

1: 设置好 id 和 passwd, 向服务器请求 url 后, 就一直推送数据

涉及到两个接口:

A: 云存储 信息

```
<!------- cloud -----  
----->  
  
<ccm_cloud                                type="ccm_cloud">  
    <enable                                type="uint32"    info="0: disable; 1 :  
enable"/>  
    <clid                                  type="lenstr"    info="cloud id"/>  
    <passwd                                type="lenstr"    info="cloud passwd"/>  
</ccm_cloud>  
  
<ccm_cloud_set                            type="ccm_cloud_set">  
    <sess                                  type="ccm_session"/>  
    <cloud                                 type="ccm_cloud"/>  
</ccm_cloud_set>  
  
<ccm_cloud_set_ack                        type="ccm_cloud_set_ack">  
    <ret                                    type="ccm_ret"/>  
</ccm_cloud_set_ack>  
  
<ccm_cloud_get                            type="ccm_cloud_get">  
    <sess                                  type="ccm_session"/>  
</ccm_cloud_get>  
  
<ccm_cloud_get_ack                        type="ccm_cloud_get_ack">  
    <ret                                    type="ccm_ret"/>  
    <cloud                                 type="ccm_cloud"/>  
</ccm_cloud_get_ack>  
<!------- cloud -----  
----->
```

B: 从服务器取 url 接口

```
<ccms_cms_get_req          type="ccms_cms_get_req">
</ccms_cms_get_req>
```

```
<ccms_cms_get_ack          type="ccms_cms_get_ack">
    <ret                    type="int32"                info="result,
0:succeed, other:error code"/>
    <url                    type="lenstr"/>
</ccms_cms_get_ack>
```

```
static long cm_pub_on_video_sample (struct mlq_queue *que, void *ref, struct
cm_on_run_st *st)
if(cm->video.enable_cloud_storage == 1){
    sample->flag.reserved |= mcmedia_msg_storage;
}
#define mcmedia_msg_storage          0x1
```

问题:

A: channel 断了, 是否需要重新获取 url

B:

2: 按需推送

3: channel 复用