涉及到两个接口: A: 云存储 信息 <!----- cloud -----<ccm\_cloud type="ccm cloud"> type="uint32" info="0: disable; 1 : <enable enable"/> type="lenstr" info="cloud id"/> <clid type="lenstr" info="cloud passwd"/> <passwd</pre> </com cloud> <ccm\_cloud\_set</pre> type="ccm\_cloud\_set"> <sess type="ccm\_session"/> <cloud type="ccm\_cloud"/> </com\_cloud\_set> <ccm\_cloud\_set\_ack</pre> type="ccm\_cloud\_set\_ack"> <ret type="ccm\_ret"/> </ccm\_cloud\_set\_ack> <ccm\_cloud\_get</pre> type="ccm\_cloud\_get"> <sess type="ccm\_session"/> </com cloud get> <ccm cloud get ack</pre> type="ccm cloud get ack"> type="ccm ret"/> <ret <cloud type="ccm cloud"/> </com cloud get ack> <!----- cloud -----

B: 从服务器取 url 接口

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

```
<ccms cms get req type="ccms cms get req">
</ccms cms get req>
                       type="ccms_cms_get_ack">
<ccms_cms_get_ack</pre>
                            type="int32"
                                                            info="result,
    <ret
0:succeed, other:error code"/>
                            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