Block Diagram of Asynchronous Playback:-

Receive Frames from server.

Send data to thread through MSG queue And Allocate DM session in Disk Manager.

Get Decoder Id for Display frames.

| Server Application (Network Module) | (1) | Client Application (Main Window) | Run Playback media request thread. |

Media request thread received frames from server and store into buffer

Run Async Playback stream thread.

Thread perform these operations

Buffer Feeder Read frames from buffer and send it to decoder for displaying.

Run Buffer Feeder Thread..

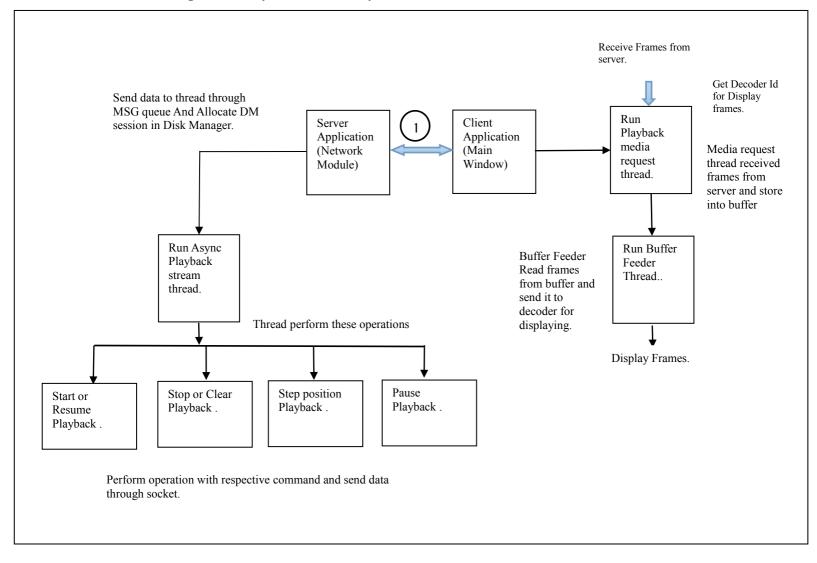| Start or Resume Playback . | Stop or Clear Playback . | Step position Playback . | Pause Playback . |

Display Frames.

Perform operation with respective command and send data through socket.

- ➤ There is 3Mb buffer is use to store frames in Async playback.
- ➤ Playback media request thread receive frames from server and stores into 3Mb buffer.
- ➤ The channel buffer feeder thread read frames and send to decoder for display.

Server Client commands communication:-

(1)

Server   Client

GET_PLY_STRM_ID Request.

On receiving get play Id command,server application start thread,allocate Dm session and send Id to client.

PLY_RCD_STRM Request.

On receiving play command, server application start to send frames.

STEP_RCD_STRM Request.

On receiving step command, server application set position and send frames.

STP_RCD_STRM Request.

On receiving stop command, server application will stop sending frames.

CLR_PLY_STRM_ID Request.

On receiving clear command, server application clear async playback.

PAUSE_RCD_STRM Request.

On receiving pause command, server application pause async playback.

RSM_PLY_RCD_STRM Request.

On receiving resume command, server application resume async playback and start to send frames.