



Google Talk for Developers

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Open Communications

libjingle

Developer Guide

Changelist

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BasicPortAllocator Class

Call Class

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ChannelManager

Reference

The following table lists the libjingle classes covered by these reference pages.

Name	Description
BasicPortAllocator Class	A subclass of the PortAllocator class that handles port allocation.
Call Class	A wrapper object in the voice chat sample application that bundles groups of Session objects into a single chat connection.
ChannelManager Class	Creates and destroys a VoiceChannel object, and provides access to the MediaEngine object.
Connection Class	Represents a connection between a local Port object and a remote computer.
CryptString	An abstract base class that you can use to implement a more secure class for handling passwords.
FileShareClient	The top level managing object for the file share example application. After signing on to the server, if given a manifest of files to transfer it handles all the details of sending (or receiving) the files.
FileShareManifest	A simple representation of the list of files and folders in a file share session. This must be converted to a FileShareDescription object (XMPP) to be sent across the wire in an offer.
FileShareSessionClient	Extends SessionClient for the file share example.
FileStream Class	An extension of the base StreamInterface class, that enables reading from/writing to files.
HttpClient	An object that sends an asynchronous GET or POST request across the network, and waits for a response. To use, set the server, the request object's verb and path, and call start. Data will automatically be saved to a local disk cache, accessible from the response method. See FileShareSession for examples of use.
HttpPortAllocator	A subclass of PortAllocator that enables the caller to specify relay and STUN server addresses. This is used by the File

Class

Connection Class

FileStream Class

HttpPortAllocator
ClassMediaChannel
Class

MediaEngine Class

MemoryStream
Class

P2PTransportCha...

Port Class

PresenceOutTask
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Class

Session Class

SessionClient Class

SessionManager
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ClassStreamEvent
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EnumerationStreamState
Enumeration

Task Class

VoiceChannel Class

XmppClient Class

XmppEngine Class

XmppPump

XmppTask Class

License

Google Talk XMPP
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		Share sample application.
HttpServer		An object that sends requested resources back to an HttpClient object upon request. See FileShareSession for examples of use.
HttpTransaction		A wrapper object that wraps a request for HttpServer .
MediaChannel Class		Transports peer-to-peer data between the hardware and the P2PTransportChannel .
MediaEngine Class		Wraps the third-party package that controls the render/capture hardware on the computer.
MemoryStream Class		Extension of StreamInterface to enable in-memory data exchange.
PhoneSessionClient Class		Extends SessionClient for voice chat applications.
Port Class		A base class that wraps a local socket used to send and receive data.
PortAllocator Class		A base class for allocating ports. HttpPortAllocator extends this class for the two sample applications.
PresenceOutTask Class		An XMPP helper task that sends the current user's status to a XMPP server.
PresencePushTask Class		An XMPP helper class that monitors incoming stanza for presence notifications sent by the server.
PseudoTcpChannel Class		Packages (and unpackages) data into TCP-like packets that can be sent across firewalls and NAT-enabled devices in order to provide TCP-like functionality (that is, reliability and ordered retrieval). It exposes a read/write stream, and acts as an alternate data endpoint to P2PTransport .
RelayServer		Code for a relay server. The example code uses the Google relay server to handle session negotiation, but you can build and run this server to handle session negotiation if you want to.
Session Class		Negotiates the specifics of the data channel over the XMPP channel, monitors the connection, starts, and

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Google Talk Blog