

Google Talk for Developers

Overview

Open Communications

libjingle

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- BasicPortAllocator Class
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SessionClient Class

This is a pure virtual base class that translates between XMPP (for network transmission) and **XmppSessionMessage** and **SessionDescription** objects (used internally by libjingle). You should override this class with logic specific to your session type. In particular, you should override the methods declared by this class.

You should also define a string namespace to use as the session name when calling **SessionManager::CreateSession**. This should be a unique identifier for the **SessionClass** type. libjingle defines two values: NS_TUNNEL and NS_PHONE (both #defined values).

SessionClient translates session message stanzas between XMPP and **SessionDescription** objects. Session description information is customized for different types of sessions (for example, codecs for voice chat and file names for file transfer applications), so subclasses must be specifically designed to be able to read or create these messages. See [Extending Session Client](#) for more information about extending this object to support new session types.

The application instantiates this object. The methods shown are not thread-safe, and can be called on any thread, but you should call them from the signaling thread.

Syntax

```
class SessionClient
```

Methods

The following table lists public and protected (shaded rows) member methods for **SessionClient**.

Name	Description
virtual SessionDescription* CreateSessionDescription (const buzz::XmlElement *element)=0	Converts an XMPP element into a SessionDescription object for internal libjingle use.
virtual void OnSessionCreate (Session * session, bool received_initiate) = 0	Called by the SessionManager object when a Session object is created, either explicitly as part of an outgoing connection request, or implicitly as part of an incoming connection request.
	Your implementation should determine whether the session represents an incoming or an outgoing connection request. If this is incoming,

Class		<i>received_initiate</i> will be True, and your application should connect to the Session 's signals and perform any other session-specific tasks, such as adding it to a list of active sessions and instantiating helper objects or resources. The voice chat example creates a new Call object when this method is received. It should also send a notification to the user about the incoming call, to enable them to call Session::Accept or Session::Reject to accept or reject the connection request.
Connection Class		
FileStream Class		
HttpPortAllocator Class		
MediaChannel Class		
MediaEngine Class		
MemoryStream Class		
P2PTransportCha...	virtual void OnSessionDestroy (Session * <i>session</i>) = 0	Called when a Session object is destroyed. You should use this to remove any pointers you hold to the object, and release any resources you associated with the session. This includes destroying the Transport object associated with the Session by calling Session::DestroySocket .
Port Class		
PresenceOutTask Class		
PresencePushTask Class	SessionClient (SessionManager * <i>psm</i>)	Constructor for the object.
Session Class	~SessionClient	Destructor for the object.
SessionClient Class	virtual buzz::XmlElement* TranslateSessionDescription (const SessionDescription * <i>description</i>)=0	Converts a SessionDescription object into an XML stanza to send out. Subclasses must implement this in order to parse out custom information required for each type of session (for example, audio codecs for a voice chat, file names for a file transfer).
SessionManager Class		
SessionSendTask Class		
StreamEvent Enumeration	Attributes: public	
StreamInterface Class	Declaration file: talk/p2p/base/sessionclient.h	
StreamResult Enumeration		
StreamState Enumeration		
Task Class		
VoiceChannel Class		
XmppClient Class		
XmppEngine Class		
XmppPump		
XmppTask Class		
License		
Google Talk XMPP Extensions		
User Settings		

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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		Android Google+
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