



Google Talk for Developers 0

Overview

Open Communications

libjingle

Developer Guide

Changelist

Important Concepts

How libjingle

Applications Work

Creating a libjingle Application

Signing In to a Server

Sending and Querying Presence

Set Up the Session Management Pathway

Making and Receiving Connections

Scenarios

Sample Applications

File Share Application

Voice Chat Application

Reference

BasicPortAllocator Class

Call Class

Codec Struct

ChannelManager

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

Class

Connection Class

FileStream Class

HttpPortAllocator
Class

MediaChannel
Class

MediaEngine Class

MemoryStream
Class

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

- 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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