

BebopDroneReceiveStream

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Chapter 1

Class Index

1.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

BD_MANAGER_t	5
READER_THREAD_DATA_t	6

Chapter 2

File Index

2.1 File List

Here is a list of all documented files with brief descriptions:

[BebopDroneReceiveStream.c](#)

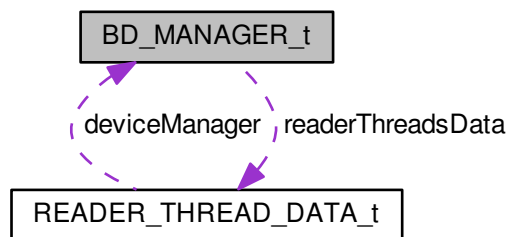
This file contains sources about basic arsdk example receiving video stream from a BebopDrone [7](#)
BebopDroneReceiveStream.h ??

Chapter 3

Class Documentation

3.1 BD_MANAGER_t Struct Reference

Collaboration diagram for BD_MANAGER_t:



Public Attributes

- ARNETWORKAL_Manager_t * **alManager**
- ARNETWORKAL_Manager_t * **netManager**
- ARSTREAM_Reader_t * **streamReader**
- ARSAL_Thread_t **rxThread**
- ARSAL_Thread_t **txThread**
- ARSAL_Thread_t **videoTxThread**
- ARSAL_Thread_t **videoRxThread**
- int **d2cPort**
- int **c2dPort**
- int **arstreamFragSize**
- int **arstreamFragNb**
- int **arstreamAckDelay**
- uint8_t * **videoFrame**
- uint32_t **videoFrameSize**
- FILE * **video_out**
- ARSAL_Thread_t * **readerThreads**
- [READER_THREAD_DATA_t](#) * **readerThreadsData**

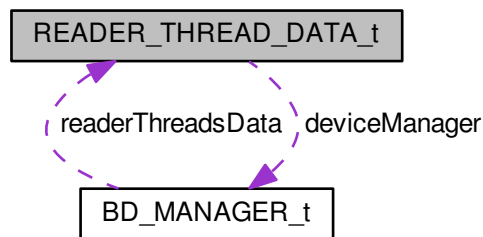
- int **run**

The documentation for this struct was generated from the following file:

- BebopDroneReceiveStream.h

3.2 READER_THREAD_DATA_t Struct Reference

Collaboration diagram for READER_THREAD_DATA_t:



Public Attributes

- [BD_MANAGER_t](#) * **deviceManager**
- int **readerBufferId**

The documentation for this struct was generated from the following file:

- BebopDroneReceiveStream.h

Chapter 4

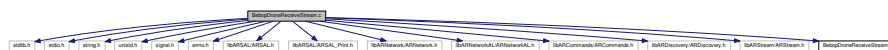
File Documentation

4.1 BebopDroneReceiveStream.c File Reference

This file contains sources about basic arsdk example receiving video stream from a BebopDrone.

```
#include <stdlib.h>
#include <stdio.h>
#include <string.h>
#include <unistd.h>
#include <signal.h>
#include <errno.h>
#include <libARSAL/ARSAL.h>
#include <libARSAL/ARSAL_Print.h>
#include <libARNetwork/ARNetwork.h>
#include <libARNetworkAL/ARNetworkAL.h>
#include <libARCommands/ARCommands.h>
#include <libARDiscovery/ARDiscovery.h>
#include <libARStream/ARStream.h>
#include "BebopDroneReceiveStream.h"
```

Include dependency graph for BebopDroneReceiveStream.c:



Macros

- **#define TAG "BebopDroneReceiveStream"**
- **#define BD_IP_ADDRESS "192.168.42.1"**
- **#define BD_DISCOVERY_PORT 44444**
- **#define BD_C2D_PORT 54321**
- **#define BD_D2C_PORT 43210**
- **#define BD_NET_CD_NONACK_ID 10**
- **#define BD_NET_CD_ACK_ID 11**
- **#define BD_NET_CD_EMERGENCY_ID 12**
- **#define BD_NET_CD_VIDEO_ACK_ID 13**
- **#define BD_NET_DC_NAVDATA_ID 127**
- **#define BD_NET_DC_EVENT_ID 126**
- **#define BD_NET_DC_VIDEO_DATA_ID 125**
- **#define BD_NET_DC_VIDEO_FRAG_SIZE 65000**

- `#define BD_NET_DC_VIDEO_MAX_NUMBER_OF_FRAG 4`
- `#define FIFO_DIR_PATTERN "/tmp/arsdk_XXXXXX"`
- `#define FIFO_NAME "arsdk_fifo"`

Functions

- `int main (int argc, char *argv[])`
- `int ardiscoveryConnect (BD_MANAGER_t *deviceManager)`
- `int startNetwork (BD_MANAGER_t *deviceManager)`
- `void stopNetwork (BD_MANAGER_t *deviceManager)`
- `void onDisconnectNetwork (ARNETWORK_Manager_t *manager, ARNETWORKAL_Manager_t *al↵ Manager, void *customData)`
- `int startVideo (BD_MANAGER_t *deviceManager)`
- `void stopVideo (BD_MANAGER_t *deviceManager)`
- `uint8_t * frameCompleteCallback (eARSTREAM_READER_CAUSE cause, uint8_t *frame, uint32_t↵ frameSize, int numberOfSkippedFrames, int isFlushFrame, uint32_t *newBufferCapacity, void *custom)`
- `int sendBeginStream (BD_MANAGER_t *deviceManager)`
- `eARNETWORK_MANAGER_CALLBACK_RETURN arnetworkCmdCallback (int buffer_id, uint8_t *data, void *custom, eARNETWORK_MANAGER_CALLBACK_STATUS cause)`
- `eARDISCOVERY_ERROR ARDISCOVERY_Connection_SendJsonCallback (uint8_t *dataTx, uint32_t↵ *dataTxSize, void *customData)`
- `eARDISCOVERY_ERROR ARDISCOVERY_Connection_ReceiveJsonCallback (uint8_t *dataRx, uint32_t dataRxSize, char *ip, void *customData)`

4.1.1 Detailed Description

This file contains sources about basic arsdk example receiving video stream from a BebopDrone.

Date

08/01/2015

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