



Google Talk for Developers 0

Overview

Open Communications

libjingle

Developer Guide

Changelist

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How libjingle

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Creating a libjingle Application

Signing In to a Server

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BasicPortAllocator Class

Call Class

Codec Struct

ChannelManager

ChannelManager Class

Creates and destroys a **VoiceChannel** object, and provides access to the **MediaEngine** object. **PhoneSessionClient** calls this object to get a list of codecs when it prepares a session request or responds to a connection request. **Call** uses this object to create and destroy **VoiceChannels** when **Session** objects are created and destroyed, and stores a map of **Session/VoiceChannel** pairs. The methods shown are not thread-safe, and can be called on any thread.

One instance of **ChannelManager** is instantiated for the whole application; it is created by **PhoneSessionClient**.

Syntax

```
class ChannelManager : public MessageHandler
```

Methods

The following public methods are exposed by **ChannelManager**.

Name	Description
ChannelManager (Thread <i>*worker_thread</i>)	Constructor. Creates the MediaEngine subclass. <ul style="list-style-type: none"><i>worker_thread</i> (required) A thread that is used to handle multithreaded operations, such as DestroyVoiceChannel_w and SetAudioOptions_w.
~ChannelManager	Destructor. Destroys the voice channel.
VoiceChannel* CreateVoiceChannel (Session <i>*session</i>)	Called by Call to create a new VoiceChannel (and helper MediaChannel) when it creates a Session object. Calls CreateVoiceChannel_w on the worker thread passed in to the constructor.
void DestroyVoiceChannel (VoiceChannel <i>*voice_channel</i>)	Deletes local references to the VoiceChannel objects and their MediaChannel objects. Calls DestroyVoiceChannel_w on a different thread.
MediaEngine* media_engine ()	Returns a handle to the MediaEngine object created and used by ChannelManager .
void SetAudioOptions (bool <i>auto_gain_control</i> , int	Called by PhoneSessionClient to set various audio options for the chat. Calls SetAudioOptions_w on a

Class	<i>wave_in_device</i> , int <i>wave_out_device</i>)	different thread to perform this action.
Connection Class		
FileStream Class		
HttpPortAllocator Class		
MediaChannel Class		
MediaEngine Class		
MemoryStream Class	Thread* worker_thread()	The thread passed in to the constructor, used to handle the multithreaded methods. This should be the worker thread used by the application.
P2PTransportCha...		

Port Class
PresenceOutTask Class
PresencePushTask Class
Session Class
SessionClient Class
SessionManager Class
SessionSendTask Class
StreamEvent Enumeration
StreamInterface Class
StreamResult Enumeration
StreamState Enumeration
Task Class
VoiceChannel Class
XmppClient Class
XmppEngine Class
XmppPump
XmppTask Class

License

Google Talk XMPP Extensions

User Settings

Structs

Name	Description
cricket::ChannelManager::AudioOptions	Describes the audio options that the media engine uses. It has the following members: <ul style="list-style-type: none"><i>auto_gain_control</i> Whether or not the engine should attempt to normalize the volume.<i>wave_in_device</i> Pointer to an audio capture device.<i>wave_out_device</i> Pointer to an audio rendering device.

Attributes: public

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

- Off the Record Chats
- Jingle Server
- Discovery
- Gmail Notifications
- Shared Status
- Messages
- Extended Contact
- Attributes
- JID Domain Discovery
- Voicemail
- OAuth 2.0
- Authorization

Additional Resources

- Other IM Clients
- Accessories
- Google Talk Blog

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