MediaPlug-inlibrary

Objective systems

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MediaPlug-inlibrary Data Structure Index

Returns:

Completion status - 0 on success, -1 on failure

EXTERN int ooGetMicAudioBuffer (unsigned char * *buff*, long *size*)

Re6 i at mRna t R c mm ot tccx

This function is invoked to close the Receive RTP channel

v EXTERN int **ooStartTransmitWaveFile (int** channel, **wavefile)**

This function is used to dynamic a wavefile on a Ready Transmit RTP channel

EXTERN int ooCloseTransmitRTPChannel (int *channelId*)

This function is invoked to close the Transmit RTP channel.

Parameters:

channelId

Returns:

0, on success. -ve on failure.

EXTERN int ooStopReceiveAudioAndPlayback (int *channelId*)

This function terminates use of sockets by an application

¢ EXTERN int **ooSocketListen** (**OOSOCKET** socket, int maxConnection)

Function Documentation

EXTERN int ooGetLocalIPAddress (char * *pIPAddrs*)

This functio n

Completion status of operation: 0 (ASN_OK) = success, negative return value is error.

EXTERN int ooSocketClose (OOSOCKET *socket*)

This function closes an existing socket.

Parameters:

socket

Returns:

Completion status of operation: 0 (ASN_OK) = success, negative re at his function receives data from a conn

of r

It is used to read incoming data on sockets. It populates the remotehost and remoteport parameters with information of remote f tes s0

socket

size Length of the data in pdata.

Returns:

Start recording audio into the buffers

- EXTERN int **ooStopMicDataCapture** (HWAVEIN hWaveIn)
  Stop recording audio

- EXTERN int **ooCloseMic** (HWAVEIN hWaveIn)
  Th i g HW n

Global pointers to the list holding free buffers

- **BufferNode**

MediaPlug-inlibrary Data Structure Documentation

BufferNode Struct Reference

BufferNodeThis holds the list of free buffers which can be used for sending data to waveout device. .

`#include <ooWave.h>`

Data Fields

- char * **buf**

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WaveBuffer Struct Reference

WaveBufferThis holds a list of buffers holding recorded data from MIC.

oortp.h File Reference

oortp.hThis file con

EXTERN int **Start Receive Audio Display Fault channel** Au **Au** n e Ć **ERN int** l i e e

ooSock.h File Reference

ooSock.hCommon runtime constants, data structure definitions, and run-time functions to support the sockets' operations.

```
#include <sys/types.h>
```

- EXTERN int **ooSocketClose** (

- EXTERN int **ooSocketStrToAddr** (const char *pIPAddrStr,

This function is used for synchronous monitoring of multiple sockets.

ooWave.h File Reference

ooWave.h

used for storing recorded data

- EXTERN int **ooStartMicDataCapture** (HWAVEIN hWaveIn)
  Start recording audio into the buffers

- EXTERN int **ooStopMicDataCapture** (HWAVEIN hWaveIn)
  Stop recording audio

- EXTERN int **ooCloseMic** (HWAVEIN hWaveIn)
  This releases all the buffers queued inside wave in device mic and then closes the mic

-

Count of number of buffers queued inside the wave in device

- **BufferNode * gpFreeBufHead**
  Global pointers to the list holding free buffers

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