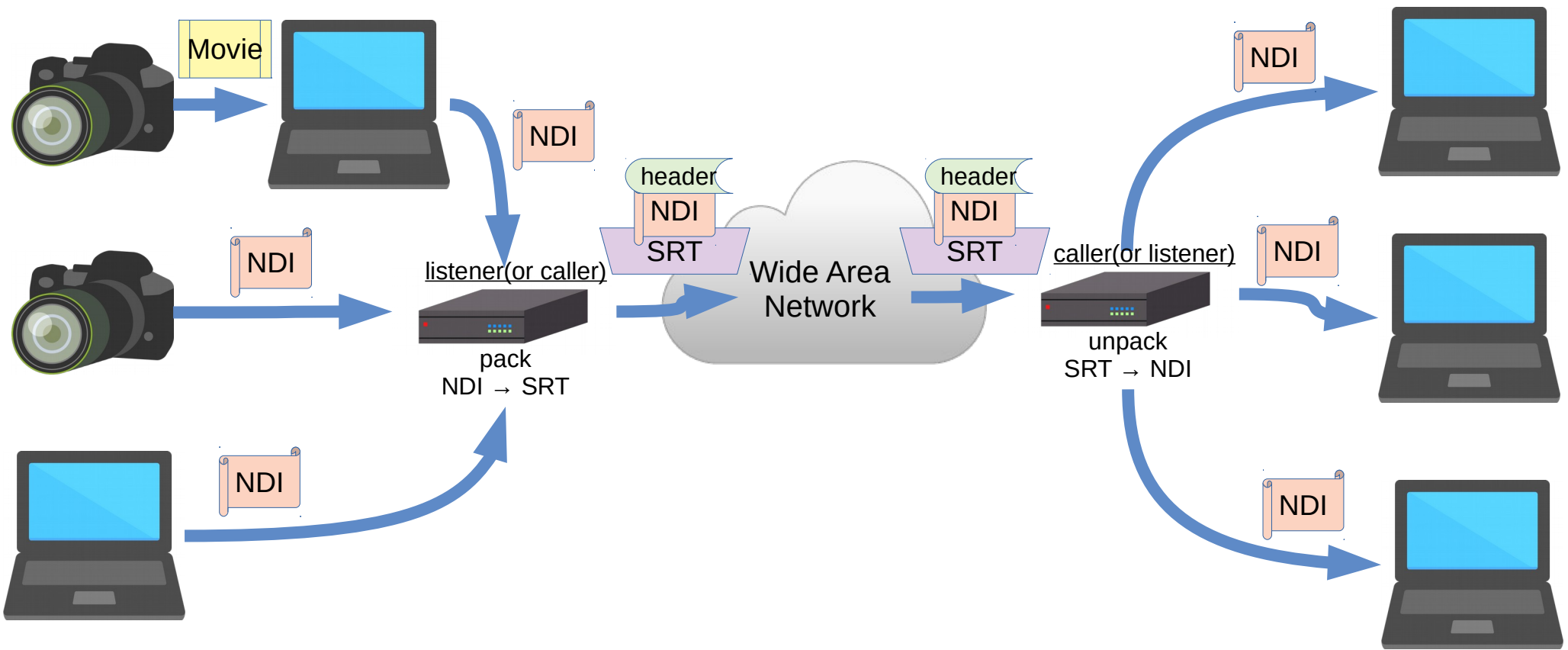
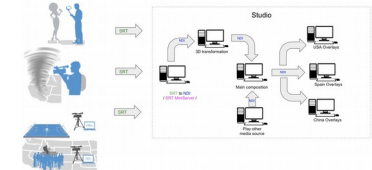
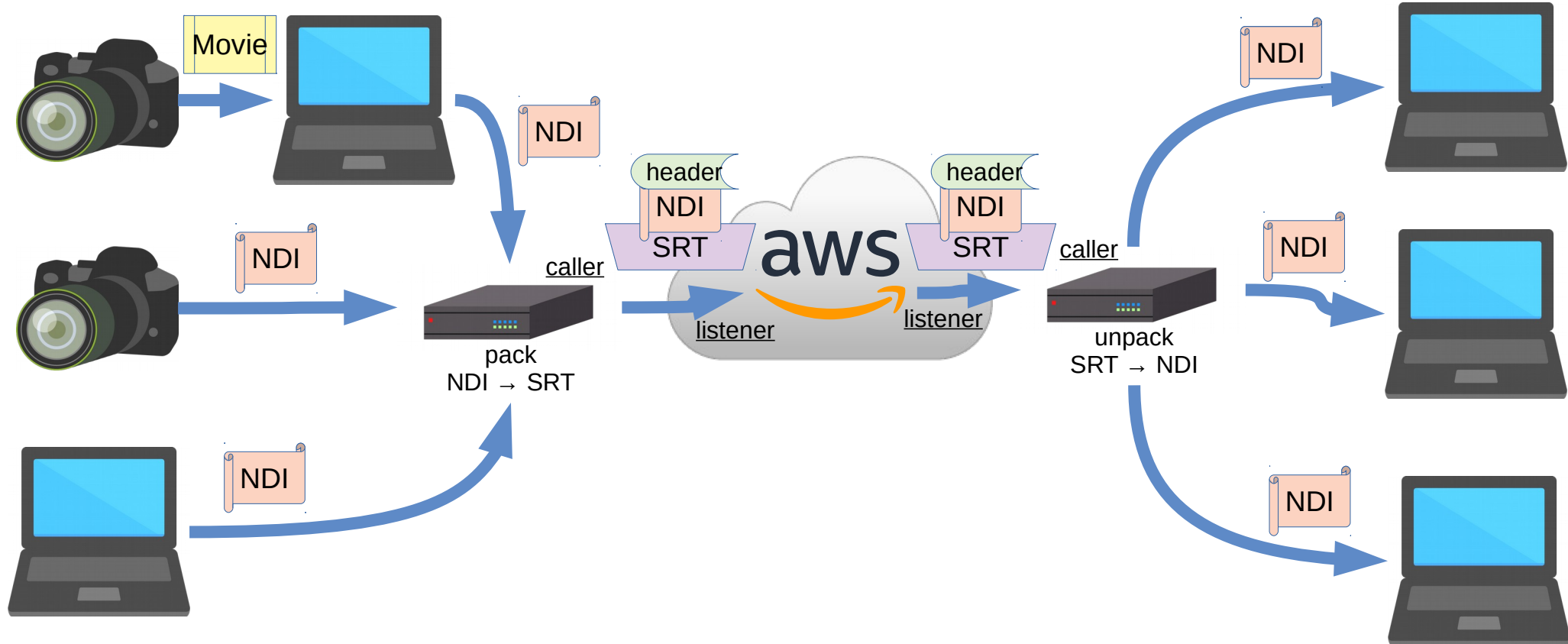
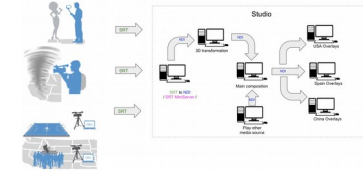


# Consept of NDI on SRT

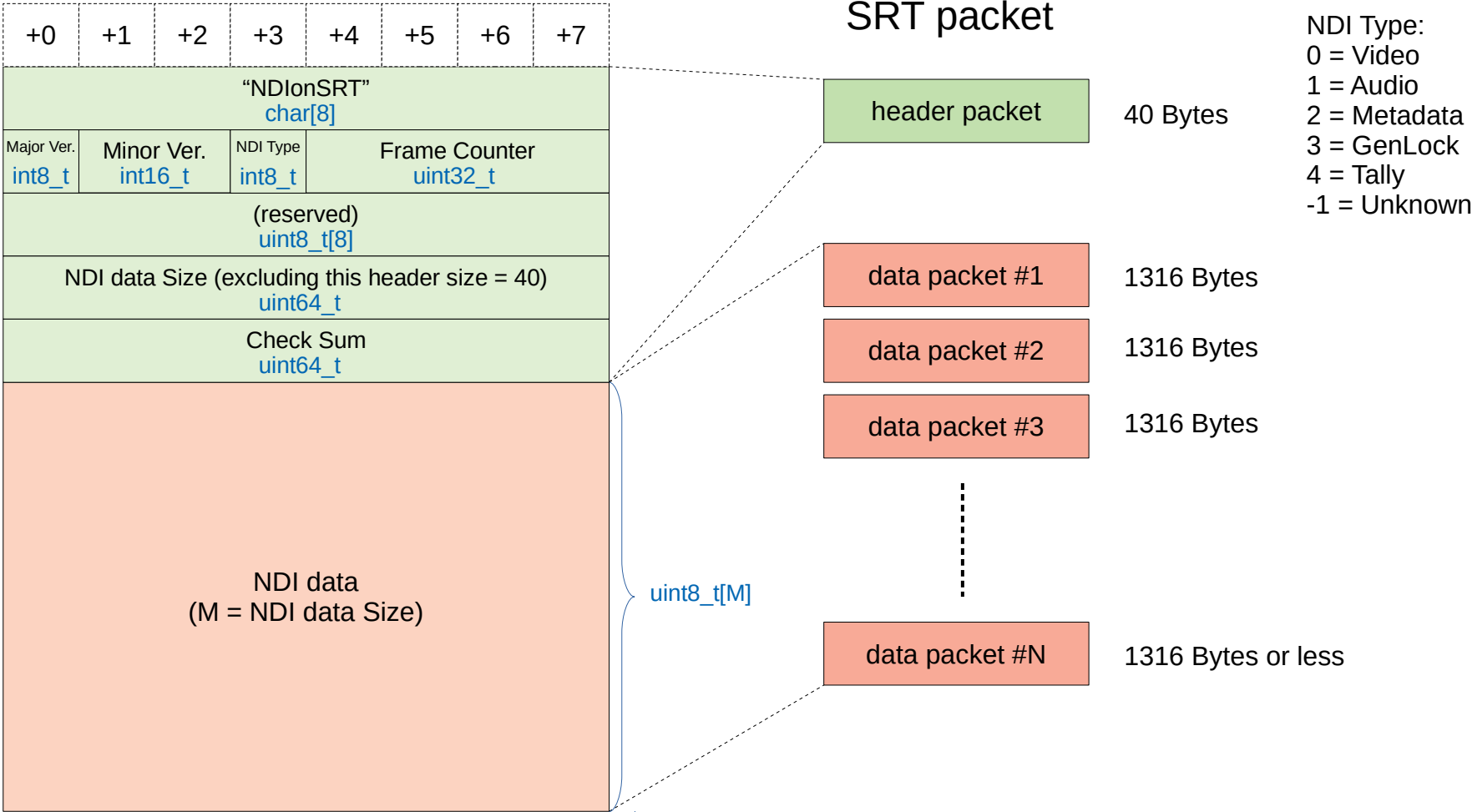
[https://srtminiserver.com/blog\\_ndi\\_srt/#:~:text=NDI is glue for build production workflow inside,task%3A low-latency delivery of data \(not only video\).](https://srtminiserver.com/blog_ndi_srt/#:~:text=NDI is glue for build production workflow inside,task%3A low-latency delivery of data (not only video).)



# Consept of NDI on SRT via AWS



# Structure of NDI on SRT



```
typedef struct NDllib_video_frame_v2_t
{
    // The resolution of this frame
    int xres, yres;

    // What FourCC describing the type of data for this frame
    NDllib_FourCC_video_type_e FourCC;

    // What is the frame-rate of this frame.
    // For instance NTSC is 30000/1001 = 30000/1001 = 29.97fps
    int frame_rate_N, frame_rate_D;

    // What is the picture aspect ratio of this frame.
    // For instance 16.0/9.0 = 1.778 is 16:9 video
    // 0 means square pixels
    float picture_aspect_ratio;

    // Is this a fielded frame, or is it progressive
    NDllib_frame_format_type_e frame_format_type;

    // The timecode of this frame in 100ns intervals
    int64_t timecode;

    // The video data itself
    uint8_t* p_data;

    union
    {
        // If the FourCC is not a compressed type, then this will be the inter-line stride of the video data
        // in bytes. If the stride is 0, then it will default to sizeof(one pixel)*xres.
        int line_stride_in_bytes;

        // If the FourCC is a compressed type, then this will be the size of the p_data buffer in bytes.
        int data_size_in_bytes;
    };

    // Per frame metadata for this frame. This is a NULL terminated UTF8 string that should be in XML format.
    // If you do not want any metadata then you may specify NULL here.
    const char* p_metadata; // Present in >= v2.5

    // This is only valid when receiving a frame and is specified as a 100ns time that was the exact moment
    // that the frame was submitted by the sending side and is generated by the SDK. If this value is
    // NDllib_recv_timestamp_undefined then this value is not available and is NDllib_recv_timestamp_undefined.
    int64_t timestamp; // Present in >= v2.5
} NDllib_video_frame_v2_t;
```

+0	+1	+2	+3	+4	+5	+6	+7
xres int32_t				yres int32_t			
FourCC uint32_t				frame_rate_N int32_t			
frame_rate_D int32_t				picture_aspect_ratio float			
frame_format_type uint32_t				timecode ... int64_t ...			
... timecode ... int64_t				data_size_in_bytes int32_t			
timestamp int64_t							
metadata char[M]							
NULL							
data uint8_t[N] N = data_size_in_bytes							