

# Demo Application UI Guide (NxAVIn)

Version 0.6.0

## Display Audio

Solution Team



## Release information

The following changes have been made to this document.

### Change History

Date	Change
04 Dec. 2017	First release for v0.6.0

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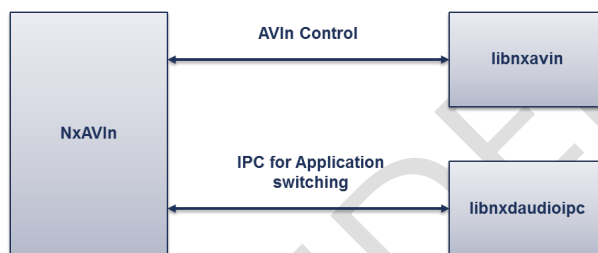
## Chap 1. Overview

### 1.1 Overview

This document describes NxAVIn, that is demo application of Display Audio. The NxAVIn outputs CVBS using AVIn hardware(TW9900), and this application provide function to toggle status bar.

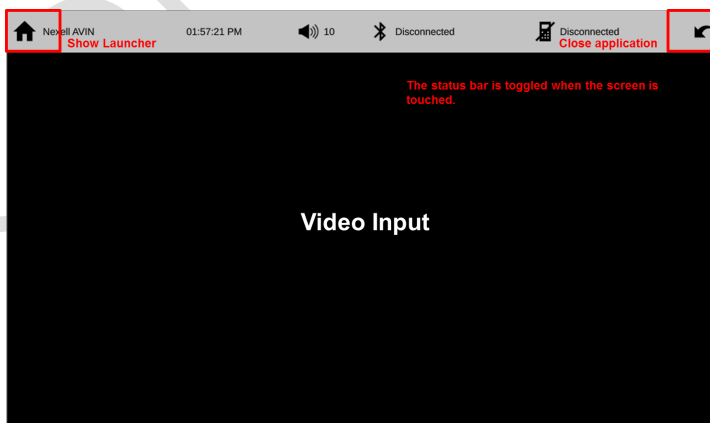
### 1.2 Block Diagram

The NxAVIn consists of libnxavin for controlling AVIn function and libnxdaudioipc for switching application.



### 1.3 Application UI

The application screen is as below. The Status Bar operation has itself policy to switch application. When screen is touched, the Status Bar is toggled in this application.



## Chap 2. AVIn Library

### 2.1 Overview

The libnxavin provides to manage AVIn. This usage of library see as below.

### 2.2 APIs

#### 2.2.1 NXDA\_StartAVInService()

```
int32_t NXDA_StartAVInService(
    CAMERA_INFO *pCamInfo,
    DISPLAY_INFO *pDspInfo
);
```

##### Description

Start AVIn Service.

##### Parameter

-. pCamInfo : Camera Information  
-. pDspInfo : Display Information

##### Return Value

Zero is successful. -1 is failed.

#### 2.2.2 NXDA\_StopAVInService()

```
void NXDA_StopAVInService(
    void
);
```

##### Description

Stop AVIn Service.

##### Parameter

None.

##### Return Value

None

#### 2.2.3 NXDA\_SetAVInVideoPosition()

```
int32_t NXDA_SetAVInVideoPosition(
    int32_t x,
```

<pre> int32_t y, int32_t width, int32_t height ); </pre>
<b>Description</b> Set video position.
<b>Parameter</b> <pre> -. x           : x position of video -. y           : y position of video. -. width       : width of video. -. height      : height of video. </pre>
<b>Return Value</b> Zero is successful, -1 is failed.

## 2.2.4 NXDA\_RegAVInRenderCallback()

<pre> void NXDA_RegAVInRenderCallback (     void *pApp,     int32_t (callback)(void *, int32_t, void *, int32_t) ); </pre>
<b>Description</b> Register AVIn render callback.
<b>Parameter</b> <pre> -. pApp           : private handle. -. callback        : redering callback.  int32_t callback( void* pApp, int32_t type, void* data, int32_t dataSize )     -. pApp           : private handle.     -. type            : callback function type. ( CB_TYPE_BUFFER, CB_TYPE_HIDE, CB_TYPE_SHOW )     -. data            : send data for callback.     -. dataSize       : size of data </pre>
<b>Return Value</b> None

## 2.2.5 NXDA\_RegAVInControlCallback()

<pre> void NXDA_RegAVInControlCallback(     void *pApp,     int32_t (callback)(void *, int32_t, void *, int32_t) ); </pre>
<b>Description</b> Register AVIn Control callback.
<b>Parameter</b> <pre> -. pApp           : private handle. </pre>

-. callback : rederring callback.	
int32_t callback( void* pApp, int32_t type, void* data, int32_t dataSize )	
-. pApp	: private handle.
-. type	: callback function type. ( CB_TYPE_BUFFER, CB_TYPE_HIDE, CB_TYPE_SHOW )
-. data	: send data for callback.
-. dataSize	: size of data
<b>Return Value</b>	
None	

## Chap 3. **History**

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### **3.1 Known Issue**

-. Not yet.

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### **3.2 To do list**

-. Apply to change audio focus scenario.