Google
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MediaEngine::Codec

Describes a codec supported by a **MediaEngine** subclass.

Syntax

```
struct Codec {
int id;
std::string name;
int clockrate;
int bitrate;
int channels;
int preference;
};
```

Variables

id
> An identifying value for the codec. These IDs are specified for many codecs (numbers 0-95) in RFC 3551, section 6.

name
> String name of the codec.

clockrate
> The clock rate of the codec.

bitrate
> The bit rate of the codec.

channels
> The number of channels handled by the codec.

preference
> A numeric preference for the codec, where the higher the number, the more preferred the codec is. These preferences are sent to the other computer and considered when making a connection, with each computer attempting to find the highest preference common codec.

Attributes: public

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

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