



Google Talk for Developers 0

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Open Communications

libjingle

Developer Guide

Changelist

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How libjingle

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Sending and Querying Presence

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BasicPortAllocator Class

Call Class

Codec Struct

ChannelManager

MediaChannel Class

Transports peer-to-peer data between **P2PTransportChannel** (wrapped by **VoiceChannel**) and the hardware (wrapped by a **MediaEngine** subclass). This is a virtual class that must be implemented by a subclass for each **MediaEngine** subclass. This object is created by **MediaEngine** at the request of **ChannelManager**. Each **VoiceChannel** object has its own **MediaChannel** object. The methods shown are not thread-safe, and can be called on any thread.

Syntax

```
class MediaChannel : public sigslot::has_slots<>
```

Interfaces

Name	Description
cricket::MediaChannel::NetworkInterface	This interface defines a single method, SendPacket , which is called by the MediaEngine subclass to send a packet of data to the P2PTransportChannel through VoiceChannel . void SendPacket(const void *data, size_t len) = 0 Sends a block of data of size_t bytes out to the other computer. This method is implemented by VoiceChannel .

Methods

Name	Description
virtual int GetOutputLevel() = 0	Returns a number indicating the output volume.
MediaChannel()	Constructor. Sets the initial network interface to NULL; you must call SetInterface before you can use the object.
~MediaChannel	Destructor.
NetworkInterface*	Returns the NetworkInterface object used to send peer-to-

Class	network_interface()	peer data to another computer.
Connection Class	virtual void	Called by VoiceChannel with an incoming packet of audio data.
FileStream Class	OnPacketReceived (const void *data, int len)=0	
HttpPortAllocator Class	virtual void SetCodecs (const std::vector< Codec > &codecs)=0	Specifies the codecs that the MediaEngine should use.
MediaChannel Class		
MediaEngine Class	void SetInterface (NetworkInterface *iface)	Sets the NetworkInterface object that handles sending packets of data. VoiceChannel calls this method, passing in a pointer to itself.
MemoryStream Class		
P2PTransportCha...	virtual void SetPlayout (bool playout)=0	Specifies whether to enable audio rendering. True means that it should be enabled.
Port Class	virtual void SetSend (bool send)=0	Specifies whether to enable audio capture. True means that it should be enabled.
PresenceOutTask Class		
PresencePushTask Class		
Session Class	Attributes: public	
SessionClient Class	Declaration file: talk/session/phone/mediachannel.h	
SessionManager Class		
SessionSendTask Class		
StreamEvent Enumeration		
StreamInterface Class		
StreamResult Enumeration		
StreamState Enumeration		
Task Class		
VoiceChannel Class		
XmppClient Class		
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Google Talk XMPP
Extensions

User Settings

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- Jingle Server
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- Gmail Notifications
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- Messages
- Extended Contact
- Attributes
- JID Domain Discovery
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- Accessories
- Google Talk Blog

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