![Google Developers]

Google Developers

| Google Tal   X | Search | ● |

Products   Google Talk for Developers

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* **network_interface**()	Returns the **NetworkInterface** object used to send peer-to-peer data to another computer.
virtual void **OnPacketReceived**(const void *data*, int *len*)=0	Called by **VoiceChannel** with an incoming packet of audio data.
virtual void **SetCodecs**(const std::vector<**Codec**> &*codecs*)=0	Specifies the codecs that the **MediaEngine** should use.
void **SetInterface**(NetworkInterface *iface*)	Sets the **NetworkInterface** object that handles sending packets of data. **VoiceChannel** calls this method, passing in a pointer to itself.
virtual void **SetPlayout**(bool *playout*)=0	Specifies whether to enable audio rendering. True means that it should be enabled.

virtual void **SetSend**(bool *send*)=0	Specifies whether to enable audio capture. True means that it should be enabled.

Attributes: public

Declaration file: talk/session/phone/mediachannel.h

Last updated March 23, 2012.