AudioWire - Media Server/Streamer

Class Diagram



http://www.live555.com/liveMedia/doxygen/html/classRTSPServer.html

liveMedia555 Library: RTSPServer.hh

RTSPServerSupportingHTTPStreaming

http://www.live555.com/liveMedia/doxygen/html/classRTSPServerSupportingHTTPStreaming.html

liveMedia555 Library: RTSPServerSupportingHTTPStreaming.hh

DynamicRTSPServer

std::vector<RTSPServer::RTSPClientConnection*> listClients_;

public:

static DynamicRTSPServer* createNew(UsageEnvironment& env, Port ourPort,

UserAuthenticationDatabase* authDatabase,

unsigned reclamationTestSeconds = 65);

protected:

DynamicRTSPServer(UsageEnvironment& env, int ourSocket, Port ourPort,

UserAuthenticationDatabase* authDatabase, unsigned reclamationTestSeconds);

virtual RTSPServer::RTSPClientConnection* createNewClientConnection(int clientSocket, struct sockaddr_in clientAddr);

virtual ServerMediaSession* lookupServerMediaSession(char const* streamName);

virtual void incomingConnectionHandler(int serverSocket);

virtual ~DynamicRTSPServer();