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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 *worker_thread*)	Constructor. Creates the **MediaEngine** subclass. • *worker_thread* (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 *session*)	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 *voice_channel*)	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 *auto_gain_control*, int	Called by PhoneSessionClient to set various audio options for the chat. Calls **SetAudioOptions_w** on a

	different thread to perform this action. • *auto_gain_control* Whether or not the engine should attempt to normalize the volume. • *wave_in_device* Pointer to an audio capture device. • *wave_out_device* Pointer to an audio rendering device.
wave_in_device, int *wave_out_device*)	
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.

Structs

Name	Description
cricket::ChannelManager::**AudioOptions**	Describes the audio options that the media engine uses. It has the following members: • *auto_gain_control* Whether or not the engine should attempt to normalize the volume. • *wave_in_device* Pointer to an audio capture device. • *wave_out_device* Pointer to an audio rendering device.

Attributes: public

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

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