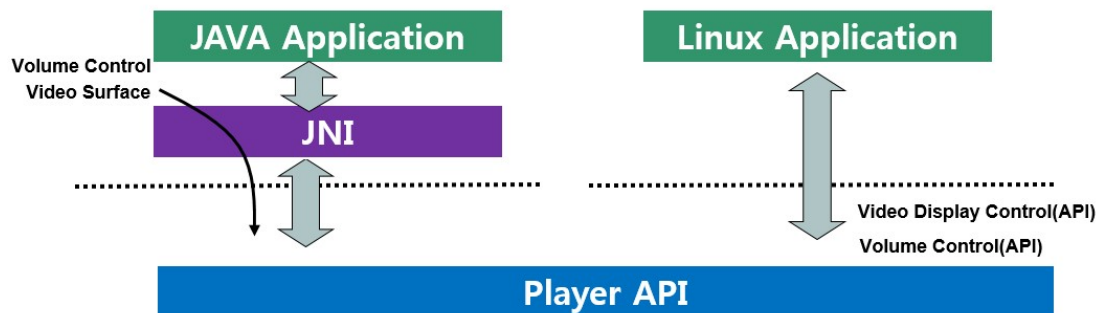
- FFmpeg library: libavutil.4.so, libavresample.so, libavdevice.so, libavcodec.so, libswscale.so, libswresample.so, libavfilter.so, libavformat.so
- Filter library : libnxfilter.so, libnxfilterhelper.so, libnxmpmanager.so
- Video decoder module driver & library : nx\_vpu.ko, libnxvpu.so
- Video memory allocator library : libnxvmem.so
- Theora parser library: libtheoraparser.so, libtheoraparser\_and.so
- Additional library (Linux)
  - V4L2 library : libnxv4l2.so, libnxdsp.so
  - Fine scaler library : libnxscaler.so

## Chap 2. Structure

### 2.1 Overview

Library 의 사용에 대한 전체 구조를 설명한다.

### 2.2 Structure



Android : Video Control, Volume Control 은 Android 에서 제어한다.

Example Code 는 hardware\samsung\_slsi\slsiap\apps\NxPlayerBasedFilter 에 있다.

Linux : Video Control, Volume Control 은 Player API 를 통해서 제어한다

Example Code 는 linux/platform/s5p4418/app/NxFilterPlayers 에 있다.

Consol 환경에서 테스트할수 있다.



## Chap 3. APIs

### 3.1 Overview

API 에 대한 세부 설명이다.

### 3.2 API Details

#### 3.2.1 NX\_MPOpen

Description:

Memory allocation 및 handle initialization

Prototype:

```
MP_RET NX_MPOpen(
    MP_HANDLE * phMp,
    void (*cbEvent)(void *pObj, uint32_t EventType, uint32_t EventData, uint32_t param),
    void *cbPrivate )
```

Parameters;

MP\_HANDLE \*phMp: Movie player handle (input/output).

void (\*cbEvent) :callback function(input) : End Of Stream/ Error 가 발생했을 때  
callback function 을 통해 메시지가 전달된다.

CallBack Message 는 NX\_MoviePlay.h 참고.

Return value:

Error Code.

MP_ERR_NONE MP_ERR
-----------------------

#### 3.2.2 NX\_MPClose

Description:

Memory free.

Prototype:

```
void NX_MPClose( MP_HANDLE hMp)
```

Parameters:

MP\_HANDLE hMp: Movie player handle (input/output)

Return value:

None.

### 3.2.3 NX\_MPSetUri

Description:

Uri setting

Prototype:

```
MP_RET NX_MPSetUri( MP_HANDLE hMp, const char *pUri)
```

Parameters;

MP\_HANDLE hMp: Movie player handle (input/output).

Const char \*pUri: Uri(input).

Return value:

Error Code.

MP_ERR_NONE MP_ERR MP_ERR_INPUT_FILE
--

### 3.2.4 NX\_MPGetMediaInfo

Description:

Media 정보를 얻어 옴.

Prototype:

```
MP_RESULT NX_MPGetMediaInfo(MP_HANDLE hMp, MP_MEDIA_INFO *pInfo)
```

Parameters:

MP\_HANDLE hMp: Movie player handler(input/output).

MP\_MEDIA\_INFO \*pInfo : media information(output).

Return value:

If exist media information , return MP\_ERR\_NONE. Otherwise return MP\_ERR.

#define PROGRAM_MAX	16
#define MAX_TRACK_NUM	10
typedef struct MP_TRACK_INFO {	
int32_t	iTrackIndex; // Track Index
int32_t	iTrackType; // VIDEO:0, AUDIO: 1
int32_t	iCodecId;
int64_t	iDuration; // Track Duration
int32_t	iWidth; // Only VideoTrack

```

        int32_t          iHeight;          // Only VideoTrack
        int32_t          iFrameRate;       // Only VideoTrack
        int32_t          iChannels;        // Only AudioTrack
        int32_t          iSampleRate;      // Only AudioTrack
        int32_t          iBitrate;         // Only AudioTrack
    } MP_TRACK_INFO;

typedef struct MP_PROGRAM_INFO {
        int32_t          iAudioNum;
        int32_t          iVideoNum;
        int32_t          iSubTitleNum;
        int32_t          iDataNum;
        int64_t          iDuration;
        MP_TRACK_INFO    TrackInfo[MAX_TRACK_NUM];
} MP_PROGRAM_INFO;

typedef struct MP_MEDIA_INFO{
        int32_t          iProgramNum;
        int32_t          iAudioTrackNum;
        int32_t          iVideoTrackNum;
        int32_t          iSubTitleTrackNum;
        int32_t          iDataTrackNum;
        MP_PROGRAM_INFO  ProgramInfo[PROGRAM_MAX];
} MP_MEDIA_INFO;

```

### 3.2.5 NX\_MPAddVideoTrack

#### 3.2.5.1 Android

Description:

이 함수는 Video Track 을 추가하는 함수이다. NX\_MPGetMediaInfo ()로부터 얻어온 media information 을 기반으로 track 의 index 를 추가하여 재생하고자 하는 track 의 pin 을 생성한다.

Track Index 는 MP\_TRACK\_INFO 구조체의 iTrackIndex 이다.

Prototype:

-. Android Case

```
MP_RESULT NX_MPAddVideoTrack (
```

```

MP_HANDLE hMp,
int32_t iTrack,
ANativeWindow *pWindow,
MP_DSP_CONFIG *pInfo )

```

-. Linux Case

```

MP_RESULT NX_MPAddTrack(
    MP_HANDLE hMp,
    int32_t iTrack,
    MP_DSP_CONFIG *pInfo,
    Int32_t bHdmi = false)

```

Parameters:

MP\_HANDLE hMp: Movie player handler(input/output).

int32\_t iTrack: TrackInfo 의 iTrackIndex 를 의미한다(input).

ANativeWindow \*pWindow : NativeWindow(input).

-. Android Surface 의 Native Window 를 사용할 때 사용한다. 만약 사용하지 않으면 NULL 입력한다.

-. Video Track 인 경우 재생하고자 하는 Surface 의 Native Window 를 할당한다.

-. Audio Track 인 경우에는 NULL 을 입력한다.

MP\_DSP\_CONFIG \*pInfo : DSP Config(input)

-. MLC 를 사용할 때 사용한다. 만약 사용하지 않으면 NULL 입력한다.

-. Video Track 인 경우 재생하고자 하는 MLC 의 Display Information 을 할당한다.

-. Audio Track 인 경우에는 NULL 을 입력한다.

bHdmi : Linux 에서 Hdmi 를 사용시 사용(input) (true→HdmiOn, false→HdmiOff)

Android 경우는 false 설정한다.

Return value:

Error Code.

```

MP_ERR_NONE
MP_ERR
MP_NOT_SUPPORT_AUDIOCODEC
MP_NOT_SUPPORT_VIDEOCODEC
MP_NOT_SUPPORT_VIDEOWIDTH
MP_NOT_SUPPORT_VIDEOHEIGHT

```

```

typedef struct MP_DSP_RECT {

```

```

        int32_t          iX;
        int32_t          iY;
        int32_t          iWidth;
        int32_t          iHeight;
    } MP_DSP_RECT;

    typedef struct MP_DSP_CONFIG {
        int32_t          iPort;      // 0:LCD, 1:HDMI
        int32_t          iModule;    // 0:MLC0, 1:MLC1
        MP_DSP_RECT      srcRect;    // Source Crop Region
        MP_DSP_RECT      dstRect;    // Destination Position Region
    } MP_DSP_CONFIG;

```

### 3.2.6 NX\_MPAddAudioTrack

#### 3.2.6.1 Android

Description:

이 함수는 Audio Track 을 추가하는 함수이다. NX\_MPGetMediaInfo ()로부터 얻어온 media information 을 기반으로 track 의 index 를 추가하여 재생하고자 하는 track 의 pin 을 생성한다.

Track Index 는 MP\_TRACK\_INFO 구조체의 iTrackIndex 이다.

Prototype:

-. Linux Case

```

MP_RESULT  NX_MPAddTrack(
                MP_HANDLE hMp,
                int32_t iTrack,
                MP_DSP_CONFIG *pInfo,
                const char *pDeviceName)

```

Parameters:

MP\_HANDLE hMp: Movie player handler(input/output).

int32\_t iTrack: TrackInfo 의 iTrackIndex 를 의미한다(input).

MP\_DSP\_CONFIG \*pInfo : DSP Config(input).

char \*pDeviceName : audio device name

Return value:

Error Code.

```

MP_ERR_NONE
MP_ERR
MP_NOT_SUPPORT_AUDIOCODEC
MP_NOT_SUPPORT_VIDEOCODEC

```

```

MP_NOT_SUPPORT_VIDEOWIDTH
MP_NOT_SUPPORT_VIDEOHEIGHT

```

```

typedef struct MP_DSP_RECT {
    int32_t      iX;
    int32_t      iY;
    int32_t      iWidth;
    int32_t      iHeight;
} MP_DSP_RECT;

typedef struct MP_DSP_CONFIG {
    int32_t      iPort;      // 0:LCD, 1:HDMI
    int32_t      iModule;    // 0:MLC0, 1:MLC1
    MP_DSP_RECT  srcRect;    // Source Crop Region
    MP_DSP_RECT  dstRect;    // Destination Position Region
} MP_DSP_CONFIG;

```

### 3.2.7 NX\_MPClearTrack

Description:

모든 track 을 delete 함.

Prototype:

```
MP_RESULT NX_MPClearTrack(MP_HANDLE hMp, )
```

Parameters:

MP\_HANDLE hMp: Movie player handler(input/output).

Return value:

If success returns MP\_ERR\_NONE, otherwise returns MP\_ERR.

### 3.2.8 NX\_MPPlay

Description:

Play start.

Prototype:

```
MP_RESULT NX_MPPlay( MP_HANDLE hMp )
```

Parameters:

MP\_HANDLE hMp: Movie player handler (input/output).

support yet)

(This functionality is not available yet.)

Return value:

If success returns MP\_ERR\_NONE, otherwise returns MP\_ERR.

### 3.2.9 NX\_MPStop

Description:

Play stop.

Prototype:

MP\_RESULT NX\_MPStop(MP\_HANDLE hMp)

Parameter:

MP\_HANDLE hMp: Movie player handler(input/output).

Return value:

If success returns MP\_ERR\_NONE, otherwise returns MP\_ERR.

### 3.2.10 NX\_MPPause

Description:

Play pause.

Prototype:

MP\_RESULT NX\_MPPause(MP\_HANDLE hMp)

Parameter:

MP\_HANDLE hMp: Movie player handler(input/output).

Return value:

If success returns MP\_ERR\_NONE, otherwise returns MP\_ERR.

### 3.2.11 NX\_MPSeek

Description:

Play seeking

Prototype:

MP\_RESULT NX\_MPSeek(MP\_HANDLE hMp, int64\_t iSeekTime)

Parameter:

MP\_HANDLE hMp: Movie player handler (input/output).

Int64\_t iSeekTime: Seek time in milli-seconds(input).

Return value:

If success returns MP\_ERR\_NONE, otherwise returns MP\_ERR.

### 3.2.12 NX\_MPGetDuration

Description:

Media 의 play duration 을 얻어 옴.

Prototype:

MP\_RESULT NX\_MPGetDuration(MP\_HANDLE hMp, int64\_t \*pDuration)

Parameters:

MP\_HANDLE hMp: Movie player handler (input/output)

Int64 \*position: Contents duration in milli-seconds. (output)

Return value:

If success returns MP\_ERR\_NONE, otherwise returns MP\_ERR.

### 3.2.13 NX\_MPGetPosition

Description:

Current play position 을 얻어 옴.

Prototype:

MP\_RESULT NX\_MPGetPosition(MP\_HANDLE hMp, int64\_t \*pPosition)

Parameters:

MP\_HANDLE hMp: Movie player handler (input/output).

Int64\_t \*pPosition: Current play time in milli-seconds (output).

Return value:

If success returns MP\_ERR\_NONE, otherwise returns MP\_ERR.

### 3.2.14 NX\_MPAddSubDisplay

Description:

이 함수는 Video 를 MLC 에 직접 rendering 하는 경우 다른 MLC 장치에 복제하여 display 하기 위한 함수이다.

Prototype:

```
MP_RESULT NX_MPAddSubDisplay (
    MP_HANDLE hMp,
    Int32_t iTrack,
    MP_DSP_CONFIG *pInfo
)
```

Parameters:

MP\_HANDLE hMp: Movie player handler(input/output).

Int32\_t iTrack: NX\_MPAddTrack() 에서 사용한 iTrack 을 사용한다. (input).

MP\_DSP\_CONFIG \*pInfo: (input).

Return value:

If success returns MP\_ERR\_NONE, otherwise return MP\_ERR.

```
typedef struct MP_DSP_RECT {
    int32_t ix;
```



```

        int32_t          iY;
        int32_t          iWidth;
        int32_t          iHeight;
    } MP_DSP_RECT;

    typedef struct MP_DSP_CONFIG {
        int32_t          iPort;      // 0:LCD, 1:HDMI
        int32_t          iModule;    // 0:MLC0, 1:MLC1
        MP_DSP_RECT      srcRect;    // Source Crop Region
        MP_DSP_RECT      dstRect;    // Destination Position Region
    } MP_DSP_CONFIG;

```

### 3.2.15 NX\_MPClearSubDisplay

Description:

Add 된 SubDisplay 장치를 제거한다.

Prototype:

```

MP_RESULT NX_MPClearSubDisplay (
                                MP_HANDLE hMp,
                                Int32_t iTrack
                                )

```

Parameters:

MP\_HANDLE hMp: Movie player handler(input/output).

Int32\_t iTrack: NX\_MPAddTrack() 에서 사용한 iTrack 을 사용한다. (input).

Return value:

If success returns MP\_ERR\_NONE, otherwise return MP\_ERR.

### 3.2.16 NX\_MPSetDspCrop

Description:

이 함수는 MLC 로 직접 rednering 하는 경우의 source image 를 crop 하는 함수이다.

Prototype:

```

MP_RESULT NX_MPSetDspCrop (
                                MP_HANDLE hMp,
                                Int32_t iTrack,
                                MP_DSP_RECT *pRect
                                )

```

Parameters:

MP\_HANDLE hMp: Movie player handler(input/output).

Int32\_t iTrack: NX\_MPAddTrack() 에서 사용한 iTrack 을 사용한다. (input).

MP\_DSP\_RECT \*pRect: (input).

Return value:

If success returns MP\_ERR\_NONE, otherwise return MP\_ERR.

### 3.2.17 NX\_MPSetDspPosition

Description:

이 함수는 MLC 로 직접 rendering 하는 경우 rendering 되는 image 의 position 을 조절하는 함수이다.

Prototype:

```
MP_RESULT NX_MPSetDspPosition (
    MP_HANDLE hMp,
    Int32_t iTrack,
    MP_DSP_RECT *pRect
)
```

Parameters:

MP\_HANDLE hMp: Movie player handler(input/output).

Int32\_t iTrack: NX\_MPAddTrack() 에서 사용한 iTrack 을 사용한다. (input).

MP\_DSP\_RECT \*pRect: (input).

Return value:

If success returns MP\_ERR\_NONE, otherwise return MP\_ERR.

### 3.2.18 NX\_MPSetVideoLayerPriority

Description:

이 함수는 MLC 로 직접 rendering 하는 경우 Video Layer 의 priority 를 조절하기 위한 함수이다.

Prototype:

```
MP_RESULT NX_MPSetVideoLayerPriority (
    MP_HANDLE hMp,
    Int32_t iTrack,
    Int32_t iModule,
    Int32_t iPriority
)
```

Parameters:

MP\_HANDLE hMp: Movie player handler(input/output).

Int32\_t iTrack: NX\_MPAddTrack() 에서 사용한 iTrack 을 사용한다. (input).

Int32\_t iModule: Display Module (input). MLC0→0, MLC1→1

Int32\_t iPriority: (input). 0, 1, or 2

Return value:

If success returns MP\_ERR\_NONE, otherwise return MP\_ERR.

### 3.2.19 NX\_MPSetVolume (Linux Only)

Description:

audio volume 조정.

Prototype:

```
MP_RESULT NX_MPSetVolume(MP_HANDLE hMp, int32_t iLevel)
```

Parameters:

MP\_HANDLE hMp: Movie player handler. (input/output)

Int32\_t iLevel: Volume value.(range 0 ~ 100, 0 means mute) (input)

Return value:

If success return MP\_ERR\_NONE, otherwise return MP\_ERR.

### 3.2.20 NX\_MPCheckThumbnailInVideoFile

Description:

Video File 안에 Thumbnail 이 존재하는지 검사한다.

Prototype:

```
int32_t NX_MPCheckThumbnailInVideoFile(
    const char *pInFile,
    int32_t *pThumbnailWidth,
    int32_t *pThumbnailHeight
)
```

Parameters:

const char \*pInFile: In File (input).

int32\_t pThumbnailWidth: ThumbNail Width (output).

int32\_t pThumbnailHeight: ThumbNail Height (output).

Return value:

1: Have ThumbNail

0: No ThumbNail

Example: if( NX\_MPGetThumbnail() )

```

{
    NX_MPGetThumbnail()
}
Else
{
    NX_MPMakeThumbnail()
}

```

### 3.2.21 NX\_MPGetThumbnail

Description:

Video File 안에 존재하는 Thumbnail 을 저장한다.

Prototype:

```

int32_t NX_MPGetThumbnail(
                                const char *pInFile,
                                const char *pOutFile
                                )

```

Parameters:

const char \*pInFile: In File (input).  
const char \*pOutFile: Out File(input).

Return value:

If success return MP\_ERR\_NONE, otherwise return MP\_ERR.

### 3.2.22 NX\_MPMakeThumbnail

Description:

Thumbnail 을 만듦  
Jpeg(VPU).

Prototype:

```

int32_t NX_MPMakeThumbnail(
                                const char *pInFile,
                                const char *pOutFile,
                                int32_t maxWidth,
                                int32_t maxHeight,
                                int32_t timeRatio
                                )

```

Parameters:

const char \*pInFile: In File (input).

const char \*pOutFile: Out File(input).  
 int32\_t maxWidth: Max Width (input).  
 int32\_t maxHeight: Max Height (input).  
 int32\_t timeRatio: Time Ratio (input).

Return value:

If success return MP\_ERR\_NONE, otherwise return MP\_ERR.

### 3.2.23 NX\_MPGetVersion

Description:

Version 정보를 얻어 옴.

Prototype:

int32\_t NX\_MPGetVersion (void)

Parameters:

None.

Return value:

MSB| Major( 8bit ) - Minor( 8bit ) - Revision( 8bit ) - Reserved( 8bit ) |LSB.

### 3.2.24 NX\_MPSetDspMode

Description:

Display mode 를 setting 함.

Prototype:

MP\_RESULT NX\_MPSetDspMode (  
                   MP\_HANDLE hMp,  
                   int32\_t iTrack,  
                   MP\_DSP\_CONFIG \*pInfo,  
                   int32\_t iDspMode )

Parameters:

MP\_HANDLE hMp : Movie player handler. (input/output)

int32\_T iTrack: track number. (input)

MP\_DSP\_CONFIG \*pInfo : display configurations. (input)

int32\_t iDspMode : display mode(input).

0: default, 1: only LCD, 2: only HDMI, 3: Only TVOUT,

4: LCD+HDMI, 5: LCD\_TVOUT

Return value:

If success return MP\_ERR\_NONE, otherwise return MP\_ERR.

### 3.2.25 NX\_MPSetRenderCallBack

Description:

외부 rendering 을 하는 경우 rendering callback 함수를 setting 함.

Prototype:

```
MP_RESULT      NX_MPSetRenderCallBack (
                                MP_HANDLE hMp,
                                int32_t iTrack,
                                void (*cbQtUpdateImg)(void *pImg))
```

Parameters:

MP\_HANDLE hMp : Movie player handler. (input/output)

int32\_T iTrack: track number. (input)

MP\_DSP\_CONFIG \*pInfo : display configurations. (input)

void (\*cbQtUpdateImg)(void \*pImg) : 외부 rendering function (input)

Return value:

If success return MP\_ERR\_NONE, otherwise return MP\_ERR.

### 3.2.26 NX\_GetState

Description:

Player 의 status 를 얻어 옴.

Prototype:

```
int32_t  NX_GetState (MP_HANDLE hMp )
```

Parameters:

MP\_HANDLE hMp : Movie player handler. (input/output)

Return value:

Player status ( 0: stop, 1: play, 2: pause, 3: ready).

### 3.2.27 NX\_MPVideoMute

Description:

Video mute on/off 및 video mute off 인 경우 display init.

Prototype:

```
MP_RESULT      NX_MPVideoMute (
                                MP_HANDLE hMp,
                                int32_t bOnoff,
                                MP_DSP_CONFIG *pInfo )
```

Parameters:

MP\_HANDLE hMp : Movie player handler. (input/output)\

int32\_t bOnoff : video mute on/off flag.(input)

MP\_DSP\_CONFIG \*pInfo : display configurations.(input)

Return value:

None

### 3.2.28 NX\_MPSetAVSync

Description:

This function controls the AVSync.

Prototype:

```
MP_RESULT      NX_MPSetAvSync (
                                MP_HANDLE hMp,
                                Int64_t syncTimeMs)
```

Parameters:

MP\_HANDLE hMp : Movie player handler. (input/output)\

Int64\_t syncTimeMs: +,- ms.(input)

+: audio is faster.

-: audio is slower.

Return value:

If success return 0, otherwise return error

### 3.2.29 NX\_MPGetVideoSpeedSupport

Description:

This function checks if video speed is available.

- Support file: .avi, .mkv, .mp4
- Support codec: h264, mpeg4

.

Prototype:

```
MP_RESULT      NX_MPGetVideoSpeedSupport (
                                MP_HANDLE hMp,
                                )
```

Parameters:

MP\_HANDLE hMp : Movie player handler. (input/output)\

Return value:

If support return 0, otherwise return error

### 3.2.30 **NX\_MPSetVideoSpeed**

Description:

This function controls the video speed.

Prototype:

```
MP_RESULT      NX_MPSetVideoSpeed (
                                MP_HANDLE hMp,
                                float Speed
                                )
```

Parameters:

MP\_HANDLE hMp : Movie player handler. (input/output)\

float Speed: 2,3,4,5,6,8....(input)

Return value:

If success return 0, otherwise return error

### 3.2.31 **NX\_MPGetMimeType**

Description:

This function getmimeType.

Prototype:

```
Char *      NX_MPGetMimeType (
                                const char *pInFile
                                )
```

Parameters:

const char \*pInFile: input file. (input)

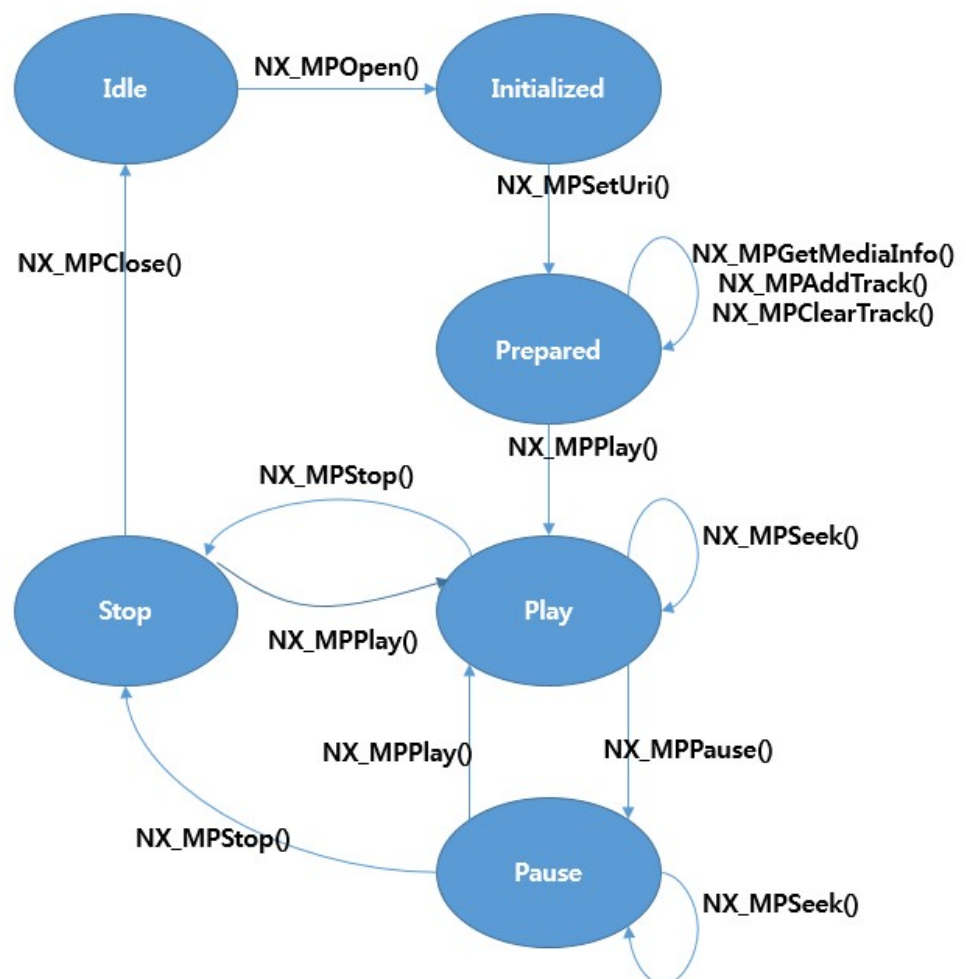
Return value:

If success mimeType, otherwise NULL



## Chap 4. State Diagram

### 4.1 Media Player State Diagram



## Chap 5. Scenario

### 5.1 Video Only, Audio Only, Video + Audio (Android)

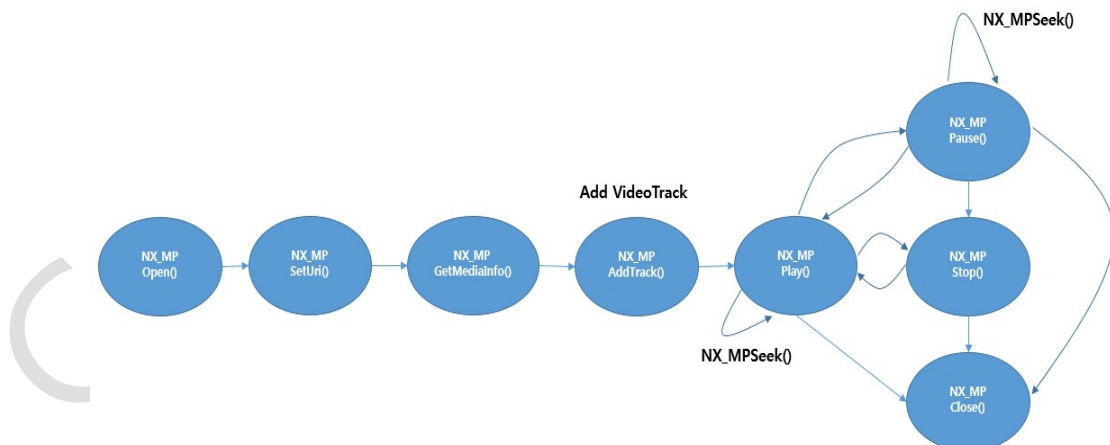
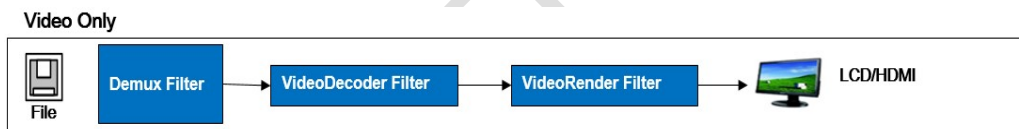
#### 5.1.1 Video Surface

Android Surface 를 사용해서 Display 하는 Scenario 이다.

##### 5.1.1.1 Video Only

Surface 를 사용하는 경우는 NX\_MPAddTrack() 함수 인자를 Android Surface(NativeWindow)을 전달해야 한다.

아래 그림은 Video Only 함수 호출 순서이다.

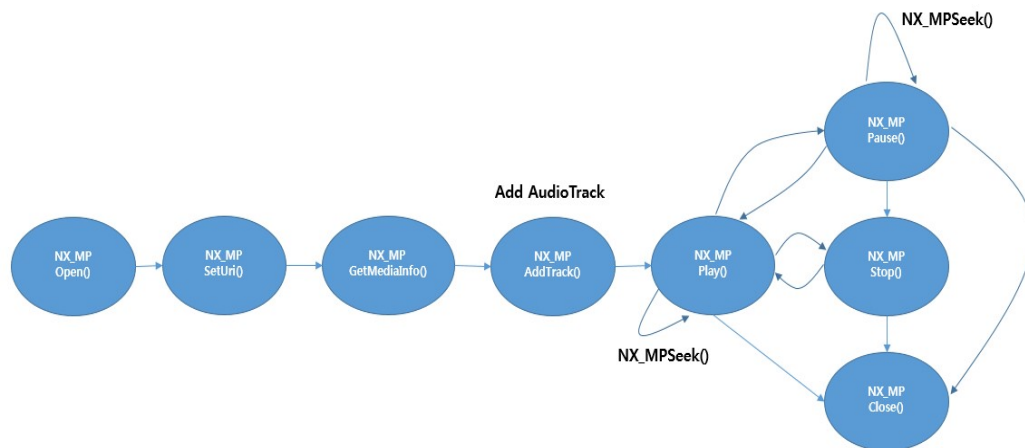
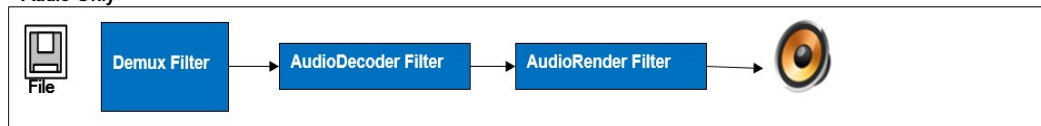


##### 5.1.1.2 Audio Only

Android 경우 Volume 제어는 Android System 에서 제어한다.

아래 그림은 Audio Only 함수 호출 순서이다.

Audio Only



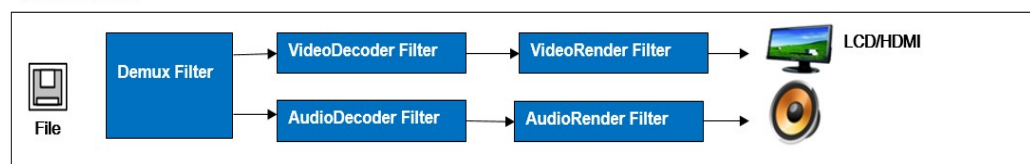
### 5.1.1.3 Video + Audio

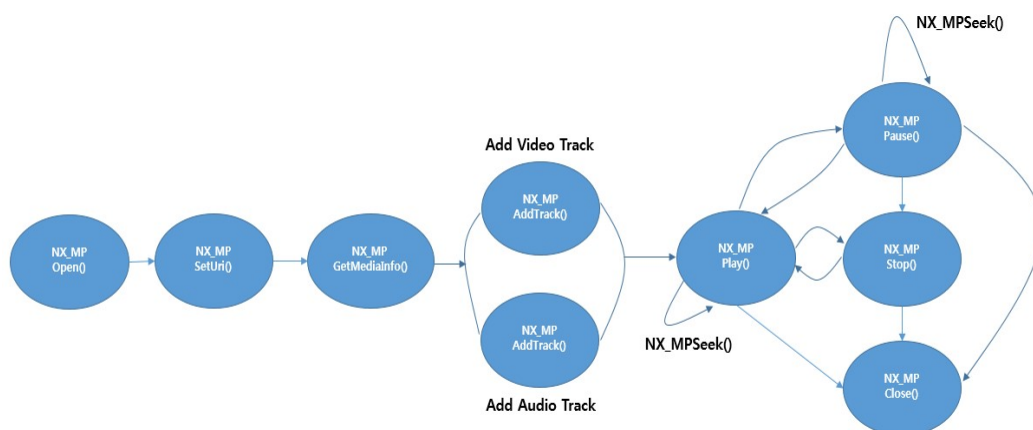
Surface 를 사용하는 경우는 NX\_MPAddTrack() 함수 인자를 Android Surface(NativeWindow)을 전달해야 한다.

Android 경우 Volume 제어는 Android System 에서 제어한다.

아래 그림은 Video + Audio 인 경우 함수 호출 순서이다.

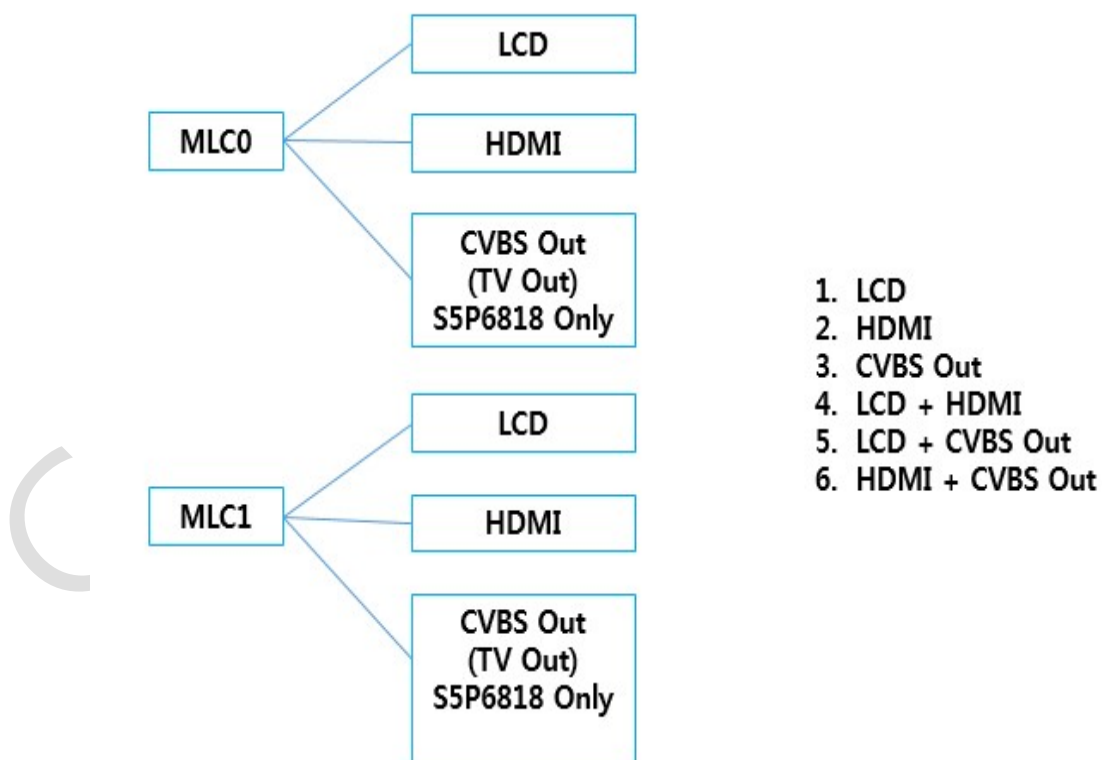
Video + Audio





### 5.1.2 Video MLC

Android 에서 MLC 를 사용해서 Display 하는 Scenario 이다.

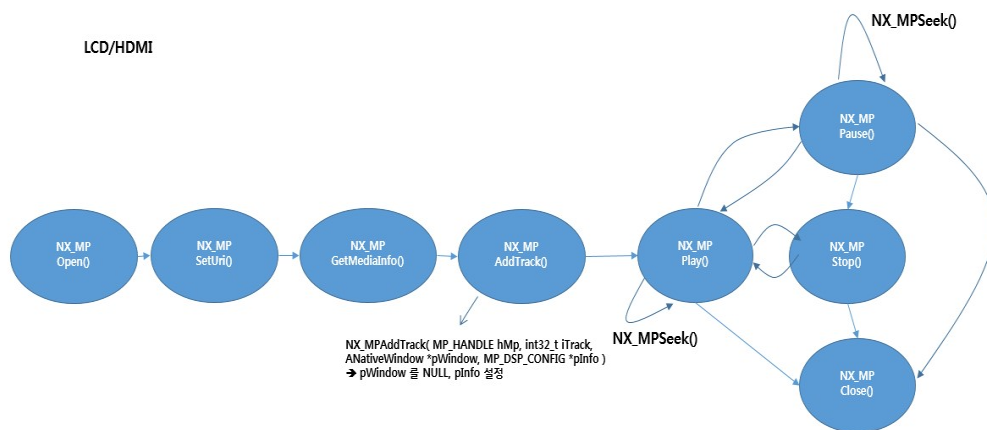
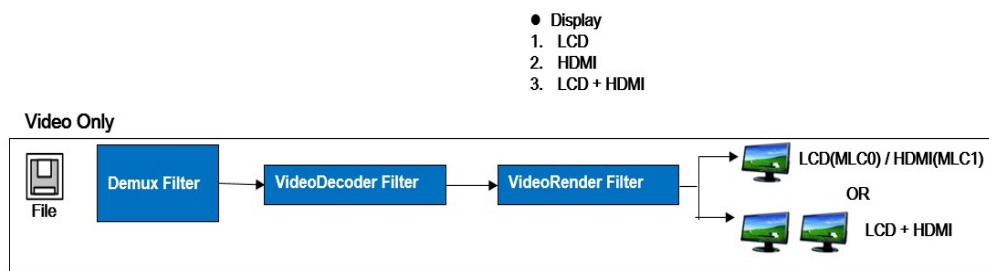


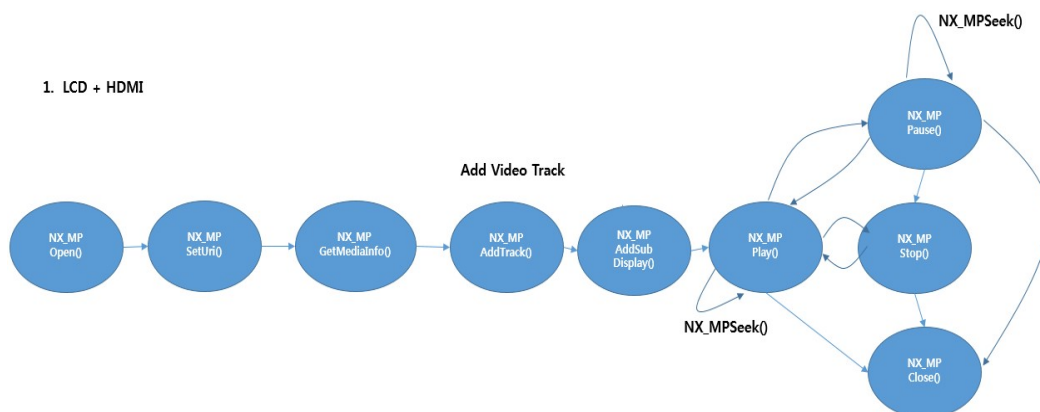
### 5.1.2.1 Video Only

MLC 를 사용하는 경우는 NX\_MPAddTrack() 함수 인자를 MP\_DSP\_CONFIG \*pInfo 을 설정한후 전달해야 한다.

아래그림은 MLC 를 사용해서 Display 할때 사용하는 함수 호출 순서이다.

DualDisplay(LCD + HDMI ) 인 경우는 NX\_MPAddSubDisplay() 함수를 사용한다.



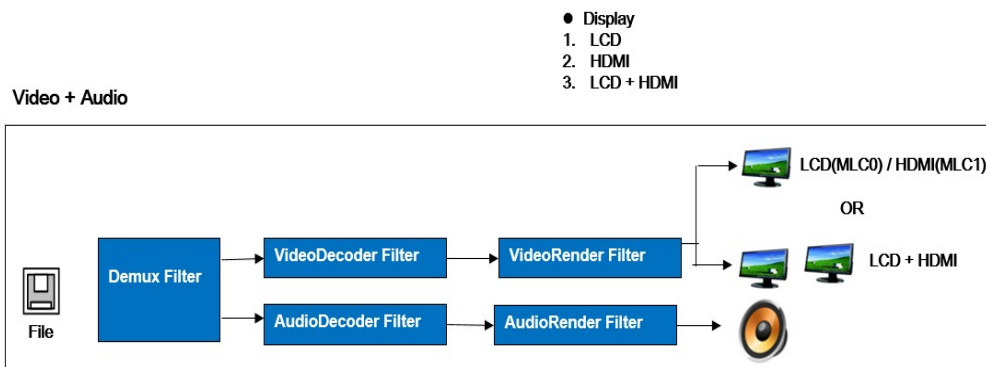


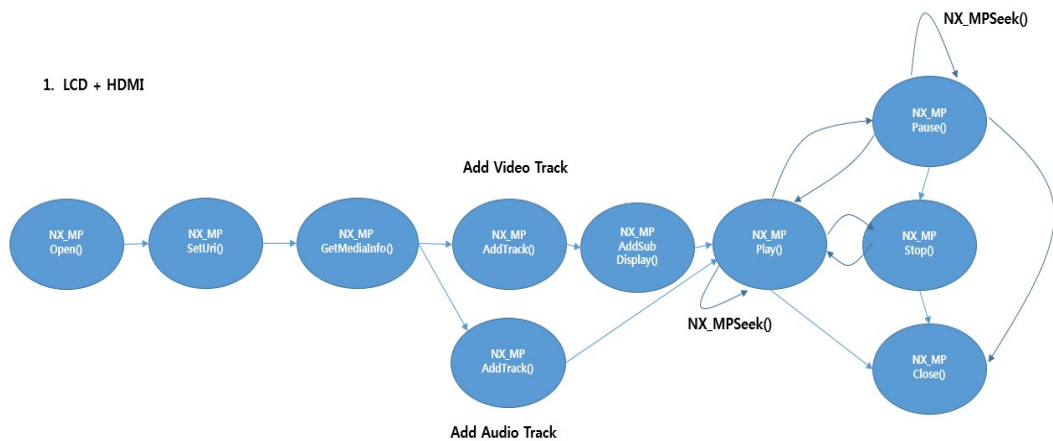
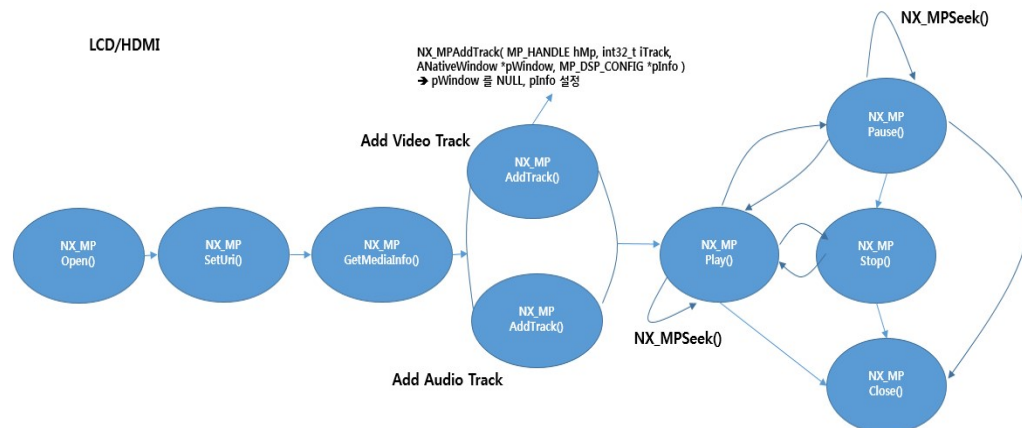
### 5.1.2.2 Video + Audio

MLC 를 사용하는 경우는 NX\_MPAddTrack() 함수 인자를 MP\_DSP\_CONFIG \*pInfo 을 설정한후 전달해야 한다.

아래그림은 MLC 를 사용해서 Display 할때 사용하는 함수 호출 순서이다.

DualDisplay(LCD + HDMI ) 인 경우는 NX\_MPAddSubDisplay() 함수를 사용한다.





## 5.2 Video Only, Audio Only, Video + Audio (Linux)

### 5.2.1 Video MLC

Linux 에서 Display 는 MLC 를 사용한다.

아래는 Linux 에 관련된 Scenario 이다.

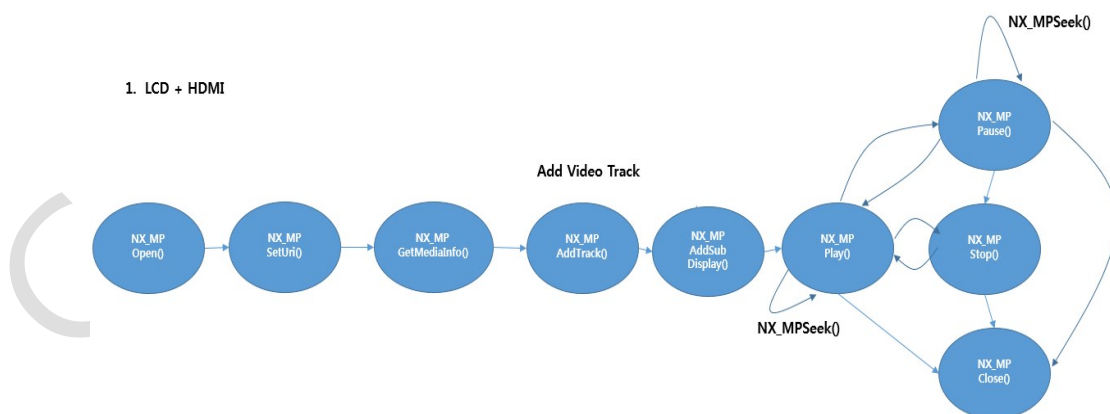
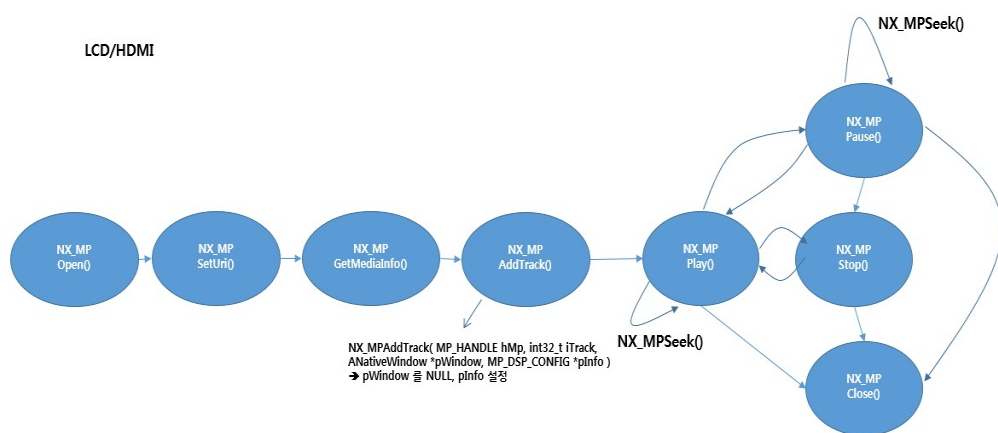
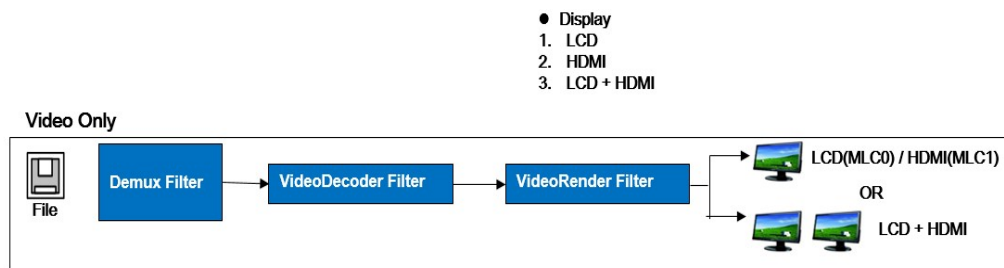
Linux 에서는 Volume Control 은 NX\_MPSetVolume()함수를 통해서 제어한다.

#### 5.2.1.1 Video Only

NX\_MPAddTrack() 함수 인자를 MP\_DSP\_CONFIG \*pInfo 을 설정한후 전달해야 한다.

아래그림은 Video Only 일때 Display 하기위한 사용하는 함수 호출 순서이다.

DualDisplay(LCD + HDMI ) 인 경우는 NX\_MPAddSubDisplay() 함수를 사용한다.



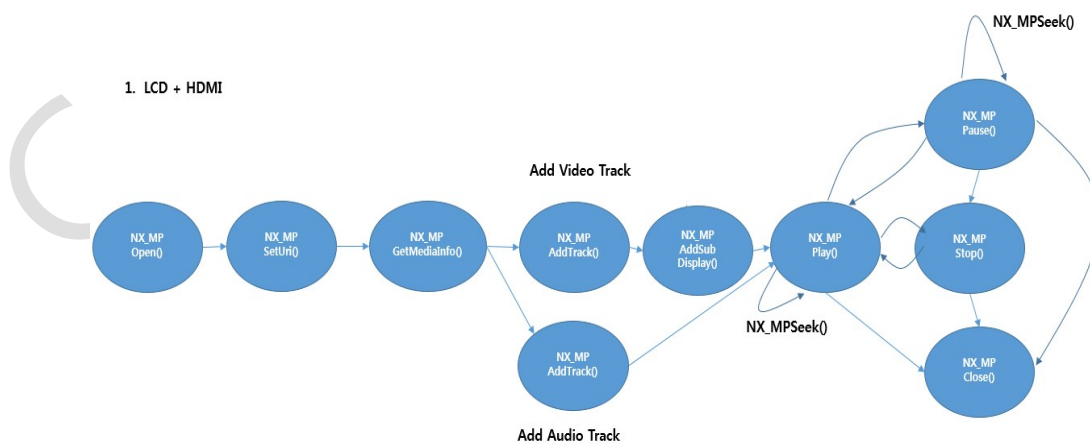
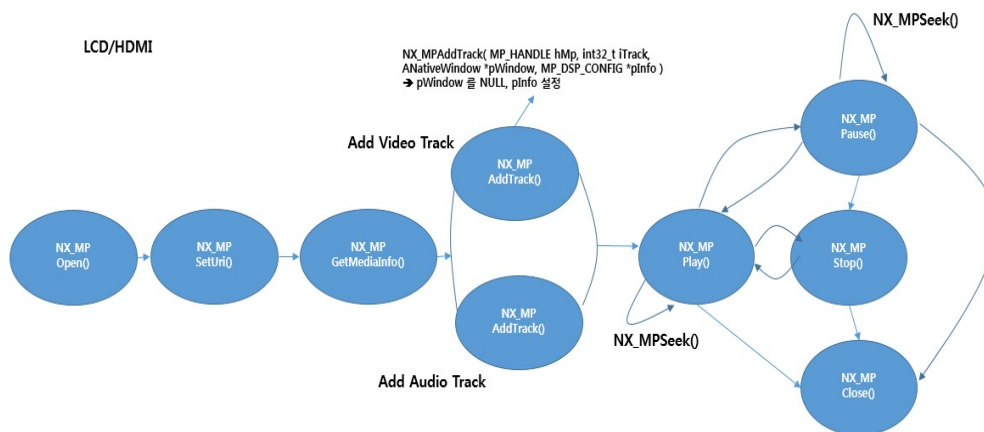
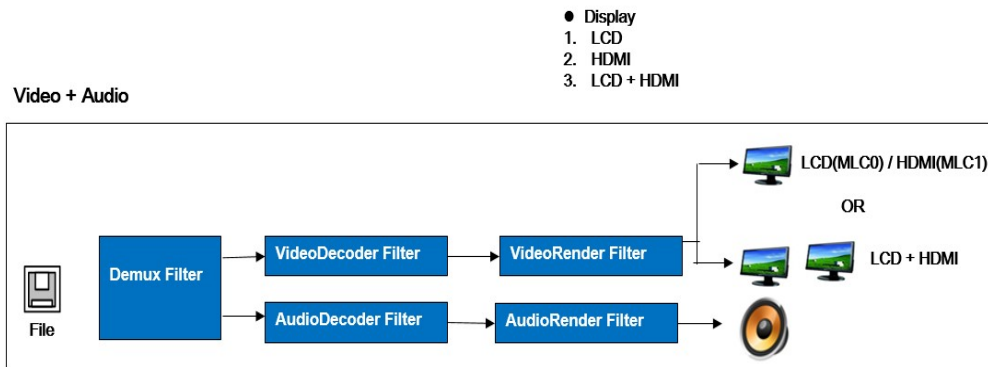
### 5.2.1.2 Video + Audio

NX\_MPAddTrack() 함수 인자를 MP\_DSP\_CONFIG \*pInfo 을 설정한후 전달해야 한다.

아래그림은 MLC 를 사용해서 Display 할때 사용하는 함수 호출 순서이다.

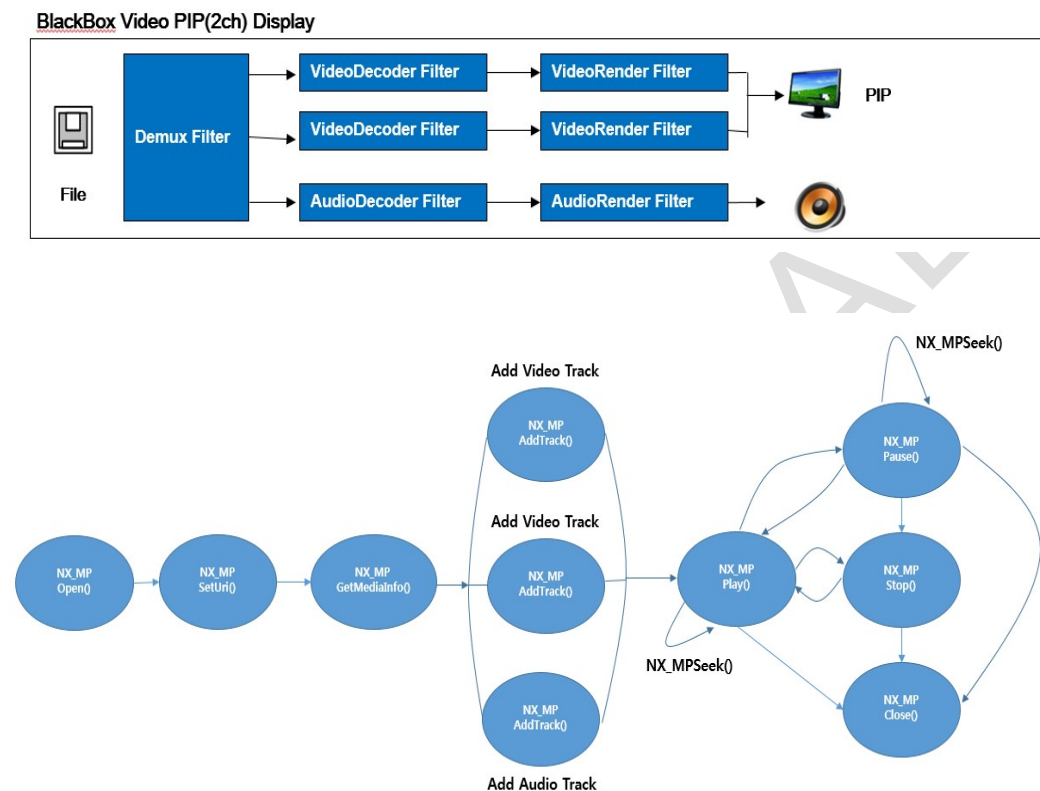


DualDisplay(LCD + HDMI) 인 경우는 NX\_MPAddSubDisplay() 함수를 사용한다.

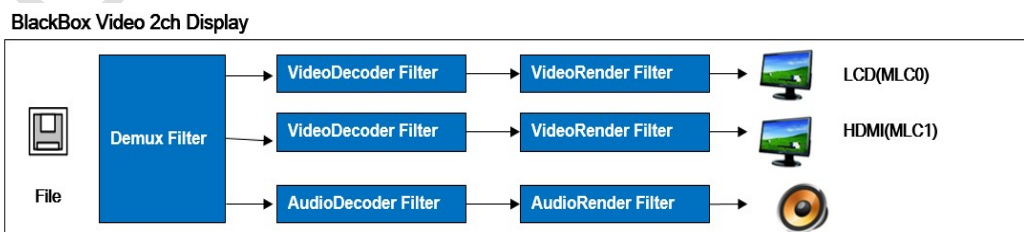


### 5.3 BlackBox Video PIP(2ch) Display (Android)

BlackBox 인 경우는 Nexell 에서 제공한 BlackBox 를 사용해서 인코딩한것만 PIP 를 제공한다.



### 5.4 BlackBox Video 2ch Display (Linux)

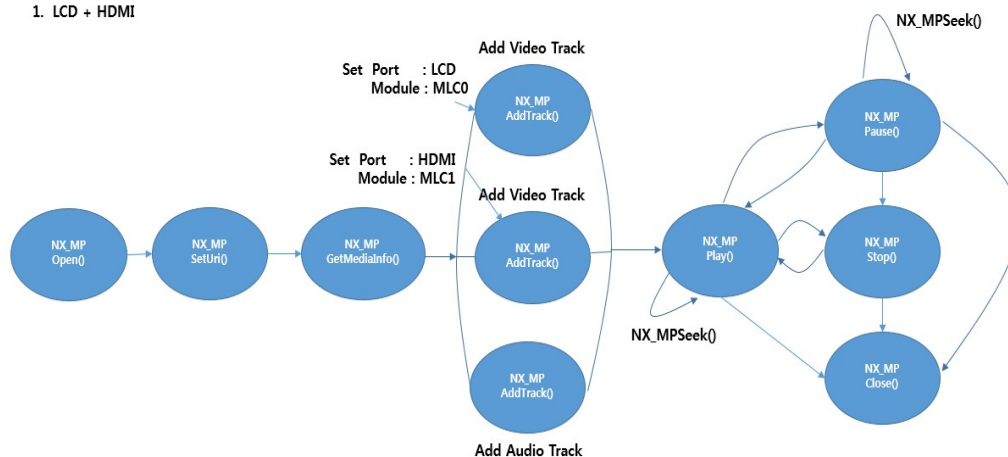


아래 그림은 BlackBox 에서 2ch Display 를 실행하기 위한 함수 호출순서이다.

1. 1ch Video Track 은 LCD, NX\_MPAddTrack() 에서 Port: LCD, Module: MLC0 을 설정한다.

2. 2ch Video Track 은 HDMI, NX\_MPAddTrack() 에서 Port: HDMI, Module: MLC1 을 설정한다
3. Audio Track 을 NX\_MPAddTrack() 사용해서 Audio Track 을 추가한다..
4. Play 를 실행한다.

## 1. LCD + HDMI



## Chap 6. **Known Issues**

---

### **6.1 To Do List**

- HEVC S/W Codec 지원.

---

### **6.2 Known Issues**