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\* @brief The Module class

\* 模块的定义：模块不是audio、video decoder，而是类似alsa、ffmpeg、opengl，但他们是怎么串联起来的呢。

\* 以Ffmpeg为例，他是一个module，里面包含了FFDemux、FFDecSW等，FFDemux和FFDecSW又继承了什么呢？最基层的为ModuleCommon

\* createInstance 获得真正的执行类

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Writer \*Writer::**create**()

->writer = (Writer \*)module->*createInstance*(moduleInfo.name);

VideoWriter \*VideoWriter::**createOpenGL2**()

->VideoWriter \*videoWriter = (VideoWriter \*)pluginInstance->*createInstance*("OpenGL 2");

VideoFilter \*VideoFilters::**on**(const QString &filterName)

->filter = (VideoFilter \*)module->*createInstance*(mod.name);

SubsDec \*SubsDec::**create**(const QString &type)

SubsDec \*subsdec = (SubsDec \*)module->*createInstance*(mod.name);

bool Reader::**create**(const QString &url

if (reader.assign((Reader \*)module->*createInstance*(mod.name)))

void QMPlay2Extensions::**openExtensions**()

QMPlay2Extensions \*QMPlay2Ext = (QMPlay2Extensions \*)module->*createInstance*(mod.name);

Playlist \*Playlist::**create**(const QString &url, OpenMode openMode, QString \*name)

Playlist \*playlist = (Playlist \*)module->*createInstance*(mod.name);

bool Demuxer::**create**(const QString &url, IOController<Demuxer> &demuxer, FetchTracks \*fetchTracks)

if (!demuxer.assign((Demuxer \*)module->*createInstance*(mod.name)))

Decoder \*Decoder::**create**(StreamInfo &streamInfo, VideoWriter \*writer

Decoder \*decoder = (Decoder \*)module->*createInstance*(moduleInfo.name);

QVector<AudioFilter \*> AudioFilter::**open**()

AudioFilter \*filter = (AudioFilter \*)module->*createInstance*(mod.name);