

Ginga HoNeS - TV Media Center  
Versão 0.0.0

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# Chapter 1

## Data Structure Index

### 1.1 Class Hierarchy

This inheritance list is sorted roughly, but not completely, alphabetically:

IInputEventListener . . . . .	8
TVMediaCenter . . . . .	9



## Chapter 2

# Data Structure Index

### 2.1 Data Structures

Here are the data structures with brief descriptions:

<b>IInputEventListener</b> . . . . .	8
<b>TVMediaCenter</b> . . . . .	9





# Chapter 3

## File Index

### 3.1 File List

Here is a list of all files with brief descriptions:

<b>TVMediaCenter.h</b>	19
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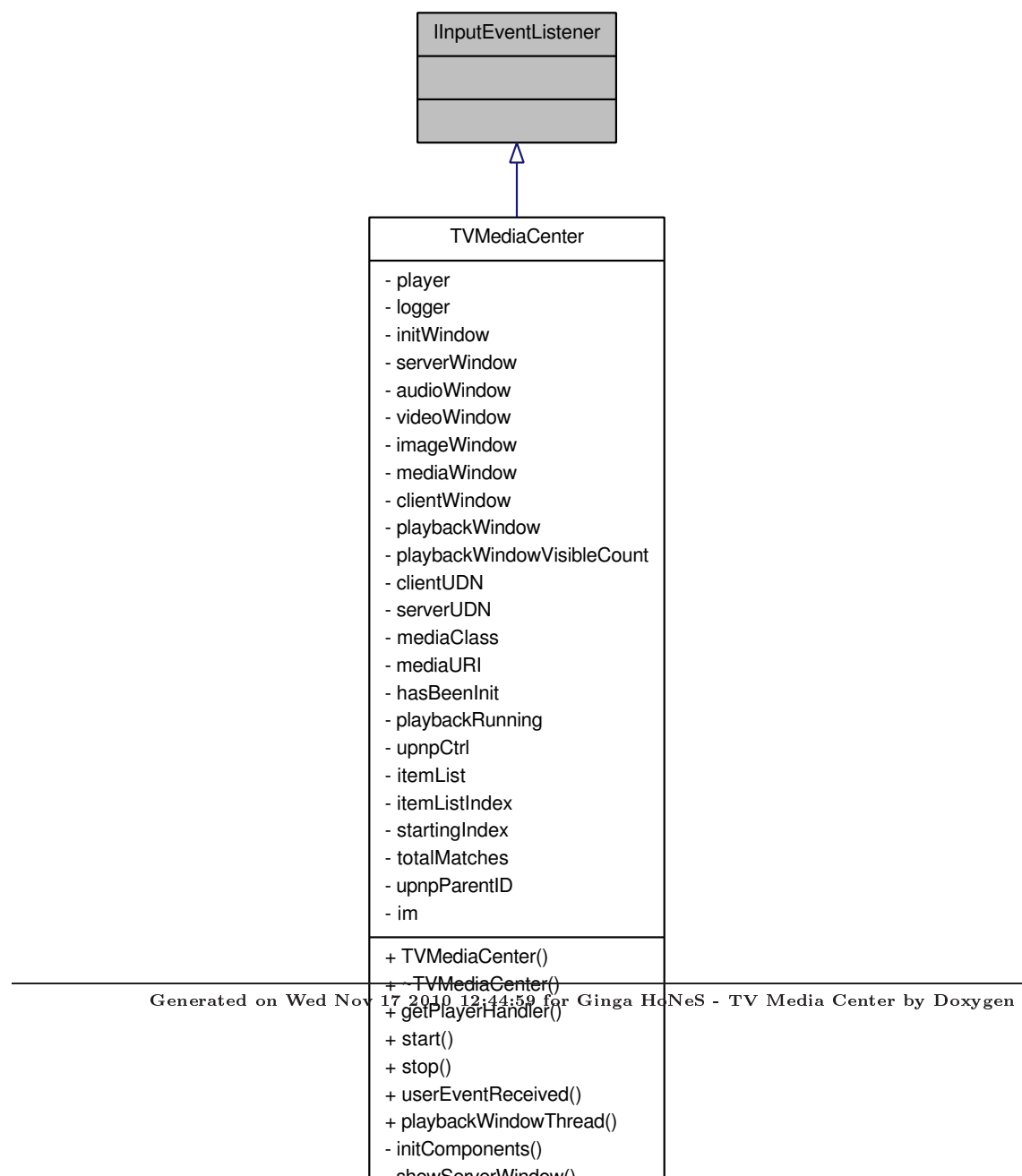


## Chapter 4

# Data Structure Documentation

### 4.1 IInputEventListener Class Reference

Inheritance diagram for IInputEventListener:



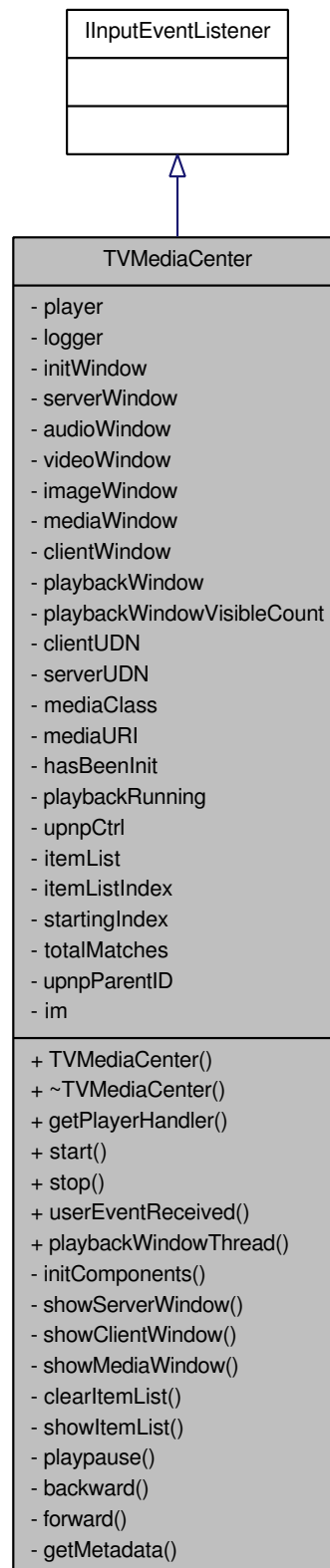
The documentation for this class was generated from the following file:

- TVMediaCenter.h

## 4.2 TVMediaCenter Class Reference

```
#include <TVMediaCenter.h>
```

Inheritance diagram for TVMediaCenter:



Collaboration diagram for TVMediaCenter:



## Public Member Functions

- **TVMediaCenter** ()  
*Construtor.*
- **~TVMediaCenter** ()  
*Destrutor.*
- **PlayerHandler \* getPlayerHandler** ()  
*Retorna a instância do manipulador de players.*
- **bool start** ()  
*Inicia o TV Media Center.*
- **bool stop** ()  
*Pára o TV Media Center.*
- **bool userEventReceived** (IInputEvent \*ev)  
*Recebe eventos do usuário.*
- **void playbackWindowThread** ()  
*Janela pop-up para controle da reprodução.*

## Private Member Functions

- **void initComponents** ()  
*Instancia a maioria dos componentes visuais.*
- **void showServerWindow** ()  
*Exibe a janela para escolha da origem das mídias (servidor).*
- **void showClientWindow** ()  
*Exibe a janela para escolha do destino das mídias (player/cliente).*
- **void showMediaWindow** (const char \*parent)  
*Exibe a janela para escolha da mídia a ser tocada.*
- **void clearItemList** ()  
*Limpa a lista de itens (clientes, servidores ou mídias).*
- **void showItemList** (Container \*container)  
*Exibe a lista de itens (clientes, servidores ou mídias).*
- **void playpause** (const char \*uri)  
*Inicia ou pausa a reprodução de uma mídia.*
- **void backward** ()  
*Inicia a reprodução da mídia anterior.*



- void **forward** ()  
*Inicia a reprodução da próxima mídia.*
- void **getMetadata** (string &metadata)  
*Obtém os metadados da mídia.*

### Private Attributes

- PlayerHandler \* **player**
- HLoggerPtr **logger**
- Frame \* **initWindow**
- Frame \* **serverWindow**
- Frame \* **audioWindow**
- Frame \* **videoWindow**
- Frame \* **imageWindow**
- Frame \* **mediaWindow**
- Frame \* **clientWindow**
- Frame \* **playbackWindow**
- int **playbackWindowVisibleCount**
- string **clientUDN**
- string **serverUDN**
- string **mediaClass**
- string **mediaURI**
- bool **hasBeenInit**
- bool **playbackRunning**
- UPnPDeviceController \* **upnpCtrl**
- Vector **itemList**
- int **itemListIndex**
- int **startingIndex**
- int **totalMatches**
- string **upnpParentID**

### Static Private Attributes

- static IInputManager \* **im**

#### 4.2.1 Detailed Description

Definition at line 81 of file TVMediaCenter.h.

#### 4.2.2 Constructor & Destructor Documentation

##### 4.2.2.1 TVMediaCenter ( )

Constructor.

#### 4.2.2.2 ~TVMediaCenter ( )

Destrutor.

### 4.2.3 Member Function Documentation

#### 4.2.3.1 void backward ( ) [private]

Inicia a reprodução da mídia anterior.

#### 4.2.3.2 void clearItemList ( ) [private]

Limpa a lista de itens (clientes, servidores ou mídias).

#### 4.2.3.3 void forward ( ) [private]

Inicia a reprodução da próxima mídia.

#### 4.2.3.4 void getMetadata ( string & *metadata* ) [private]

Obtém os metadados da mídia.

##### Parameters

*metadata* variável para armazenar os dados.

#### 4.2.3.5 PlayerHandler\* getPlayerHandler ( )

Retorna a instância do manipulador de *players*.

##### Returns

manipulador de *players*.

#### 4.2.3.6 void initComponents ( ) [private]

Instancia a maioria dos componentes visuais.

#### 4.2.3.7 void playbackWindowThread ( )

Janela pop-up para controle da reprodução.

#### 4.2.3.8 void playpause ( const char \* *uri* ) [private]

Inicia ou pausa a reprodução de uma mídia.

##### Parameters

*uri* local da mídia.

**4.2.3.9 void showClientWindow ( ) [private]**

Exibe a janela para escolha do destino das mídias (player/cliente).

**4.2.3.10 void showItemList ( Container \* *container* ) [private]**

Exibe a lista de itens (clientes, servidores ou mídias).

**Parameters**

*container* área da janela onde será exibida a lista.

**4.2.3.11 void showMediaWindow ( const char \* *parent* ) [private]**

Exibe a janela para escolha da mídia a ser tocada.

**Parameters**

*parent* ObjectID UPnP da mídia.

**4.2.3.12 void showServerWindow ( ) [private]**

Exibe a janela para escolha da origem das mídias (servidor).

**4.2.3.13 bool start ( )**

Inicia o TV Media Center.

**Returns**

true, caso obtena sucesso na operação, ou false, caso contrário.

**4.2.3.14 bool stop ( )**

Pára o TV Media Center.

**Returns**

true, caso obtena sucesso na operação, ou false, caso contrário.

**4.2.3.15 bool userEventReceived ( IInputEvent \* *ev* )**

Recebe eventos do usuário.

**Parameters**

*ev* evento.

**Returns**

true, caso o evento seja processado com sucesso, ou false, caso contrário.

## 4.2.4 Field Documentation

### 4.2.4.1 `Frame* audioWindow` [private]

Definition at line 87 of file TVMediaCenter.h.

### 4.2.4.2 `string clientUDN` [private]

Definition at line 94 of file TVMediaCenter.h.

### 4.2.4.3 `Frame* clientWindow` [private]

Definition at line 91 of file TVMediaCenter.h.

### 4.2.4.4 `bool hasBeenInit` [private]

Definition at line 98 of file TVMediaCenter.h.

### 4.2.4.5 `IInputManager* im` [static, private]

Definition at line 106 of file TVMediaCenter.h.

### 4.2.4.6 `Frame* imageWindow` [private]

Definition at line 89 of file TVMediaCenter.h.

### 4.2.4.7 `Frame* initWindow` [private]

Definition at line 85 of file TVMediaCenter.h.

### 4.2.4.8 `Vector itemList` [private]

Definition at line 101 of file TVMediaCenter.h.

### 4.2.4.9 `int itemListIndex` [private]

Definition at line 102 of file TVMediaCenter.h.

### 4.2.4.10 `HLoggerPtr logger` [private]

Definition at line 84 of file TVMediaCenter.h.

### 4.2.4.11 `string mediaClass` [private]

Definition at line 96 of file TVMediaCenter.h.

**4.2.4.12 string mediaURI [private]**

Definition at line 97 of file TVMediaCenter.h.

**4.2.4.13 Frame\* mediaWindow [private]**

Definition at line 90 of file TVMediaCenter.h.

**4.2.4.14 bool playbackRunning [private]**

Definition at line 99 of file TVMediaCenter.h.

**4.2.4.15 Frame\* playbackWindow [private]**

Definition at line 92 of file TVMediaCenter.h.

**4.2.4.16 int playbackWindowVisibleCount [private]**

Definition at line 93 of file TVMediaCenter.h.

**4.2.4.17 PlayerHandler\* player [private]**

Definition at line 83 of file TVMediaCenter.h.

**4.2.4.18 string serverUDN [private]**

Definition at line 95 of file TVMediaCenter.h.

**4.2.4.19 Frame\* serverWindow [private]**

Definition at line 86 of file TVMediaCenter.h.

**4.2.4.20 int startingIndex [private]**

Definition at line 103 of file TVMediaCenter.h.

**4.2.4.21 int totalMatches [private]**

Definition at line 104 of file TVMediaCenter.h.

**4.2.4.22 UPnPDeviceController\* upnpCtrl [private]**

Definition at line 100 of file TVMediaCenter.h.

**4.2.4.23 string upnpParentID [private]**

Definition at line 105 of file TVMediaCenter.h.

#### 4.2.4.24 Frame\* videoWindow [private]

Definition at line 88 of file TVMediaCenter.h.

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

- TVMediaCenter.h

## Chapter 5

# File Documentation

### 5.1 TVMediaCenter.h File Reference

```
#include <string>
#include <set>
#include "PlayerHandler.h"
#include "Frame.h"
#include "Container.h"
#include "TextArea.h"
#include "SelectableTextArea.h"
#include "UPnPDeviceController.h"
#include "Utils.h"
#include "Vector.h"
#include <ginga/system/io/IInputManager.h>
#include <ginga/system/io/interface/input/IInputEventListener.h>
#include <ginga/system/io/interface/input/CodeMap.h>
#include <ginga/linceutil/LoggerUtil.h>
```

Include dependency graph for TVMediaCenter.h:



### Data Structures

- class **TVMediaCenter**

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