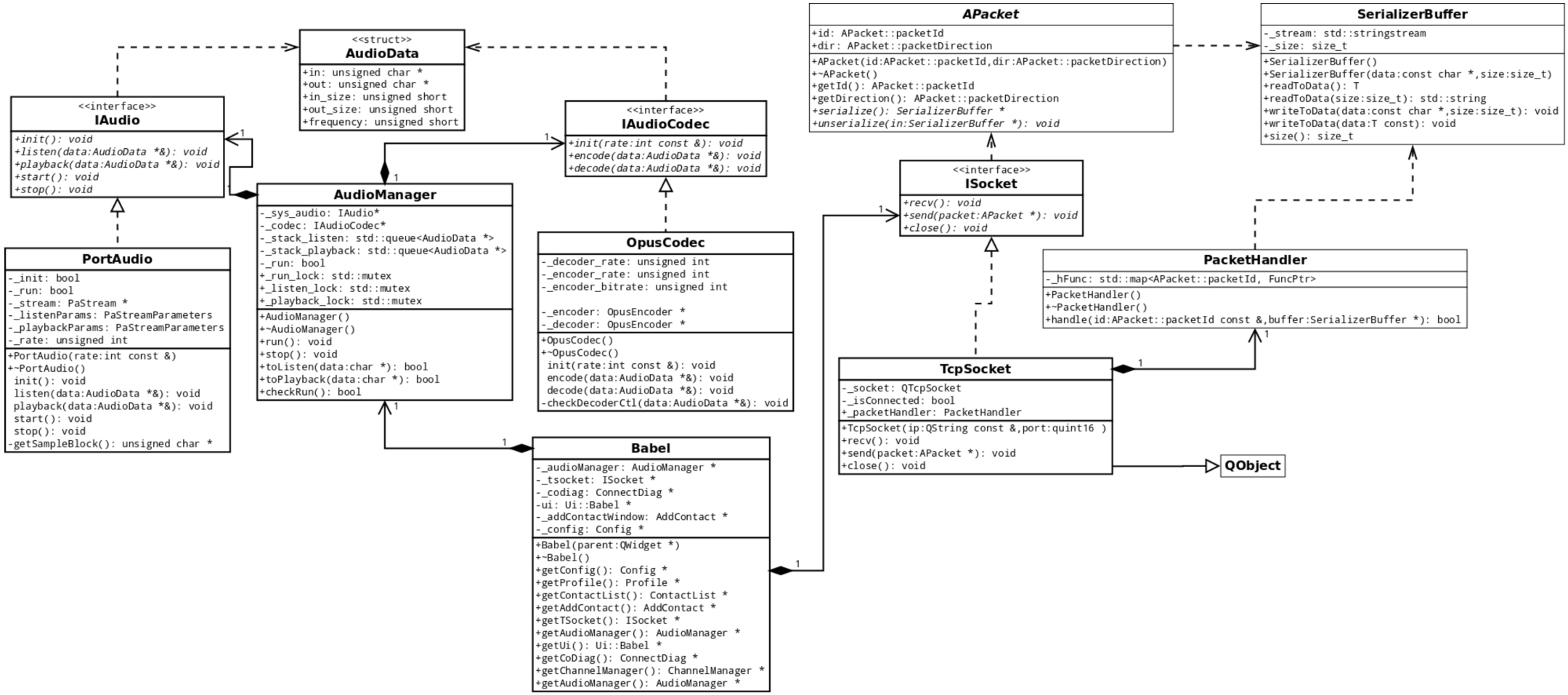
APacket
+id: APacket::packetId
+dir: APacket::packetDirection
+APacket(id:APacket::packetId,dir:APacket::packetDirection)
+~APacket()
+getId(): APacket::packetId
+getDirection(): APacket::packetDirection
+serialize(): SerializerBuffer *
+unserialize(in:SerializerBuffer *): void
SerializerBuffer
-_stream: std::stringstream
-_size: size_t
+SerializerBuffer()
+SerializerBuffer(data:const char *,size:size_t)
+readToData(): T
+readToData(size:size_t): std::string
+writeToData(data:const char *,size:size_t): void
+writeToData(data:T const): void
+size(): size_t
<<struct>>
AudioData
+in: unsigned char *
+out: unsigned char *
+in_size: unsigned short
+out_size: unsigned short
+frequency: unsigned short
<<interface>>
IAudio
+init(): void
+listen(data:AudioData *&): void
+playback(data:AudioData *&): void
+start(): void
+stop(): void
<<interface>>
IAudioCodec
+init(rate:int const &): void
+encode(data:AudioData *&): void
+decode(data:AudioData *&): void
<<interface>>
ISocket
+recv(): void
+send(packet:APacket *): void
+close(): void
AudioManager
-_sys_audio: IAudio*
-_codec: IAudioCodec*
-_stack_listen: std::queue<AudioData *>
-_stack_playback: std::queue<AudioData *>
-_run: bool
+_run_lock: std::mutex
+_listen_lock: std::mutex
+_playback_lock: std::mutex
+AudioManager()
+~AudioManager()
+run(): void
+stop(): void
+toListen(data:char *): bool
+toPlayback(data:char *): bool
+checkRun(): bool
PortAudio
-_init: bool
-_run: bool
-_stream: PaStream *
-_listenParams: PaStreamParameters
-_playbackParams: PaStreamParameters
-_rate: unsigned int
+PortAudio(rate:int const &)
+~PortAudio()
init(): void
listen(data:AudioData *&): void
playback(data:AudioData *&): void
start(): void
stop(): void
-getSampleBlock(): unsigned char *
OpusCodec
-_decoder_rate: unsigned int
-_encoder_rate: unsigned int
-_encoder_bitrate: unsigned int
-_encoder: OpusEncoder *
-_decoder: OpusEncoder *
+OpusCodec()
+~OpusCodec()
init(rate:int const &): void
encode(data:AudioData *&): void
decode(data:AudioData *&): void
-checkDecoderCtl(data:AudioData *&): void
PacketHandler
-_hFunc: std::map<APacket::packetId, FuncPtr>
+PacketHandler()
+~PacketHandler()
+handle(id:APacket::packetId const &,buffer:SerializerBuffer *): bool
TcpSocket
-_socket: QTcpSocket
-_isConnected: bool
+_packetHandler: PacketHandler
+TcpSocket(ip:QString const &,port:quint16)
+recv(): void
+send(packet:APacket *): void
+close(): void
QObject
Babel
-_audioManager: AudioManager *
-_tsocket: ISocket *
-_codiag: ConnectDiag *
-ui: Ui::Babel *
-_addContactWindow: AddContact *
-_config: Config *
+Babel(parent:QWidget *)
+~Babel()
+getConfig(): Config *
+getProfile(): Profile *
+getContactList(): ContactList *
+getAddContact(): AddContact *
+getTSocket(): ISocket *
+getAudioManager(): AudioManager *
+getUi(): Ui::Babel *
+getCoDiag(): ConnectDiag *
+getChannelManager(): ChannelManager *
+getAudioManager(): AudioManager *
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