Google Developers

Products　　　Google Talk for Developers

XmppPump Class

A top-level manager class for the XMPP Messaging Component. This class creates an **XmppClient** object and handles signing in to a server for you. See Signing In To a Server for sample code using this.

Syntax

```
class XmppPump : public cricket::MessageHandler,
                 public buzz::TaskRunner
```

Methods

Name	Description
XmppPump(XmppPumpNotify * *notify*)	Constructor. • *notify*　Pointer to an object that will receive progress notifications in its OnStateChange method.
buzz::**XmppClient** *client()	Returns the internal XmppClient member.
void **DoLogin**(const buzz::XmppClientSettings & *xcs*, buzz::AsyncSocket* *socket*, buzz::PreXmppAuth* *auth*);	Starts asynchronous sign in to the server specified. You must catch the **XmppClient::SignalStateChange** signal to track progress. • *xcs*　Settings for the connection, including host name, password, and sign-in name. • *socket*　A socket to handle the connection. For signing on to a XMPP server, create a new **XmppSocket** object. • *auth*　Optional authorization information for signing in, such as captcha informatin, authorization cookies, and so on. If not using, specify 0 (zero).
void **DoDisconnect**();	Disconnects from the server and sends notifications on the progress, similar to **DoLogin**.
void **OnStateChange**(buzz::XmppEngine::State state);	Called with notifications about the progress of the sign-in attempt. You can override this method if extending this class.
void **WakeTasks**();	Called internally.
int64 **CurrentTime**();	Called internally.
void **OnMessage**(cricket::Message *pmsg*);	Called internally with asynchronous messages.
buzz::XmppReturnStatus **SendStanza**(const buzz::XmlElement *stanza*);	Sends a stanza out through the **XmppClient** member.

Attributes: public

Declaration file: talk/examples/login/xmpppump.h

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