2018-1-16

1. If using the GStreamer-based MediaPlayer implementation, after muting and un-muting an audio item, the next item in the queue will begin playing rather than continuing playback of the originally muted audio item.
2. GitHub注册

Username: hwboboy

Pwd: usual

Email: 126邮箱

1. time-honored: 历史悠久的

collaboration: 合作

repository: 储藏室

essential: 基本的 本质

1. <https://guides.github.com/>
2. Std::string::back std::string::front

http://www.cplusplus.com/reference/string/string/back/

1. Shell

#!/bin/bash

read input

input=$(echo $input | awk ‘{print tolower($0)}’)

if [ $input == ‘quit’ ]

then

exit 1

elif [ $input == ‘agree’ ]

then

else

exit 1

fi

if [[ ! “$DEVICE\_SERIAL\_NUMBER” =~ [0-9a-zA-Z\_]+ ]]

then

echo ‘device serial number is invalid!’

exit 1

fi

=~ 匹配表示符

$# 这个程序传递的参数个数

set –e这行代码之后的任何代码，如果返回一个非0的值，那么整个脚本立即退出，官方的说明是为了防止错误出现滚雪球的现象

2018-1-17

1. using SourceId = uint64\_t;

static const SourceId ERROR = 0;

1. The data flow through the elements is appsrc -> decoder -> decodedQueue -> converter -> volume -> audioSink.

struct AudioPipeline {

/// The source element.

GstAppSrc\* appsrc;

/// The decoder element.

GstElement\* decoder;

/// A queue for decoded elements.

GstElement\* decodedQueue;

/// The converter element.

GstElement\* converter;

/// The volume element.

GstElement\* volume;

/// The resampler element.

GstElement\* resample;

/// The capabilities element.

GstElement\* caps;

/// The sink element.

GstElement\* audioSink;

/// Pipeline element.

GstElement\* pipeline;

/// Constructor.

AudioPipeline() :

appsrc{nullptr},

decoder{nullptr},

decodedQueue{nullptr},

converter{nullptr},

volume{nullptr},

audioSink{nullptr},

pipeline{nullptr} {};

};

1. C++11新的计时方法 – std::chrono

static std::chrono::steady\_clock::rep getNow() {

return std::chrono::steady\_clock::now().time\_since\_epoch().count();

}

1. <https://cmake.org/cmake-tutorial/>

2018-1-22

1. Gcc –I/usr/include/libnl3 –E iw.c –o iw.i

2018-1-23

1． STA（工作站）启动初始化、开始正式使用AP传送数据帧前，要经过三个阶段才能够接入（802.11MAC层负责客户端与AP之间的通讯，功能包括扫描、接入、认证、加密、漫游和同步等功能）：  
      1）扫描阶段（SCAN）  
      2）认证阶段 (Authentication)  
      3）关联（Association）

1. <https://www.cnblogs.com/azraelly/archive/2012/07/07/2580839.html>

https://my.oschina.net/u/180497/blog/177206