

# Sensifai HiAI Video Tagging Library User Manual

## Steps to add the library to your Android Studio project:

1. Add the library file to your project:
  - a) Click **File > New > New Module**.
  - b) Click **Import .JAR/.AAR Package** then click Next.
  - c) Enter the location of the Sensifai HiAI Tagging Library AAR file (**tagging.aar**) then click Finish.
2. Make sure the library is listed at the top of your **settings.gradle** file, as shown here:

```
include ':app', ':tagging'
```

3. Open the app module's **build.gradle** file and add two new lines to the dependencies block as shown in the following snippet:

```
dependencies {  
    ....  
    implementation 'com.writingminds:FFmpegAndroid:0.3.2'  
    implementation project(":tagging")  
}
```

4. Wherever you want to use the library, add these imports at the top of your java file:

```
import com.sensifai.hiai.tagging.Tagging;  
import com.sensifai.hiai.tagging.TaggingProcessHandler;  
import com.sensifai.hiai.tagging.TaggingResult;  
import com.sensifai.hiai.tagging.TagInfo;
```

## Additional considerations when using the library:

Because of the using FFmpegAndroid library to capture video frames efficiently, **READ\_EXTERNAL\_STORAGE** and **WRITE\_EXTERNAL\_STORAGE** permissions are required and should be requested by your app. Please check the accompanying example for further details.

## Interface of the library:

There are just three static functions to call on **Tagging** class:

- ◆ **init(Context context)**

This function loads the models and prepares library to process videos. It should be called before all other functions.

*Context* can be accessed by calling ***getApplicationContext*** or simply passing current ***Activity*** instance. Use latter if you want to initialize Tagging library in one Activity and use it in other Activities.

◆ ***release()***

This function unloads the models and frees all resources. It should be called before application/activity ends.

◆ ***process(Uri videoUri, int startMs, int endMs, TaggingProcessHandler processHandler)***

This function processes the video asynchronously and returns the the tags in 1 second time frame through *TaggingProcessHandler* implementation passed to it.

- *VideoUri*: Uri of the video
- *startMs*: Time to start processing video in milliseconds
- *endMs*: Time to stop processing video in milliseconds. If you want to process till the end of the video pass -1.
- *processHandler*: An implementation of ***TaggingProcessHandler***

## **TaggingProcessHandler interface:**

This interface has two methods :

◆ ***onProcessComplete(TaggingResult[] results)***

This method is called when the process has been completed successfully and passes the tagging results as its argument.

◆ ***onProcessError(String message)***

This method is called whenever a problem occurs during the processing of the video. The error message will be passed as its argument.

## **TaggingResult structure:**

This class contains two properties:

- ◆ ***TimeStamp*** which is accessible by ***getTimeStamp*** getter method and contains the time of the frame from the beginning of the video in micro-seconds. The well-formatted string of this time can be accessed via ***getTimeStr*** method.
- ◆ ***Tags*** which is an array of ***TagInfo*** and is accessible by ***getTags*** getter method. Each *TagInfo* contains a tag name accessible by ***getTag***.