Windows SDK 开发手册

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# 1：源码/库路径

头文件：

XInternetProjectClient\\_Include\XClientStructDefine.h

XInternetProjectClient\XWindows\\_MediaInterface\MediaInterface.h

库：

编译XInternetProjectClient\XWindows\\_MediaInterface生成库

源码：

\_Include

XInternetProjectClient\\_Include

XInternetProjectClient\XWindows\\_MediaInterface

XInternetProjectClient\XWindows\PlatformClient

# 2：MediaInterface.h

void XMediaInferfaceInit();

void XMediaInferfaceUninit();

CXClientInferface \* XMediaCreateClientInferface(emXClientType type);

# 3：调用

## 3．1 库初始化：

XMediaInferfaceInit();

## 3.2库销毁

XMediaInferfaceUninit();

## 3.3创建一个客户端连接实例

XMediaCreateClientInferface

## 3.4实时视频

virtual CXClientStreamInterface \* CreateXClientStreamInterface(const char \* uuid, int channel/\*0\*/) = 0;

创建一个CXClientStreamInterface实例

class CXClientStreamInterface

{

public:

virtual void XDelete() = 0;

public:

virtual emClientNetStatus XClientStreamGetStatus() = 0;

//

virtual int XClientStreamSetRawdataCallback(CXClientStreamRawdataCallback\* pCallback, void \*pUser) = 0;

virtual int XClientStreamSetDecodeVideoCallBack(DecodeVideoCallBack\* pCallback, void \*pUser) = 0;

//

#ifdef \_PLATFORM\_WINDOW

virtual int XClientStreamPlay(HWND hWnd) = 0;//"hWnd" can be "NULL"

#else

virtual int XClientStreamPlay() = 0;

#endif

virtual int XClientStreamClose() = 0;

virtual int XClientStreamSound(BOOL bOpenSound) = 0;

virtual int XClientStreamCapturePictures(const char\* szFilePath, const char\* szFileName) = 0;

virtual int XClientStreamRecord(const char\* szFilePath, const char \*szDevName, BOOL bStart) = 0;

};

## 3.5录像视频

virtual CXClientDownloadInterface \* CreateXClientDownloadInterface(const char \* uuid, int channel/\*0\*/) = 0;

class CXClientDownloadInterface

{

public:

virtual int XClientDownloadInterfaceDelete() = 0;

public:

//获取列表

virtual int XClientDownloadInterfaceGetHisLogs(ST\_XMEDIA\_TIME szBeginTime, ST\_XMEDIA\_TIME szEndTime, vector<ST\_SREVER\_HIS\_LOG> &v) = 0;//获取文件列表

//下载数据 //

virtual int XClientDownloadInterfaceDownloadHislog(ST\_XMEDIA\_TIME szBeginTime, ST\_XMEDIA\_TIME szEndTime) = 0;

virtual int XClientDownloadInterfaceDownloadClose() = 0;

//

#ifdef \_PLATFORM\_WINDOW

virtual int XClientDownloadInterfacePlayFrameWindows(HWND hwnd) = 0; //>0表示与下一帧的时间间隔，-1表示失败，0表示无数据

#else

#endif

//

virtual int XClientDownloadInterfacePlaySeekSecond(int sec) = 0; //从指定的时间播放

virtual int XClientDownloadInterfacePlayGetPlaySecond() = 0; //获取已播放秒数

virtual int XClientDownloadInterfacePlayGetDownloadSecond() = 0;//获取已下载秒数

virtual int XClientDownloadInterfacePlayGetFileSecond() = 0;//获取文件长度

//

virtual int XClientDownloadInterfacePlayWiteMp4File(char \* pathfile) = 0;

virtual int XClientDownloadInterfacePlayWiteMp4FileProgress() = 0;

//

};

## 3.6参数设置

virtual void SignalingCtrl(const char \* szDeviceID, const char \* pszInBuffer, int nInLen, char \*pszOutBuffer, int &nOutLen) = 0;