

EBS UPNP-AV Media Server SDK

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EBS UPNP-AV Media Server SDK

<center> Embedded UPnP AV Library version 1.0

 </center>

Media Server API Reference

Names

1.1	Content Directory Service	??
1.2	Connection Manager Service	??

Content Directory Service

Names

1.1.1	UPNP_INT32	CD_Init (CDCtx* cdRuntime, UPNP_CHAR delimiter, UPNP_CHAR* rootPath, UPNP_BOOL searchable, UPNP_BOOL restricted, SearchMethod searchCallback, SortMethod sortCallback, WriteStatus writeStatus) <i>Initialize Content Directory con- text structure.</i>	??
1.1.2	UPNP_INT32	CD_AddSearchClassToContainter (Container* container, UPNP_UINT16 searchMedia- Class, UPNP_CHAR* searchClass- Name, UPNP_BOOL includeD- erived) <i>Add a search class to a searchable container</i>	??
1.1.3	UPNP_INT32		

```

CD_AddCreateClassToContainter ( Container*
                                container,
                                UPNP_UINT16
                                createMedia-
                                Class,
                                UPNP_CHAR*
                                createClass-
                                Name,
                                UPNP_BOOL
                                createClass-
                                IncDerived
                                )

```

*Add a create class to a non re-
stricted container* ??

1.1.4 UPNP_INT32

```

CD_AllocateContainter ( CDCtx* cdRuntime,
                          ObjMetadata*
                          parentContainer,
                          UPNP_CHAR*
                          containerName,
                          UPNP_UINT16
                          mediaClass,
                          UPNP_UINT16
                          childMediaClass,
                          UPNP_CHAR* creator,
                          UPNP_BOOL
                          searchable,
                          UPNP_BOOL restricted,
                          ObjMetadata**
                          newContainer )

```

*Allocate a new container object
without adding any children.* .. ??

1.1.5 ObjMetadata*

CD_AddChildContainter (CDCtx* cdRuntime,
 ObjMetadata*
 parentContainer,
 UPNP_CHAR*
 containerName,
 UPNP_UINT16
 mediaClass,
 UPNP_UINT16
 childMediaClass,
 UPNP_CHAR* creator,
 UPNP_BOOL
 searchable,
 UPNP_BOOL
 restricted)

*Allocate and adds a new container
 object as a child to the supplied
 container. ??*

1.1.6 UPNP_INT32

CD_AddItem (CDCtx* cdRuntime,
 ObjMetadata* parentContainer,
 UPNP_CHAR* title,
 UPNP_UINT16 mediaClass,
 UPNP_CHAR* creator,
 UPNP_BOOL restricted,
 UPNP_INT32 refId,
 WriteStatus writeStatus,
 UPNP_CHAR* objectPath,
 ObjMetadata** newItem)

*Allocate and add a new item object
 to a container. ??*

1.1.7 UPNP_INT32

CD_AddResource (ObjMetadata* object,
 UPNP_CHAR* resourceURI,
 UPNP_CHAR* importURI,
 UPNP_CHAR* protection,
 UPNP_INT32 size,
 UPNP_INT32 resolutionX,
 UPNP_INT32 resolutionY,
 UPNP_INT32 durationSec,
 UPNP_INT32 bitrate,
 UPNP_INT32 sampleFreq,
 UPNP_INT32 colorDepth,
 TransferType transportType,
 FileContentType mimeType)
Add a resource to an object. ... ??

1.1.8 UPNP_INT32

CD_AddTransportProtocol (CDCtx*
 cdRuntime,
 TransferType
 transportType,
 TransportCallback
 methodCallback,
 SetTransportPath
 setPathCallback,
 void* cookie)
*Add name and callback function
 for a Transfer Protocol to media
 server's transfer server list. ... ??*

1.1.9 UPNP_INT32

CD_AddDirectory (CDCtx* cdRuntime,
 UPNP_CHAR* dirPath,
 UPNP_BOOL searchable,
 UPNP_BOOL modifiable,
 UPNP_BOOL addSubDirs,
 UPNP_BOOL mediaFiles)
*Add a directory and its files located
 on the local volume to the media
 server tree. ??*

1.1.10 UPNP_INT32

CD_RemoveDirectory (CDCtx* cdRuntime,
 UPNP_CHAR* dirPath)
*Remove a directory previously
 added to a media server. ??*

1.1.11 UPNP_INT32

-
- _CD_LinkLogicalToPhysical** (CDCtx*
 cdRuntime,
 ObjMetadata*
 physicalContainer)
*Update the system map with data
 on the disk ??*
- 1.1.12 UPNP_INT32
 _CD_AddReferenceItem (CDCtx* cdRuntime,
 ObjMetadata*
 logicalContainer,
 ObjMetadata* newItem
)
 *Enumerate items present in the
 physical container ??*
- 1.1.13 void **_CD_ModifyUpdateId** (CDCtx* cdRuntime)
 Update the system update id ??
- 1.1.14 UPNP_INT32
 CD_FreeContext (CDCtx* cdRuntime)
 *Free Content Directory context
 structure. ??*
- 1.1.15 ActionResponse*
 CD_ActionBrowse (CDCtx* cdRuntime,
 UPNP_INT32 objectId,
 UPNP_CHAR* browseFlag,
 UPNP_CHAR* browseFilter,
 UPNP_INT32 startingIndex,
 UPNP_INT32 requestCount,
 UPNP_CHAR* sortCriteria)
 Action:Browse ??
- 1.1.16 ActionResponse*
 CD_ActionGetSearchCapabilities (CDCtx*
 cdRuntime)
 Action:Get Search Capability ??
- 1.1.17 ActionResponse*
 CD_ActionGetSortCapabilities (CDCtx*
 cdRuntime)
 Action:Get Sort Capability ??
- 1.1.18 ActionResponse*
 CD_ActionGetSystemUpdateId (CDCtx*
 cdRuntime)
 Action: Get System Update Id ??
- 1.1.19 UPNP_INT32

CD_FreeActionResponse (ActionResponse*
response)

Action: Get System Update Id . ??

API's to set up Content Directory Service

1.1.1

```
UPNP_INT32 CD_Init (          CDCtx*          cdRuntime,
                          UPNP_CHAR          delimiter,
                          UPNP_CHAR*         rootPath,
                          UPNP_BOOL          searchable,
                          UPNP_BOOL restricted, Search-
                          Method searchCallback, Sort-
                          Method sortCallback, WriteStatus
                          writeStatus )
```

Initialize Content Directory context structure.

Initialize Content Directory context structure. Creates a root container and its default child containers

Return Value: 0 on success, -1 on failure

Parameters:

cdRuntime	pointer to CD runtime
delimiter	native filesystem's delimitercharacter
rootPath	root of native filesystem
searchable	TRUE if media server is searchable
restricted	TRUE if media server is restricted
searchCallback	address of a function of typeSearch-Method to perform searches
sortCallback	address of a function of typeSortMethod to perform sorting
writeStatus	write status of the media server the-value should be of type WriteStatus(UNKNOWN, WRITABLE, PROTECTED,NOT_WRITABLE, MIXED)

1.1.2

```
UPNP_INT32  CD_AddSearchClassToContainter  (  
Container*  container, UPNP_UINT16  searchMediaClass,  
UPNP_CHAR*  searchClassName, UPNP_BOOL  includeD-  
erived )
```

Add a search class to a searchable container

To an existing container which is searchable add a search class

Return Value: 0 on success, -1 on failure

1.1.3

```
UPNP_INT32  CD_AddCreateClassToContainter  (  
Container*  container, UPNP_UINT16  createMediaClass,  
UPNP_CHAR*  createClassName, UPNP_BOOL  create-  
ClassIncDerived )
```

Add a create class to a non restricted container

1.1.4

```

UPNP_INT32 CD_AllocateContainter ( CDCtx* cdRun-
                                     time,   ObjMeta-
                                     data*   par-
                                     entContainer,
                                     UPNP_CHAR*
                                     containerName,
                                     UPNP_UINT16
                                     mediaClass,
                                     UPNP_UINT16
                                     childMediaClass,
                                     UPNP_CHAR*
                                     creator,
                                     UPNP_BOOL
                                     searchable,
                                     UPNP_BOOL
                                     restricted,   Ob-
                                     jMetadata** new-
                                     Container )

```

Allocate a new container object without adding any children.

Allocate a new container object without adding any children.

Return Value: **New** container id on success and -1 on failure

1.1.5

```

ObjMetadata* CD_AddChildContainter ( CDCtx*
cdRuntime, ObjMetadata* parentContainer, UPNP_CHAR*
containerName, UPNP_UINT16 mediaClass, UPNP_UINT16
childMediaClass, UPNP_CHAR* creator, UPNP_BOOL
searchable, UPNP_BOOL restricted )

```

Allocate and adds a new container object as a child to the supplied container.

1.1.6

```
UPNP_INT32 CD_AddItem ( CDCtx* cdRuntime, ObjMetadata* parentContainer, UPNP_CHAR* title, UPNP_UINT16 mediaClass, UPNP_CHAR* creator, UPNP_BOOL restricted, UPNP_INT32 refId, WriteStatus writeStatus, UPNP_CHAR* objectPath, ObjMetadata** newItem )
```

Allocate and add a new item object to a container.

Allocate and add a new item object to a container.

Return Value: **New** object id on success and -1 on failure

1.1.7

```

UPNP_INT32 CD_AddResource (  ObjMetadata*  ob-
                                ject,      UPNP_CHAR*
                                resourceURI,
                                UPNP_CHAR*
                                importURI,
                                UPNP_CHAR*  protec-
                                tion, UPNP_INT32 size,
                                UPNP_INT32  resolu-
                                tionX, UPNP_INT32 res-
                                olutionY, UPNP_INT32
                                durationSec,
                                UPNP_INT32  bitrate,
                                UPNP_INT32  sample-
                                Freq, UPNP_INT32 col-
                                orDepth,  TransferType
                                transportType, FileCon-
                                tentType  mimeType
                                )

```

Add a resource to an object.

1.1.8

```

UPNP_INT32 CD_AddTransportProtocol (  CDCtx*
cdRuntime, TransferType transportType, TransportCallback
methodCallback, SetTransportPath setPathCallback, void*
cookie )

```

Add name and callback function for a Transfer Protocol to media server's transfer server list.

1.1.9

```

UPNP_INT32 CD_AddDirectory ( CDCtx* cdRuntime,
                                UPNP_CHAR* dirPath,
                                UPNP_BOOL searchable,
                                UPNP_BOOL modifiable,
                                UPNP_BOOL addSubDirs,
                                UPNP_BOOL mediaFiles )

```

Add a directory and its files located on the local volume to the media server tree.

1.1.10

```

UPNP_INT32 CD_RemoveDirectory ( CDCtx*
                                    cdRuntime,
                                    UPNP_CHAR*
                                    dirPath )

```

Remove a directory previously added to a media server.

Removes an existing directory from media server.

Return Value: 0 on success, -2 if path not found, -1 on failure

1.1.11

```

UPNP_INT32 _CD_LinkLogicalToPhysical ( CDCtx*
                                         cdRuntime,
                                         ObjMetadata* physicalContainer )

```

Update the system map with data on the disk

1.1.12

```
UPNP_INT32 _CD_AddReferenceItem ( CDCtx* cdRun-  
time,  ObjMetadata* logicalContainer,  ObjMetadata*  
newItem )
```

Enumerate items present in the physical container

1.1.13

```
void _CD_ModifyUpdateId (CDCtx* cdRuntime)
```

Update the system update id

Update the system update id

1.1.14

```
UPNP_INT32 CD_FreeContext (CDCtx* cdRuntime)
```

Free Content Directory context structure.

Free up Content Directory context structure. Releases all the resources used by the content directory context.

Return Value: 0 on success, -1 on failure

1.1.15

```

ActionResponse* CD_ActionBrowse (           CDCtx*
                                         cdRuntime,
                                         UPNP_INT32 objec-
                                         tId, UPNP_CHAR*
                                         browseFlag,
                                         UPNP_CHAR*
                                         browseFilter,
                                         UPNP_INT32
                                         startingIndex,
                                         UPNP_INT32
                                         requestCount,
                                         UPNP_CHAR* sort-
                                         Criteria )

```

Action:Browse

Incrementally browse the native heirarchy of the content directory objects exposed by the content directory. Function takes in following arguments 1. ObjectId - a string specifying the object to be browsed. (0 means root object) 2. BrowseFlag - Two browsing options are possible a. BrowseMetadata and b. BrowseDirectChildren. Argument BrowseFlag is used to supply one of these option to the browse funtion. Here is what each option mean a. BrowseMetadata - Only property of object specified by ObjectId will be returned. b. BrowseDirectChildren - first level objects under supplied objectId and the meta-data of all the specified objects will be returned. 3. Filter - used to filer the browse results. 4. StartingIndex - starting 0 based offset to enumerate children under container specified by objectId. 5. RequestCount - requested number of entries under the object specified by ObjectId 6. SortCriteria - supplies a criteria to sort the browsed result(ascending /descending or acording to a artist, title etc) for objects having sort capabilities.

This function return the browse results, the number of entries in the result, the number of total matches and latest update (state information) for the item or container.

Return Value:

1.1.16

ActionResponse* **CD_ActionGetSearchCapabilities** (CD-Ctx* cdRuntime)

Action: Get Search Capability

Get the search capabilities supported by this device

Return Value: **Action** Response Buffer with result or appropriate error

1.1.17

ActionResponse* **CD_ActionGetSortCapabilities** (CD-Ctx* cdRuntime)

Action: Get Sort Capability

Get a csv list of meta-data tags that can be used in sort Criterion

Return Value: **Action** Response Buffer with result or appropriate error

1.1.18

ActionResponse* **CD_ActionGetSystemUpdateId** (CD-Ctx* cdRuntime)

Action: Get System Update Id

Provides an integer value specifying a change in content directory

Return Value: **Action** Response Buffer with result or appropriate error

1.1.19

UPNP_INT32	CD_FreeActionResponse	(ActionResponse* response)
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Action: Get System Update Id

Provides an integer value specifying a change in content directory

Return Value: **Action** Response Buffer with result or appropriate error

1.2**Connection Manager Service**

API's to set up Connection Manager Service

2**Media Renderer API Reference****Names**

2.1	Content Directory Service	??
2.2	Connection Manager Service	??

2.1**Content Directory Service**

API's to set up Content Directory Service

2.2**Connection Manager Service**

API's to set up Connection Manager Service