

Incomplete MediaCodec API

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Comments (5) Dependencies Duplicates (0) Blocking (0) Resources (2)

Assigned Bug P2 + Add Hotlist adexe s nau

STATUS UPDATE No update yet. Edit

DESCRIPTION ol...@gmail.com created issue #1 Jun 12, 2021 05:49AM

I'm trying to port my video encoder application from Java to C/C++ in order to avoid bridging across the JNI. Looking at the [NDK media API](#), it looks like a crucial aspect has been omitted:

When using codecs with raw (YUV) buffers, you need to know which specific YUV format is being used by the codec. YUV formats vary depending on the layout and interleaving of the chroma planes. In Java, you can deduce this information by looking at the base addresses and strides of [the image planes](#).

In the NDK, this is practically impossible as far as I can tell. The native `AMediaCodec` provides no API for working with `AHardwareBuffer` (which looks like the equivalent of the Java `Image`). Furthermore, the formats reported by the codec (`getBufferFormat/getInputFormat`) don't provide any information about buffer layouts.

So how is one to build an buffer-based encoder using the NDK?

COMMENTS

All comments Oldest first

- da...@google.com <da...@google.com>

Assigned to ro...@google.com.

Jun 12, 2021 06:05AM
- ro...@google.com <ro...@google.com>

Reassigned to la...@google.com.

Jun 12, 2021 08:23AM
- ol...@gmail.com <ol...@gmail.com> #2

Any word on this?

Jun 17, 2021 01:17AM
- ol...@gmail.com <ol...@gmail.com> #3

Any feedback on this?

Jul 15, 2021 03:48AM
- ol...@gmail.com <ol...@gmail.com> #4

Bump.

Sep 22, 2021 12:12AM
- ol...@gmail.com <ol...@gmail.com> #5

Happy New Year. Any word on this? How wasn't this caught before the API was published?

Jan 3, 2022 01:21PM

Reporter ol...@gmail.com

Type Bug

Priority P2

Severity S2

Status Assigned

Access Default access View

Assignee la...@google.com

Verifier --

Collaborators

CC ol...@gmail.com

AOSP ID --

ReportedBy --

Found In --

Targeted To --

Verified In --

In Prod