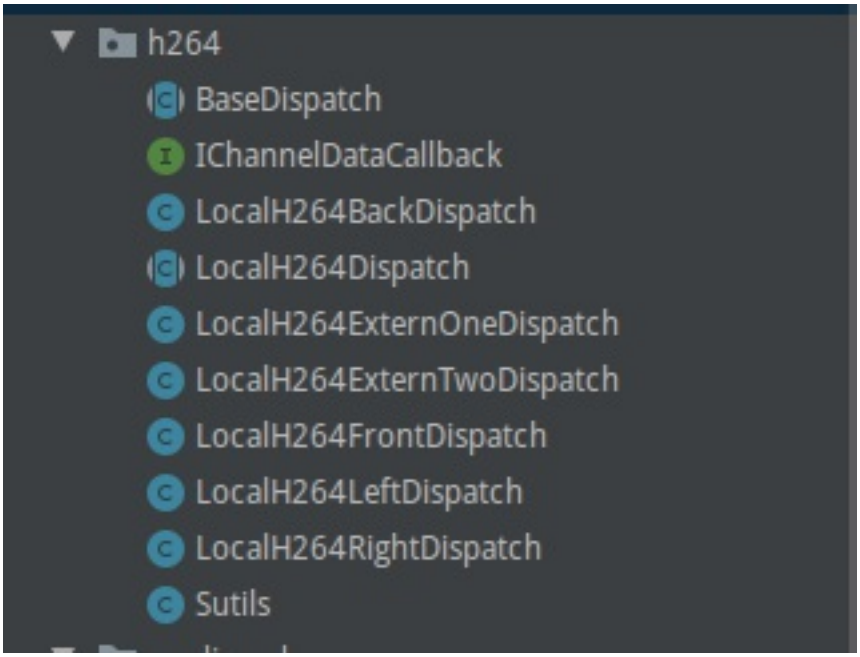
WaterWorld 平台H264数据获取方法

1.复制Demo app中整个h264文件夹到自己的工程中



2.实现数据回调接口

```
public interface IChannelDataCallback {
     void inputH264Nalu(int channel, byte[] nalu, int naluLength) ;
}
```

3.注册数据回调,并且启动

- 每一路数据需要分别调用

```
case AppConfig.FRONT:
         mBaseDispatch = new LocalH264FrontDispatch(this,
NativeWindowActivity.this);
         mBaseDispatch.start();  //data not come form PreViewCallback
     break;
 case AppConfig.BACK:
         mBaseDispatch = new LocalH264BackDispatch(this,
NativeWindowActivity.this);
         mBaseDispatch.start();  //data not come form PreViewCallback
     break;
 case AppConfig.LEFT:
         mBaseDispatch = new LocalH264LeftDispatch(this,
NativeWindowActivity.this);
         mBaseDispatch.start();  //data not come form PreViewCallback
     break;
 case AppConfig.RIGHT:
         mBaseDispatch = new LocalH264RightDispatch(this,
NativeWindowActivity.this);
```

```
            mBaseDispatch.start();  //data not come form PreViewCallback
        break;
     case AppConfig.EXTERN_ONE:
            mBaseDispatch = new LocalH264ExternOneDispatch(this,
    NativeWindowActivity.this);
            mBaseDispatch.start();  //data not come form PreViewCallback
        break;
     case AppConfig.EXTERN_TWO:
            mBaseDispatch = new LocalH264ExternTwoDispatch(this,
    NativeWindowActivity.this);
            mBaseDispatch.start();  //data not come form PreViewCallback
        break;
```

- 其中6路数据别对应如6个类

```
LocalH264FrontDispatch
LocalH264BackDispatch
LocalH264LeftDispatch
LocalH264RightDispatch
LocalH264ExternOneDispatch
LocalH264ExternTwoDispatch
```

4.数据回调

- 每一贞数据到来会通过 inputH264Nalu 回调给app,注意inputH264Nalu 函数中不要做耗时操作, 否则会丢贞.

  @Override public void inputH264Nalu(int channel, byte[] nalu, int naluLength) {

```
        if(channel == mCurrentShow) {
            H264Utils.log2FileOnlyhex(nalu, naluLength);
        }
```

  }

- 其中 channel 对应通道如下

```
public static final int LOCAL_H264_FONT_TYPE = 0;
public static final int LOCAL_H264_BACK_TYPE = 1;
public static final int LOCAL_H264_LEFT_TYPE = 2;
public static final int LOCAL_H264_RIGHT_TYPE = 3;
public static final int LOCAL_H264_EXTERN_ONE = 4;
public static final int LOCAL_H264_EXTERN_TWO = 5;
```

5.停止数据

- 调用如下函数停止获取数据,在异常处理和退出的时候,一定要调用对应通道的destroy方法.

```
mDisptach.destroy();
```

6.注意事项

- 调用如下函数取数据的时候,需要使用naluLength参数作为数据长度,不要使用nalu.length.

public void inputH264Nalu(int channel, byte[] nalu, int naluLength) ;