



Dadio Software Development Kit

API Reference

Draft

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Author: John Locke

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Table of Contents

Module Index	vi
Hierarchical Index	vii
Compound Index.....	ix
Module Documentation	2
<i>Codec Manager</i>	2
<i>Codec Interface</i>	2
<i>Codec Registration</i>	4
<i>Content Manager</i>	5
<i>Metadata</i>	7
<i>Events</i>	10
<i>Media Player</i>	12
<i>Play Manager</i>	14
<i>Filter Interface</i>	15
<i>Filter Registration</i>	17
<i>Input Streams</i>	17
<i>Output Streams</i>	19
<i>Wave Output</i>	20
<i>Commercial IR</i>	21
<i>Keyboard driver</i>	22
<i>Playlist Format</i>	23
<i>Object Identification</i>	25
<i>tchar</i>	26
Class Documentation	28
<i>CCDDAInputStream</i>	28
<i>CCDDDataSource</i>	30
<i>CCodecManager</i>	33
<i>CConfigurableMetadata</i>	34
<i>CDataSourceManager</i>	35
<i>CFatDataSource</i>	38
<i>CFatFile</i>	41
<i>CFatFileInputStream</i>	43
<i>CFatFileOutputStream</i>	44
<i>CFilterManager</i>	45
<i>CHTTPInputStream</i>	46
<i>CIR</i>	47
<i>CIsoFileInputStream</i>	48
<i>CKeyboard</i>	49
<i>CLineInDataSource</i>	50
<i>CLineInputStream</i>	53

<i>cm_key_value_record_t</i>	54
<i>CMediaPlayer</i>	55
<i>CMetadataTable</i>	58
<i>CMetakitContentManager</i>	60
<i>CNetDataSource</i>	67
<i>CNetStream</i>	69
<i>CodecFunctionMap_s</i>	71
<i>content_record_update_s</i>	72
<i>COutputManager</i>	73
<i>CPCMCodec</i>	74
<i>CPlaylistFormatManager</i>	75
<i>CPlayManager</i>	77
<i>CSerialUserInterface</i>	80
<i>CSimpleContentManager</i>	81
<i>CSimpleGUIUserInterface</i>	84
<i>CSimpleMediaContentRecord</i>	85
<i>CSimpleMetadata</i>	86
<i>CSimplePlaylist</i>	88
<i>CSimplePlaylistEntry</i>	92
<i>CSimplePlaylistRecord</i>	93
<i>CVolumeControl</i>	94
<i>CWaveOutputStream</i>	97
<i>drive_geometry_s</i>	98
<i>ICodec</i>	100
<i>IContentManager</i>	102
<i>IContentRecord</i>	106
<i>IDataSource</i>	108
<i>IFilter</i>	112
<i>IIDentifiableObject</i>	114
<i>IInputStream</i>	115
<i>IMediaContentRecord</i>	117
<i>IMetadata</i>	118
<i>IOutputStream</i>	120
<i>IPlaylist</i>	122
<i>IPlaylistContentRecord</i>	126
<i>IPlaylistEntry</i>	127
<i>IQueryableContentManager</i>	128
<i>ir_map_s</i>	131
<i>IUserInterface</i>	133
<i>key_map_s</i>	134
<i>media_record_info_s</i>	136
<i>playlist_record_s</i>	137
<i>playstream_settings_s</i>	138
<i>set_stream_event_data_s</i>	139
<i>SimpleList</i>	140
<i>SimpleListIterator</i>	142
<i>SimpleMap</i>	144
<i>SimpleVector</i>	146
<i>stream_info_s</i>	149
Index.....	150

Dadio SDK Module Index

Dadio SDK Modules

Here is a list of all modules:

Codec Manager	2
Codec Interface	2
Codec Registration	4
Content Manager	5
Metadata	7
Events	10
Media Player	12
Play Manager	14
Filter Interface	15
Filter Registration	17
Input Streams	17
Output Streams	19
Wave Output	20
Commercial IR	21
Keyboard driver	22
Playlist Format	23
Object Identification	25
tchar	26

Dadio SDK Hierarchical Index

Dadio SDK Class Hierarchy

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

CCodecManager	33
CDataSourceManager	35
CFatFile	41
CFilterManager	45
CIR	47
CKeyboard	49
cm_key_value_record_t	54
CMediaPlayer	55
CMetadataTable	58
CNetStream	69
CodecFunctionMap_s	71
content_record_update_s	72
COutputManager	73
CPlaylistFormatManager	75
CPlayManager	77
CVolumeControl	94
drive_geometry_s	98
IContentManager	102
CSimpleContentManager	81
IQueryableContentManager	128
CMetakitContentManager	60
IContentRecord	106
IMediaContentRecord	117
CSimpleMediaContentRecord	85
IPlaylistContentRecord	126
CSimplePlaylistRecord	93
IDataSource	108
CCDDDataSource	30
CFatDataSource	38
CLineInDataSource	50
CNetDataSource	67
IIdentifiableObject	114
ICodec	100
CPCMCodec	74
IFilter	112
IInputStream	115
CCDDAInputStream	28
CFatFileInputStream	43
CHTTPInputStream	46
CIsoFileInputStream	48

CLineInputStream.....	53
IMetadata.....	118
CConfigurableMetadata	34
CSimpleMetadata	86
IMediaContentRecord	117
IOutputStream	120
CFatFileOutputStream	44
CWaveOutputStream	97
IPlaylist	122
CSimplePlaylist.....	88
IPlaylistEntry.....	127
CSimplePlaylistEntry.....	92
ir_map_s.....	131
IUserInterface.....	133
CSerialUserInterface	80
CSimpleGUIUserInterface	84
key_map_s.....	134
media_record_info_s.....	136
playlist_record_s	137
playstream_settings_s.....	138
set_stream_event_data_s.....	139
SimpleList< DataType >	140
SimpleListIterator< DataType >	142
SimpleMap< IndexType, DataType >	144
SimpleVector< DataType >.....	146
stream_info_s	149

Dadio SDK Compound Index

Dadio SDK Compound List

Here are the classes, structs, unions and interfaces with brief descriptions:

CCDDAInputStream (Dadio(tm) provides a simple way to access CD audio tracks through the CCDDAInputStream. The location of tracks is determined by the data read back from the CD table of contents (TOC), and this input stream simply performs raw audio reads from the drive)	28
CCDDDataSource (Implements the IDataSource (p.108) class for CD drives).....	30
CCodecManager (The CCodecManager singleton).....	33
CConfigurableMetadata (The configurable metadata class allows clients to specify which attributes should be stored by this class. Attributes added to the class are added to all instances of the CConfigurableMetadata)	34
CDataSourceManager (The data source manager keeps a list of all data sources added to the system. It has a worker thread responsible for invoking content and metadata updates on the data sources).....	35
CFatDataSource (Implements the IDataSource (p.108) class for storage devices that use the FAT file system)	38
CFatFile (Since FAT filesystems have both read and write ability, we provide a common class to implement FAT file i/o operations, and wrap this in other useful classes (such as CFatFileInputStream (p.43) and CFatFileOutputStream (p.44))).....	41
CFatFileInputStream (The CFatFileInputStream provides an abstract input stream wrapper for the underlying CFatFile (p.41) object).....	43
CFatFileOutputStream (The CFatFileOutputStream provides an abstract output stream wrapper for the underlying CFatFile (p.41) object)	44
CFilterManager (The filter manager provides a simple way for the media player to locate and load available filters in the system. The filters can then be incorporated into the playstream, and the media player will take care of releasing them when it is done with them. This is a singleton class).....	45
CHTTPInputStream (Dadio(tm) provides a method for shoutcast streams and http based streams to be played via the CHTTPIInputSteam. This class uses a CNetStream (p.69) object to do basic network i/o, and internally implements a mini http client to perform get requests and parse results).....	46
CIR (CIR is the singleton IR driver object)	47
CIsoFileInputStream (Dadio(tm) provides a precompiled class to access files found on ISO9660 (data CD) filesystems).....	48
CKeyboard (The keyboard driver processes keyboard interrupts, scans the keyboard matrix, and generates events based on the current keymap. It allows the user application to mask and unmask event generation for software key locks)	49
CLineInDataSource (The line in data source allows an application to connect to the line in device (the ADC on the board)).....	50
CLineInputStream (The line input stream provides an inputstream wrapper to the ADC audio input driver. Unlike other input streams, line input must be read in real-time, otherwise input frames will be dropped)	53
cm_key_value_record_t (Contains a key/value pair from the content manager)	54
CMediaPlayer (CMediaPlayer is the basic interface for the media player. This is a singleton class that can be referenced through the GetInstance() (p.56) routine)	55
CMetadataTable (Matches metadata attribute IDs to types. It's a singleton class that when created adds all the standard metadata types to its table. If client code wants to add a new metadata attribute,	

then it must pick an attribute ID not currently in use and add it to this table along with a type for the metadata)	58
CMetakitContentManager (The metakit content manager is a concrete implementation of the IContentManager (p.102) interface. Content records are stored in the metakit database and can be queried by artist, album, and genre. Functions for loading and saving the content manager's state are also provided. This class has its own metadata type that stores title, artist, album, and genre. More metadata attributes can be added through the AddStoredMetadata function. Attributes added this way will persist when the database is saved.	
Warning:	
If used in persistent mode, then it must be created AFTER fat system initialization	
)	60
CNetDataSource (A network based data source that lets clients specify URLs to add to the content manager)	67
CNetStream (Dadio(tm) provides a simple class to read and write to network streams. This allows input streams and output streams to be derived from a common base, in addition to allowing applications to abstractly interact with network services)	69
CodecFunctionMap_s (Short table of static functions that a codec must expose. This is auto-generated by the registration interface)	71
content_record_update_s (Used for passing information about the media and playlist records available from a data source to the content manager)	72
COutputManager (The output manager provides a simple way for the media player to locate and load available output streams in the system. The output streams can then be incorporated into the playstream, and the media player will take care of releasing them when it is done with them. This is a singleton class)	73
CPCMCodec (Dadio(tm) has a precompiled PCM codec capable of playing back 44.1kHz stereo 16bit raw PCM streams such as those found on audio CDs. This codec does not look for any header on incoming bitstreams and assumes data being given to it is in this format)	74
CPlaylistFormatManager (The playlist format manager keeps track of the playlist file formats available in the system and the functions for loading and saving them)	75
CPlayManager (The play manager is the nerve center of the system. It maintains pointers to the content manager and current playlist. It has a default event handler. It exposes functions for play control. It's the object that kicks off content updates)	77
CSerialUserInterface (Implents the IUserInterface (p.133) class to provide text-based updates of the player state over the serial line for the demo players. It is not part of the SDK proper, but is provided to support the demo applications)	80
CSimpleContentManager (The CSimpleContentManager implements the IContentManager (p.102) interface in a simple, non-optimized manner)	81
CSimpleGUIUserInterface (Implents the IUserInterface (p.133) class to provide a simple graphical user interface for the demo players. It is not part of the SDK proper, but is provided to support the demo applications)	84
CSimpleMediaContentRecord (A demo derivation of the IMediaContentRecord (p.117) interface. This object is not part of the SDK proper)	85
CSimpleMetadata (This class is a simple implementation of the IMetadata (p.118) class, providing support for the MDA_TITLE, MDA_ARTIST, MDA_ALBUM, and MDA_GENRE fields)	86
CSimplePlaylist (Dadio(tm) is packaged with an example simple playlist. For most basic players this should suffice. This code is not part of the SDK proper, but is instead an example of an implementation of the SDK IPlaylist (p.122) API)	88
CSimplePlaylistEntry (CSimplePlaylist (p.88) consists of CSimplePlaylistEntry objects, which define the necessary information for a playlist entry in this derived playlist. This is not part of the SDK proper, and is provided as a demonstration of an implementation of IPlaylistEntry (p.127))	92
CSimplePlaylistRecord (A demo derivation of the IPlaylistContentRecord (p.126) interface. This class is not part of the sdk proper)	93
CVolumeControl (The volume control implementation is a non-thread safe singleton)	94

CWaveOutputStream (PCM is written to the audio driver through the CWaveOutputStream class. This class does not perform any operations on the audio data, and assumes that any necessary sample rate conversion has already been applied).....	97
drive_geometry_s (This structure is used in our block device interface to specify information about a physical disk. In situations where the physical layout of a device does not match the C/H/S style hard drive layout, it is acceptable to specify the device as having 1 cylinder, 1 head, and a number of sectors equal to the total blocks)	98
ICodec (Dadio(tm) relies on an abstract interface for dealing with arbitrary codecs. This interface is the ICodec interface, as defined in ./player/codecs/common/include/Codec.h. The purpose of this document is to define the ICodec interface and each of its member functions, and to describe their expected behavior in the Dadio(tm) OS).....	100
IContentManager (The IContentManager provides record tracking for media content accross several data sources).....	102
IContentRecord (The base class for both media content records and playlist content records. The content record has an ID unique across the content manager, a URL unique across the system, and the ID of the data source it's stored on. Content records are also considered verified if they've been found to reside on a data source (as opposed to solely existing in the database from a previous run). They also have a status which specifies their ability to be run through a codec for playback).....	106
IDataSource (The data source is an abstract representation of a provider of content. It has methods for obtaining a list of content on the data source, fetching metadata for that content, and creating input streams for a given piece of content).....	108
IFilter (Dadio(tm) uses an asbtract interface for filters, which allow components to examine and modify the current PCM audio stream. This is the IFilter interface, as defined in ./player/datastream/filter/include/Filter.h. The purpose of this document is to define the IFilter interface and each of its member functions, and to describe their expected behavior in the Dadio(tm) OS).....	112
IIdentifiableObject (The IIdentifiableObject interface. The methods defined by this interface do not need to be implemented directly ever)	114
IInputStream (The IInputStream interface defines the basic interface for read only stream access. Additionally, support is provided for seekable streams)	115
IMediaContentRecord (A subclass of both IContentRecord (p.106) and IMetadata (p.118), used for representing tracks that can be decoded by the media player. In addition to the functionality of the IContentRecord (p.106) and IMetadata (p.118) classes, the media content record also retains a codec ID)	117
IMetadata (The metadata class is an abstract representation of a collection of key/value pairs for a track. Functions are provided for setting, getting, and clearing attributes)	118
IOutputStream (Interface for output streams. If you elect to not use the registration interface for output streams, you still must use IDENTIFY_OBJECT in your class definition).....	120
IPlaylist (The playlist class is an abstract base class that describes functions to access a sequential list of content records).....	122
IPlaylistContentRecord (A subclass of IContentRecord (p.106), used for representing playlist files that can can be loaded by the playlist format manager. In addition to the functionality of the IContentRecord (p.106) class, the playlist content record also retains a playlist format ID)	126
IPlaylistEntry (The playlist entry class is used to access the individual content records that comprise the playlist).....	127
IQueryableContentManager (This class extends the IContentManager (p.102) by providing functions for querying content based on artist, album, and genre keys).....	128
ir_map_s (The ir_map_t structure specifies what events the IR driver should generate for various button presses it receives. This allows an application to mask changes in the physical button layout of a remote by simply shuffling the order of the button mapping. Additionally it provides configuration for repeat events. The IR driver does not support release events).....	131
IUserInterface (This is an abstract base class used for simple demo UI purposes. Functions are provided for notifying the user of player events. It's not part of the SDK proper, but exists to give an example of what a basic user interface might look like)	133

key_map_s (The key_map_t structure specifies what events the keyboard driver should trigger based on the key input. It also allows the application to specify the keyboard layout and customize keyboard driver details such as repeat delay and rate. press_map, hold_map, and release_map should point to event arrays of size num_buttons).....	134
media_record_info_s (Used for passing information about a track available from the data source to the content manager (and back to the data source manager for metadata retrieval in a two-pass update))	136
playlist_record_s (Used for passing information about a playlist file available from the data source to the content manager)	137
playstream_settings_s (The sequence of codecs->filters->outputstream is considered to be the playstream. Currently, the playstream_settings_t structure allows the user to specify a list of filters to put in the playstream and an outputstream to use for playback).....	138
set_stream_event_data_s (Structure created when a song is successfully set in the media player. This is passed along through the EVENT_STREAM_SET event. The structure and the metadata should be deleted after the event is received (which is the default action if the event is passed to the play manager))	139
SimpleList< DataType > (The SimpleList is a template class for generically storing a doubly-linked list of items. Its content can be traversed by the use of iterators).....	140
SimpleListIterator< DataType > (The SimpleListIterator is used to traverse a SimpleList (<i>p.140</i>))	142
SimpleMap< IndexType, DataType > (The SimpleMap is a template class for generically storing elements indexed by keys. The IndexType must have comparison operators < and >)	144
SimpleVector< DataType > (The SimpleVector is a template class for generically storing an array of items. Its content can be randomly accessed by index. The array starts empty, but grows as items are added to it).....	146
stream_info_s (Used to propagate information about the bitstream out of the codec to the system).	149

Dadio SDK Module Documentation

Codec Manager

The codec manager is responsible for locating and allocating codecs in the system. It does this by querying the registry for available codecs, then generating a list of supported file types at startup. This list is then queried whenever a load by type is requested.

Compounds

- class **CCodecManager**
The CCodecManager singleton.
-

Detailed Description

The codec manager is responsible for locating and allocating codecs in the system. It does this by querying the registry for available codecs, then generating a list of supported file types at startup. This list is then queried whenever a load by type is requested.

Codec Interface

Dadio(tm) relies on an abstract interface for dealing with arbitrary codecs. This interface is the **ICodec** (p.100) interface, as defined in ./player/codec/common/include/Codec.h. The purpose of this document is to define the **ICodec** (p.100) interface and each of its member functions, and to describe their expected behavior in the Dadio(tm) OS.

Compounds

- struct **CodecFunctionMap_s**
Short table of static functions that a codec must expose. This is auto-generated by the registration interface.
- class **ICodec**
Dadio(tm) relies on an abstract interface for dealing with arbitrary codecs. This interface is the ICodec interface, as defined in ./player/codec/common/include/Codec.h. The purpose of this document is to define the ICodec interface and each of its member functions, and to describe their expected behavior in the Dadio(tm) OS.

- struct **set_stream_event_data_s**
Structure created when a song is successfully set in the media player. This is passed along through the `EVENT_STREAM_SET` event. The structure and the metadata should be deleted after the event is received (which is the default action if the event is passed to the play manager).
- struct **stream_info_s**
Used to propagate information about the bitstream out of the codec to the system.

Defines

- `#define CODEC_TYPE_ID 0x0a`

Variables

- `const ERESULT CODEC_NO_ERROR`
 - `const ERESULT CODEC_DRM_SUCCESS`
 - `const ERESULT CODEC_NO_WORK`
 - `const ERESULT CODEC_BAD_FORMAT`
 - `const ERESULT CODEC_DECODE_ERROR`
 - `const ERESULT CODEC_END_OF_FILE`
 - `const ERESULT CODEC_FAIL`
 - `const ERESULT CODEC_DRM_FAIL`
 - `stream_info_s stream_info_t`
 - `set_stream_event_data_s set_stream_event_data_t`
 - `CodecFunctionMap_s CodecFunctionMap`
-

Detailed Description

Dadio(tm) relies on an abstract interface for dealing with arbitrary codecs. This interface is the **ICodec** (*p.100*) interface, as defined in `./player/codec/common/include/Codec.h`. The purpose of this document is to define the **ICodec** (*p.100*) interface and each of its member functions, and to describe their expected behavior in the Dadio(tm) OS.

Define Documentation

`#define CODEC_TYPE_ID 0x0a`

Define the codec error zone for eresult error codes.

Variable Documentation

const ERESULT CODEC_BAD_FORMAT

The input stream is not in the expected format.

const ERESULT CODEC_DECODE_ERROR

The decoder had an error on the bitstream.

const ERESULT CODEC_DRM_FAIL

DRM Authentication failure.

const ERESULT CODEC_DRM_SUCCESS

DRM Authentication succeeded for the input stream.

const ERESULT CODEC_END_OF_FILE

An EOF was received from the input stream.

const ERESULT CODEC_FAIL

General purpose failure.

const ERESULT CODEC_NO_ERROR

No error was encountered during the operation.

const ERESULT CODEC_NO_WORK

The codec was asked to decode a frame, but either no input data is available, or no output space is available.

struct CodecFunctionMap_s CodecFunctionMap

Short table of static functions that a codec must expose. This is auto-generated by the registration interface.

struct set_stream_event_data_s set_stream_event_data_t

Structure created when a song is successfully set in the media player. This is passed along through the EVENT_STREAM_SET event. The structure and the metadata should be deleted after the event is received (which is the default action if the event is passed to the play manager).

struct stream_info_s stream_info_t

Used to propagate information about the bitstream out of the codec to the system.

Codec Registration

Registration interface.

Defines

- `#define DEFINE_CODEC(codecname, codecID, can_probe, extensions...)`
 - `#define REGISTER_CODEC(classname, codecID)`
-

Detailed Description

Registration interface.

Define Documentation

#define DEFINE_CODEC(codecname, codecID, can_probe, extensions...)

Fill out the codec class definition with additional members necessary for codecs to work in Dadio(tm). Additionally, this satisfies the underlying requirements of the **IdentifiableObject** (p.114) baseclass. This macro should be used you in your class declaration (header). The usage would be like:

```
DEFINE_CODEC( "iObjects MP3 Codec", 783, true, "mp3" );  
DEFINE_CODEC( "iObjects PCM Codec", 741, false, "raw", "pcm" );
```

- codecname A string name for the codec
- codecID A unique identifier for the codec
- can_probe Either true or false indicating whether the system can probe bitstreams against this codec. In the case of PCM and similar pass through codecs, this should be false
- extensions... A variable length list of strings that indicate which extensions are supported by this codec. This is case insensitive.

#define REGISTER_CODEC(classname, codecID)

Create a static initializer to register your codec with the system registry, and provide some initialized data structures to support generic instantiation. This macro should be used in your implementation file (source).

- classname The name of your class (i.e. CMP3Codec)
- codecID The unique identifier specified in DEFINE_CODEC.

Content Manager

Both media files and playlist files are tracked by a content manager in the Dadio(tm) system. The **IContentManager** (p.102) interface describes functions for simple addition and retrieval of records. The **IQueryableContentManager** (p.128) interface adds functions for creating lists of media records based on artist, album, and genre metadata.

Compounds

- struct **cm_key_value_record_t**
Contains a key/value pair from the content manager.
- struct **content_record_update_s**
Used for passing information about the media and playlist records available from a data source to the content manager.
- class **IContentManager**
The IContentManager provides record tracking for media content accross several data sources.

- **class `IContentRecord`**
The base class for both media content records and playlist content records. The content record has an ID unique across the content manager, a URL unique across the system, and the ID of the data source it's stored on. Content records are also considered verified if they've been found to reside on a data source (as opposed to solely existing in the database from a previous run). They also have a status which specifies their ability to be run through a codec for playback.
- **class `IMediaContentRecord`**
*A subclass of both **`IContentRecord`** (p.106) and **`IMetadata`** (p.118), used for representing tracks that can be decoded by the media player. In addition to the functionality of the **`IContentRecord`** (p.106) and **`IMetadata`** (p.118) classes, the media content record also retains a codec ID.*
- **class `IPlaylistContentRecord`**
*A subclass of **`IContentRecord`** (p.106), used for representing playlist files that can be loaded by the playlist format manager. In addition to the functionality of the **`IContentRecord`** (p.106) class, the playlist content record also retains a playlist format ID.*
- **class `IQueryableContentManager`**
*This class extends the **`IContentManager`** (p.102) by providing functions for querying content based on artist, album, and genre keys.*
- **struct `media_record_info_s`**
Used for passing information about a track available from the data source to the content manager (and back to the data source manager for metadata retrieval in a two-pass update).
- **struct `playlist_record_s`**
Used for passing information about a playlist file available from the data source to the content manager.

Defines

- `#define CMK_ALL`

Variables

- `media_record_info_s media_record_info_t`
 - `playlist_record_s playlist_record_t`
 - `content_record_update_s content_record_update_t`
-

Detailed Description

Both media files and playlist files are tracked by a content manager in the Dadio(tm)

system. The **IContentManager** (p.102) interface describes functions for simple addition and retrieval of records. The **IQueryableContentManager** (p.128) interface adds functions for creating lists of media records based on artist, album, and genre metadata.

Define Documentation

#define CMK_ALL

Requests that all values for the given key parameter be returned.

Variable Documentation

struct content_record_update_s content_record_update_t

Used for passing information about the media and playlist records available from a data source to the content manager.

struct media_record_info_s media_record_info_t

Used for passing information about a track available from the data source to the content manager (and back to the data source manager for metadata retrieval in a two-pass update).

struct playlist_record_s playlist_record_t

Used for passing information about a playlist file available from the data source to the content manager.

Metadata

The **IMetadata** (p.118) class is used by the Dadio(tm) system to associate a set of key/value pairs with a media item. **IMetadata** (p.118) records are created mainly by two sources: the data source during content update, and the media player when a track is set. The content manager provides its own **IMetadata** (p.118) subclass, and the media player can be told what type of **IMetadata** (p.118) subclass to produce.

Compounds

- class **CMetadataTable**
The CMetadataTable class matches metadata attribute IDs to types. It's a singleton class that when created adds all the standard metadata types to its table. If client code wants to add a new metadata attribute, then it must pick an attribute ID not currently in use and add it to this table along with a type for the metadata.
- class **IMetadata**
The metadata class is an abstract representation of a collection of key/value pairs for a track. Functions are provided for setting, getting, and clearing attributes.

Defines

- `#define METADATA_TYPE_ID 0x0e`
- `#define MDA_INVALID_ID 0`
- `#define MDA_TITLE`
- `#define MDA_ALBUM`
- `#define MDA_GENRE`
- `#define MDA_FILE_NAME`
- `#define MDA_FILE_SIZE`
- `#define MDA_ALBUM_TRACK_NUMBER`
- `#define MDA_COMMENT`
- `#define MDA_YEAR`
- `#define MDA_HAS_DRM`
- `#define MDA_DURATION`
- `#define MDA_SAMPLING_FREQUENCY`
- `#define MDA_CHANNELS`
- `#define MDA_BITRATE`
- `#define MDT_INVALID_TYPE 0`
- `#define MDT_INT`
- `#define MDT_TCHAR`

Variables

- `const ERESULT METADATA_NO_ERROR`
 - `const ERESULT METADATA_ERROR`
 - `const ERESULT METADATA_NOT_USED`
 - `const ERESULT METADATA_NO_VALUE_SET`
 - `const ERESULT METADATA_TABLE_INVALID_TYPE`
 - `const ERESULT METADATA_TABLE_ID_IN_USE`
-

Detailed Description

The **IMetadata** (*p.118*) class is used by the Dadio(tm) system to associate a set of key/value pairs with a media item. **IMetadata** (*p.118*) records are created mainly by two sources: the data source during content update, and the media player when a track is set. The content manager provides its own **IMetadata** (*p.118*) subclass, and the media player can be told what type of **IMetadata** (*p.118*) subclass to produce.

Define Documentation

#define MDA_ALBUM

TCHAR. The album the track belongs to.

#define MDA_ALBUM_TRACK_NUMBER

int. The 1-based index of the track on the album.

#define MDA_BITRATE

int. Bitrate of the track, in bits per second.

#define MDA_CHANNELS

int. Number of channels.

#define MDA_COMMENT

TCHAR. Comments on the track stored in the codec.

#define MDA_DURATION

int. Duration of the track in seconds.

#define MDA_FILE_NAME

TCHAR. The track's file name in the data source.

#define MDA_FILE_SIZE

int. The size of the track in bytes.

#define MDA_GENRE

TCHAR. The genre of the track.

#define MDA_HAS_DRM

int. 1 = the track has drm, 0 = no drm.

#define MDA_INVALID_ID 0

0 is reserved for indicating an invalid metadata ID.

#define MDA_SAMPLING_FREQUENCY

int. Sampling frequency of the track in hz.

#define MDA_TITLE

TCHAR. The title of the track.

#define MDA_YEAR

int. Year of the track.

#define MDT_INT

Integer type

#define MDT_INVALID_TYPE 0

0 is reserved for indicating an invalid metadata type

#define MDT_TCHAR

TCHAR type

#define METADATA_TYPE_ID 0x0e

The metadata error zone for eresult error codes.

Variable Documentation

const ERESULT METADATA_ERROR

An unspecified error occurred during the operation.

const ERESULT METADATA_NOT_USED

The attribute is not used.

const ERESULT METADATA_NO_ERROR

No error was encountered during the operation.

const ERESULT METADATA_NO_VALUE_SET

The attribute is used but no value has been set.

const ERESULT METADATA_TABLE_ID_IN_USE

The ID for the metadata attribute is already in use.

const ERESULT METADATA_TABLE_INVALID_TYPE

The ID for the given attribute type is not valid.

Events

The following is a list of system events used by the SDK. Descriptions of the data parameter filled in by the GetEvent call and the behavior of the default event handler are included.

Defines

- **#define EVENT_KEY_PRESS**
 - **#define EVENT_KEY_HOLD**
 - **#define EVENT_KEY_RELEASE**
 - **#define EVENT_STREAM_SET**
 - **#define EVENT_STREAM_END**
 - **#define EVENT_STREAM_FAIL**
 - **#define EVENT_STREAM_PROGRESS**
 - **#define EVENT_STREAM_PLAYING**
 - **#define EVENT_STREAM_PAUSED**
 - **#define EVENT_STREAM_STOPPED**
 - **#define EVENT_CONTENT_UPDATE_BEGIN**
 - **#define EVENT_CONTENT_UPDATE**
 - **#define EVENT_CONTENT_UPDATE_END**
 - **#define EVENT_CONTENT_UPDATE_ERROR**
 - **#define EVENT_CONTENT_METADATA_UPDATE_BEGIN**
 - **#define EVENT_CONTENT_METADATA_UPDATE**
 - **#define EVENT_CONTENT_METADATA_UPDATE_END**
 - **#define EVENT_MEDIA_REMOVED**
 - **#define EVENT_MEDIA_INSERTED**
-

Detailed Description

The following is a list of system events used by the SDK. Descriptions of the data parameter filled in by the GetEvent call and the behavior of the default event handler are included.

Define Documentation

#define EVENT_CONTENT_METADATA_UPDATE

Sent from the data source during the second pass of a content update. The data parameter is a pointer to a `content_record_update_t` struct populated with content. The default event handler calls `NotifyContentMetadataUpdate`, which calls `AddContentRecords` in the content manager to add the new records. When finished it deletes the `content_record_update_t` struct.

#define EVENT_CONTENT_METADATA_UPDATE_BEGIN

Sent from the data source after the first pass of a content update (only if there's going to be a second pass). The data parameter is an integer that specifies the data source's instance ID. The default event handler tells the data source manager to send the `EVENT_CONTENT_METADATA_UPDATE_END` message when the second pass is completed.

#define EVENT_CONTENT_METADATA_UPDATE_END

Sent from the data source manager after the second pass of a content update is finished. The data parameter is an integer that specifies the data source's instance ID. The default event handler ignores this event.

#define EVENT_CONTENT_UPDATE

Sent from the data source during a content update when the number of records in the chunk size has been reached. The data parameter is a pointer to a `content_record_update_t` struct populated with content. The default event handler calls `NotifyContentUpdate`, which calls `AddContentRecords` in the content manager to add the new records, then either deletes the `content_record_update_t` struct or passes it back to the data source manager through the `GetContentMetadata` in a two-pass system.

#define EVENT_CONTENT_UPDATE_BEGIN

Sent from the data source when starting a content update. The data parameter is an integer that specifies the data source's instance ID. The default event handler calls `MarkRecordsFromDataSourceUnverified` in the content manager.

#define EVENT_CONTENT_UPDATE_END

Sent from the data source when a content update is completed. The data parameter is an integer that specifies the data source's instance ID. The default event handler calls `DeleteUnverifiedRecordsFromDataSource` in the content manager.

#define EVENT_CONTENT_UPDATE_ERROR

Sent from the data source when an error occurs during a content update. The data parameter is an integer that specifies the data source's instance ID. The default event handler calls `DeleteUnverifiedRecordsFromDataSource` in the content manager.

#define EVENT_KEY_HOLD

Sent from the keyboard driver when a key that's in the hold map is held down. The data parameter is the value of the key in the hold map. The default event handler ignores this event.

#define EVENT_KEY_PRESS

Sent from the keyboard driver when a key that's in the press map is pressed. The data parameter is the value of the key in the press map. The default event handler ignores this event.

#define EVENT_KEY_RELEASE

Sent from the keyboard driver when a key that's in the release map is released. The data parameter is the value of the key in the release map. The default event handler ignores this event.

#define EVENT_MEDIA_INSERTED

Sent from the data source when it detects its media (e.g., CD-ROM, CF card) has been inserted. The data parameter is an integer that specifies the data source's instance ID. The default event handler calls `NotifyMediaInserted` in the content manager, which tells the data source manager to begin a content update using the data source's default parameters.

#define EVENT_MEDIA_REMOVED

Sent from the data source when it detects its media (e.g., CD-ROM, CF card) has been removed. The data parameter is an integer that specifies the data source's instance ID. The default event handler calls `NotifyContentMetadataUpdate` in the content manager, which stops the track playing on the media player if its data source is the removed media, and then removes all of the content records for that data source from the play list.

#define EVENT_STREAM_END

Sent from the media player when the end of a song is reached during playback. The default event handler sets the next track and continues playback.

#define EVENT_STREAM_FAIL

Sent from the media player if playback is interrupted because of an error. The default event handler sets the next track and continues playback.

#define EVENT_STREAM_PAUSED

Sent from the media player when playback is paused. The default event handler ignores this event.

#define EVENT_STREAM_PLAYING

Sent from the media player when playback begins. The default event handler ignores this event.

#define EVENT_STREAM_PROGRESS

Sent from the media player during playback to notify the interface of the current track time. The data parameter is an integer that specifies the track time in seconds. The default event handler ignores this event.

#define EVENT_STREAM_SET

Sent from the media player when an entry is successfully set. The data parameter is a pointer to a `set_stream_event_data_t` struct. The default event handler simply deletes the `pMediaPlayerMetadata` pointer, then deletes the `set_stream_event_data_t` itself. Thus, it's easiest to copy whatever metadata information needed for display before passing the event to the default handler for cleanup.

#define EVENT_STREAM_STOPPED

Sent from the media player when playback is stopped. The default event handler ignores this event.

Media Player

Dadio(tm) uses the Media Player as a central control for audio playback and output. The Media Player is responsible for opening new tracks, decoding the bitstream, and providing track progress. Events are generated from the media player for state changes (such as stream end) and track progress. Much of the functionality provided by the media player is wrapped by the play manager, allowing the play manager to coordinate operations that require multiple modules.

Compounds

- class **CMediaPlayer**
*CMediaPlayer is the basic interface for the media player. This is a singleton class that can be referenced through the **GetInstance()** (p.56) routine.*
- struct **playstream_settings_s**
The sequence of codecs->filters->outputstream is considered to be the playstream. Currently, the playstream_settings_t structure allows the user to specify a list of filters to put in the playstream and an outputstream to use for playback.

Defines

- `#define MEDIAPLAYER_ERROR_ZONE 0x0c`

Typedefs

- `typedef IMetadata * FNCreateMetadata ()`

Variables

- `const ERESULT MP_NO_ERROR`
 - `const ERESULT MP_ERROR`
 - `const ERESULT MP_NOT_CONFIGURED`
 - `playstream_settings_s playstream_settings_t`
-

Detailed Description

Dadio(tm) uses the Media Player as a central control for audio playback and output. The Media Player is responsible for opening new tracks, decoding the bitstream, and providing track progress. Events are generated from the media player for state changes (such as stream end) and track progress. Much of the functionality provided by the media player is wrapped by the play manager, allowing the play manager to coordinate operations that require multiple modules.

Define Documentation

`#define MEDIAPLAYER_ERROR_ZONE 0x0c`

Define the error zone for media player eresult codes.

Typedef Documentation

typedef IMetadata* FNCreateMetadata()

Prototype for a function the mediaplayer can call to create an appropriate **IMetadata** (*p.118*) object.

Variable Documentation

const ERESULT MP_ERROR

A generic failure occurred.

const ERESULT MP_NOT_CONFIGURED

A play control was issued on the media player prior to configuration.

const ERESULT MP_NO_ERROR

No error was encountered during the operation.

struct playstream_settings_s playstream_settings_t

The sequence of codecs->filters->outputstream is considered to be the playstream. Currently, the `playstream_settings_t` structure allows the user to specify a list of filters to put in the playstream and an outputstream to use for playback.

Play Manager

The play manager singleton is the nerve center of the Dadio(tm) system and is the usual point of contact between the system and application-specific client code.

Compounds

- class **CPlayManager**

The play manager is the nerve center of the system. It maintains pointers to the content manager and current playlist. It has a default event handler. It exposes functions for play control. It's the object that kicks off content updates.

Defines

- `#define PLAYMANAGER_ERROR_ZONE 0xac`

Variables

- `const ERESULT PM_NO_ERROR`
 - `const ERESULT PM_ERROR`
 - `const ERESULT PM_NO_GOOD_TRACKS`
 - `const ERESULT PM_PLAYLIST_END`
 - `const ERESULT PM_PLAYING`
-

Detailed Description

The play manager singleton is the nerve center of the Dadio(tm) system and is the usual point of contact between the system and application-specific client code.

Define Documentation

#define PLAYMANAGER_ERROR_ZONE 0xac

Define the play manager error zone for ERESULT error codes.

Variable Documentation

const ERESULT PM_ERROR

An unspecified error occurred.

const ERESULT PM_NO_ERROR

No error was encountered during the operation.

const ERESULT PM_NO_GOOD_TRACKS

All tracks in the playlist are bad. Returned from a call to NextTrack, PreviousTrack, or a stream end event.

const ERESULT PM_PLAYING

The next/previous track was set and is playing. Returned from a call to NextTrack, PreviousTrack, or a stream end event. If the functions return PM_NO_ERROR, then the next/previous track was set successfully but is not playing back.

const ERESULT PM_PLAYLIST_END

No next/previous track. Returned from a call to NextTrack, PreviousTrack, or a stream end event.

Filter Interface

Dadio(tm) uses an abstract interface for filters, which allow components to examine and modify the current PCM audio stream. This is the **IFilter** (p.112) interface, as defined in ./player/datastream/filter/include/Filter.h. The purpose of this document is to define the **IFilter** (p.112) interface and each of its member functions, and to describe their expected behavior in the Dadio(tm) OS.

Compounds

- struct **IFilter**

Dadio(tm) uses an abstract interface for filters, which allow components to examine and modify the current PCM audio stream. This is the IFilter interface, as defined in ./player/datastream/filter/include/Filter.h. The purpose of this document is to define the IFilter

interface and each of its member functions, and to describe their expected behavior in the Dadio(tm) OS.

Defines

- `#define FILTER_TYPE_ID 0x0b`

Variables

- `const ERESULT FILTER_NO_ERROR`
 - `const ERESULT FILTER_NO_WORK`
 - `const ERESULT FILTER_EOF`
 - `const ERESULT FILTER_FAIL`
-

Detailed Description

Dadio(tm) uses an abstract interface for filters, which allow components to examine and modify the current PCM audio stream. This is the **IFilter** (*p.112*) interface, as defined in `./player/datastream/filter/include/Filter.h`. The purpose of this document is to define the **IFilter** (*p.112*) interface and each of its member functions, and to describe their expected behavior in the Dadio(tm) OS.

Define Documentation

`#define FILTER_TYPE_ID 0x0b`

Define the filter error zone for eresult error codes.

Variable Documentation

`const ERESULT FILTER_EOF`

An EOF was received from the input buffer.

`const ERESULT FILTER_FAIL`

A general error was encountered.

`const ERESULT FILTER_NO_ERROR`

No error was encountered during the operation.

`const ERESULT FILTER_NO_WORK`

No work can be processed; that is, either the output buffer is full, or the input buffer is empty.

Filter Registration

Registration interface.

Defines

- `#define DEFINE_FILTER(filtername, filterID)`
 - `#define REGISTER_FILTER(classname, filterID)`
-

Detailed Description

Registration interface.

Define Documentation

`#define DEFINE_FILTER(filtername, filterID)`

Fill out the filter class definition with additional members necessary for filters to work in Dadio(tm). Additionally, this satisfies the underlying requirements of the **IIdentifiableObject** (p.114) baseclass. This macro should be used in your definition (header). The usage would be like:

```
DEFINE_FILTER( "iObjects sample rate converter", 685 );  
DEFINE_FILTER( "iObjects disk writer", 691 );
```

- `filtername` A string name for the filter
- `filterID` A unique identifier for the filter.

`#define REGISTER_FILTER(classname, filterID)`

Create a static initializer to register your filter with the system registry. This macro should be used in your implementation (source).

- `classname` The name of your class (i.e. CSRCFilter)
- `filterID` The unique identifier specified in `DEFINE_FILTER`.

Input Streams

InputStreams provide an abstract way for Dadio(tm) to read in data. They are used in various parts of the system, and are required for decoding. Several precompiled input streams are provided for use. Input streams provide an optional registration interface also.

Compounds

- `struct IInputStream`

The `IInputStream` interface defines the basic interface for read only stream access. Additionally, support is provided for seekable streams.

Defines

- `#define INPUT_TYPE_ID 0x0c`
- `#define DEFINE_INPUTSTREAM(istream, isID)`
- `#define REGISTER_INPUTSTREAM(classname, isID)`

Variables

- `const ERESULT INPUTSTREAM_NO_ERROR`
 - `const ERESULT INPUTSTREAM_ERROR`
-

Detailed Description

InputStreams provide an abstract way for Dadio(tm) to read in data. They are used in various parts of the system, and are required for decoding. Several precompiled input streams are provided for use. Input streams provide an optional registration interface also.

Define Documentation

`#define DEFINE_INPUTSTREAM(istream, isID)`

Registration for input streams is optional. If you elect not to register your input streams, you still must use the `IDENTIFY_OBJECT()` (p.26) macro in your class definition (header) in order to satisfy the requirements of the `IIdentifiableObject` (p.114) base class. Otherwise, this macro is used in your definition to complete your input stream definition.

- `istream` String name for your input stream.
- `isID` Unique identifier for this input stream.

`#define INPUT_TYPE_ID 0x0c`

The error zone for input stream error codes.

`#define REGISTER_INPUTSTREAM(classname, isID)`

Create a static initializer to register your input stream with the system registry. This macro should be used in your implementation (source) file.

- `classname` The name of your input stream class (i.e. `CMemInputStream`)
 - `isID` The unique identifier used in `DEFINE_INPUTSTREAM`.
-

Variable Documentation

`const ERESULT INPUTSTREAM_ERROR`

A generic error was encountered during the operation.

`const ERESULT INPUTSTREAM_NO_ERROR`

No error was encountered during the operation.

Output Streams

OutputStreams provide an abstract way for Dadio(tm) components to output data. The most basic example of an output stream is WaveOut, which writes pcm data to the audio driver. A handful of precompiled output streams are provided with Dadio(tm).

Compounds

- struct **IOutputStream**

Interface for output streams. If you elect to not use the registration interface for output streams, you still must use IDENTIFY_OBJECT in your class definition.

Defines

- `#define OUTPUT_TYPE_ID 0x0d`
- `#define DEFINE_OUTPUTSTREAM(outname, outID)`
- `#define REGISTER_OUTPUTSTREAM(classname, outID)`

Variables

- `const ERESULT OUTPUTSTREAM_NO_ERROR`
 - `const ERESULT OUTPUTSTREAM_ERROR`
-

Detailed Description

OutputStreams provide an abstract way for Dadio(tm) components to output data. The most basic example of an output stream is WaveOut, which writes pcm data to the audio driver. A handful of precompiled output streams are provided with Dadio(tm).

Define Documentation

#define DEFINE_OUTPUTSTREAM(outname, outID)

Fill out the output stream class definition with additional members required for output stream registration and object identification. This should be used in your definition (header). The usage would be like:

```
DEFINE_OUTPUTSTREAM( "iObjects wave output", 937 )
```

- outname A string name for your output stream
- outID A unique identifier for your output stream.

#define OUTPUT_TYPE_ID 0x0d

The error zone for output stream error codes.

#define REGISTER_OUTPUTSTREAM(classname, outID)

Create a static initializer to register your output stream with the system registry. This should be used in your implementation

- classname The name of your class (i.e. CWaveOutput)
 - outID The unique identifier used in your DEFINE_OUTPUTSTREAM call.
-

Variable Documentation

const HRESULT OUTPUTSTREAM_ERROR

A generic error was encountered during the operation.

const HRESULT OUTPUTSTREAM_NO_ERROR

No error was encountered during the operation.

Wave Output

Compounds

- class **CWaveOutStream**

PCM is written to the audio driver through the CWaveOutStream class. This class does not perform any operations on the audio data, and assumes that any necessary sample rate conversion has already been applied.

Defines

- #define **WAVEOUT_KEY**
 - #define **KEY_WAVEOUT_SET_SAMPLERATE**
-

Define Documentation

#define KEY_WAVEOUT_SET_SAMPLERATE

The ioctl key to configure hardware sample rate conversion, if available.

Parameters:

Value Should be a pointer to an unsigned int with the sample frequency of the input data.

#define WAVEOUT_KEY

The key used to uniquely identify the wave output stream.

Commercial IR

Compounds

- class **CIR**
CIR is the singleton IR driver object.
- struct **ir_map_s**
The ir_map_t structure specifies what events the IR driver should generate for various button presses it receives. This allows an application to mask changes in the physical button layout of a remote by simply shuffling the order of the button mapping. Additionally it provides configuration for repeat events. The IR driver does not support release events.

Defines

- **#define IR_REPEAT_ENABLE 0x01**

Variables

- **ir_map_s ir_map_t**
-

Define Documentation

#define IR_REPEAT_ENABLE 0x01

This flag enables button repeat events from the ir driver.

Variable Documentation

struct ir_map_s ir_map_t

The `ir_map_t` structure specifies what events the IR driver should generate for various button presses it receives. This allows an application to mask changes in the physical button layout of a remote by simply shuffling the order of the button mapping. Additionally it provides configuration for repeat events. The IR driver does not support release events.

Keyboard driver

The keyboard driver provides generic key support for the Cirrus logic 7312 processor. Alternate hardware button matrices can be supported by adjusting the configuration in the `key_map_t` structure, avoiding any need to rework code for physical layout changes.

Compounds

- **class CKeyboard**
The keyboard driver processes keyboard interrupts, scans the keyboard matrix, and generates events based on the current keymap. It allows the user application to mask and unmask event generation for software key locks.
- **struct key_map_s**
The `key_map_t` structure specifies what events the keyboard driver should trigger based on the key input. It also allows the application to specify the keyboard layout and customize keyboard driver details such as repeat delay and rate. `press_map`, `hold_map`, and `release_map` should point to event arrays of size `num_buttons`.

Defines

- **#define KEY_REPEAT_ENABLE 0x01**

Variables

- **key_map_s key_map_t**
-

Detailed Description

The keyboard driver provides generic key support for the Cirrus logic 7312 processor. Alternate hardware button matrices can be supported by adjusting the configuration in the `key_map_t` structure, avoiding any need to rework code for physical layout changes.

Define Documentation

#define KEY_REPEAT_ENABLE 0x01

This flag enables key repeat events from the keyboard driver.

Variable Documentation

struct key_map_s key_map_t

The key_map_t structure specifies what events the keyboard driver should trigger based on the key input. It also allows the application to specify the keyboard layout and customize keyboard driver details such as repeat delay and rate. press_map, hold_map, and release_map should point to event arrays of size num_buttons.

Playlist Format

Dadio(tm) uses a registration interface to maintain a list of playlist formats it can read and write. New playlist formats can be added by using the macro REGISTER_PLAYLIST_FORMAT and providing functions for loading and saving playlist to and from streams.

Compounds

- class **CPlaylistFormatManager**
The playlist format manager keeps track of the playlist file formats available in the system and the functions for loading and saving them.

Defines

- #define **PLAYLIST_FORMAT_TYPE_ID** 0x06
- #define **REGISTER_PLAYLIST_FORMAT**(formatnamestring, playlistformatID, loadplaylist, saveplaylist, extensions...)

Variables

- const **ERESULT_PLAYLIST_FORMAT_NO_ERROR**
- const **ERESULT_PLAYLIST_FORMAT_FILE_OPEN_ERROR**
- const **ERESULT_PLAYLIST_FORMAT_UNKNOWN_FORMAT**
- const **ERESULT_PLAYLIST_FORMAT_BAD_FORMAT**
- const **ERESULT_PLAYLIST_FORMAT_READ_ERROR**
- const **ERESULT_PLAYLIST_FORMAT_WRITE_ERROR**
- const **ERESULT_PLAYLIST_FORMAT_BAD_URL**

Detailed Description

Dadio(tm) uses a registration interface to maintain a list of playlist formats it can read and write. New playlist formats can be added by using the macro `REGISTER_PLAYLIST_FORMAT` and providing functions for loading and saving playlist to and from streams.

Define Documentation

`#define PLAYLIST_FORMAT_TYPE_ID 0x06`

Define the playlist format error zone for `ERESULT` error codes.

`#define REGISTER_PLAYLIST_FORMAT(formatnamestring, playlistformatID, loadplaylist, saveplaylist, extensions...)`

Fill out the playlist format class definition with additional members necessary for playlist formats to work in Dadio(tm). Additionally, this satisfies the underlying requirements of the `IIdentifiableObject` (p.114) baseclass. The usage would be like:

```
REGISTER_PLAYLIST_FORMAT( M3U, "M3U Playlist Format", 13, LoadM3UPlaylist,
SaveM3UPlaylist, "m3u" );
REGISTER_PLAYLIST_FORMAT( DPL, "DPL Playlist Format", 71, LoadDPLPlaylist,
SaveDPLPlaylist, "dpl" );
```

- `formatnamestring` A string name for the playlist format
 - `playlistformatID` A unique non-zero identifier for the playlist format
 - `loadplaylist` The function used to load this playlist format
 - `saveplaylist` The function used to save this playlist format
 - `extensions...` A variable length list of strings that indicate which extensions are supported by this playlist format. This is case insensitive.
-

Variable Documentation

`const ERESULT PLAYLIST_FORMAT_BAD_FORMAT`

An error occurred when loading the playlist file.

`const ERESULT PLAYLIST_FORMAT_BAD_URL`

No corresponding data source was found for the URL.

`const ERESULT PLAYLIST_FORMAT_FILE_OPEN_ERROR`

An error occurred opening the file.

`const ERESULT PLAYLIST_FORMAT_NO_ERROR`

No error was encountered during the operation.

`const HRESULT PLAYLIST_FORMAT_READ_ERROR`

An error occurred reading the file.

`const HRESULT PLAYLIST_FORMAT_UNKNOWN_FORMAT`

No matching playlist format was found.

`const HRESULT PLAYLIST_FORMAT_WRITE_ERROR`

An error occurred writing the file.

Object Identification

Dadio(tm) uses a system wide registry to allow objects and data to be found and allocated by an ID instead of by key. Classes that need to be accessible through this registry have a common base, in that they are all uniquely identifiable. All Dadio(tm) classes that are accessible through the registry derive from IdentifiableObject.

Compounds

- struct **IdentifiableObject**
The IdentifiableObject interface. The methods defined by this interface do not need to be implemented directly ever.

Defines

- #define **ASSEMBLE_ID**(typeID, classID)
 - #define **IDENTIFY_OBJECT**(typeID, classID)
-

Detailed Description

Dadio(tm) uses a system wide registry to allow objects and data to be found and allocated by an ID instead of by key. Classes that need to be accessible through this registry have a common base, in that they are all uniquely identifiable. All Dadio(tm) classes that are accessible through the registry derive from IdentifiableObject.

Define Documentation

`#define ASSEMBLE_ID(typeID, classID)`

Macro that correctly assembles an object ID given a type id and a class id

- typeID The type ID
- classID The class ID.

#define IDENTIFY_OBJECT(*typeID*, *classID*)

Macro that expands to correct implementations of the **IIdentifiableObject** (p.114) routines. This macro is to be used in your definition in preference to directly implementing the routines. \arg *typeID* The type ID

- *classID* The class ID.

tchar

The TCHAR type is a double-byte character suitable for Unicode strings. This module contains functions for manipulating TCHAR strings.

Functions

- TCHAR * **tstrcat** (TCHAR *strDestination, const TCHAR *strSource)
 - TCHAR * **tstrncat** (TCHAR *strDestination, const TCHAR *strSource, int count)
 - int **tstrcmp** (const TCHAR *string1, const TCHAR *string2)
 - int **tstrncmp** (const TCHAR *string1, const TCHAR *string2, int count)
 - TCHAR * **tstrcpy** (TCHAR *strDestination, const TCHAR *strSource)
 - TCHAR * **tstrncpy** (TCHAR *strDestination, const TCHAR *strSource, int count)
 - int **tstrlen** (const TCHAR *string)
 - TCHAR * **CharToTchar** (TCHAR *strDestination, const char *strSource)
 - TCHAR * **CharToTcharN** (TCHAR *strDestination, const char *strSource, int count)
 - char * **TcharToChar** (char *strDestination, const TCHAR *strSource)
 - char * **TcharToCharN** (char *strDestination, const TCHAR *strSource, int count)
 - TCHAR * **tstrdup** (const TCHAR *string)
-

Detailed Description

The TCHAR type is a double-byte character suitable for Unicode strings. This module contains functions for manipulating TCHAR strings.

Function Documentation

TCHAR* CharToTchar (TCHAR * strDestination, const char * strSource)

Converts the source single-byte string into a double-byte string. Returns a pointer to *strDestination*, the converted string.

TCHAR* CharToTcharN (TCHAR * strDestination, const char * strSource, int count)

Converts the specified number of characters from the source single-byte string into a double-byte string. Returns a pointer to *strDestination*, the converted string.

char* TcharToChar (char * strDestination, const TCHAR * strSource)

Converts the source double-byte string into a single-byte string. Returns a pointer to *strDestination*, the converted string.

char* TcharToCharN (char * strDestination, const TCHAR * strSource, int count)

Converts the specified number of characters from the source double-byte string into a single-byte string. Returns a pointer to *strDestination*, the converted string.

TCHAR* tstrcat (TCHAR * strDestination, const TCHAR * strSource)

Appends the source string to the destination string. Both strings must be null-terminated. Returns a pointer to *strDestination*, the concatenated string.

int tstrcmp (const TCHAR * string1, const TCHAR * string2)

Compares the two strings.

Return values:

- 1 If *string1* < *string2*
- 0 If *string1* == *string2*
- 1 if *string1* > *string2*.

TCHAR* tstrcpy (TCHAR * strDestination, const TCHAR * strSource)

Copies the source string to the destination string. Returns a pointer to *strDestination*, the copied string.

TCHAR* tstrdup (const TCHAR * string)

Duplicates a string. Returns a pointer to the newly-allocated copy of the string.

int tstrlen (const TCHAR * string)

Returns the length of the null-terminated string passed in.

TCHAR* tstrncat (TCHAR * strDestination, const TCHAR * strSource, int count)

Appends the specified number of characters from the source string to the destination string. The destination string must be null-terminated. After concatenation the destination string will be null-terminated, no matter if the source string is shorter or longer than the number of characters appended.

int tstrncmp (const TCHAR * string1, const TCHAR * string2, int count)

Compares the first *count* characters of the two strings.

Return values:

- 1 If *string1* < *string2*
- 0 If *string1* == *string2*
- 1 if *string1* > *string2*.

TCHAR* tstrncpy (TCHAR * strDestination, const TCHAR * strSource, int count)

Copies the specified number of characters from the source string to the destination string. Returns a pointer to *strDestination*, the copied string.

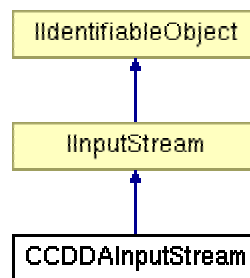
Dadio SDK Class Documentation

CCDDAInputStream Class Reference

Dadio(tm) provides a simple way to access CD audio tracks through the CCDDAInputStream. The location of tracks is determined by the data read back from the CD table of contents (TOC), and this input stream simply performs raw audio reads from the drive.

```
#include <CCDDAInputStream.h>
```

Inheritance diagram for CCDDAInputStream:



Public Methods

- **ERESULT Open** (const char *Source)
 - **ERESULT Open** (CCDDDataSource *pDataSource, int iLBASStart, int iLBALength)
-

Detailed Description

Dadio(tm) provides a simple way to access CD audio tracks through the CCDDAInputStream. The location of tracks is determined by the data read back from the CD table of contents (TOC), and this input stream simply performs raw audio reads from the drive.

Member Function Documentation

ERESULT CCDDAInputStream::Open (CCDDDataSource * pDataSource, int iLBASStart, int iLBALength)

Open a stream using the specified LBA range on the given CD data source. This replaces the default **IInputStream::Open** (p.116) call.

ERESULT CCDDAInputStream::Open (const char * Source) [virtual]

The default open routine - this returns an error, since more information must be provided about the item being opened.

Reimplemented from **IInputStream** (p.116).

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

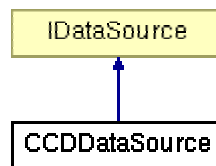
- **CDDAInputStream.h**

CCDDataSource Class Reference

Implements the **IDataSource** (*p.108*) class for CD drives.

```
#include <CCDDataSource.h>
```

Inheritance diagram for CCDDataSource:



Public Methods

- **Cyg_ErrNo GetMediaStatus** (bool bSendEvent)
- **void SetDefaultRefreshMode** (**RefreshMode** mode)
- **RefreshMode GetDefaultRefreshMode** () const
- **void SetDefaultUpdateChunkSize** (int iUpdateChunkSize)
- **int GetDefaultUpdateChunkSize** () const
- **bool GetRootURLPrefix** (char *szRootURLPrefix, int iMaxLength) const
- **ERESULT ListAllEntries** (**RefreshMode** mode, int iUpdateChunkSize)
- **void GetContentMetadata** (**content_record_update_t** *pContentUpdate)
- **IInputStream * OpenInputStream** (const char *szURL)
- **IOutputStream * OpenOutputStream** (const char *szURL)
- **long Read** (long lba, long sectors, void *buffer)

Static Public Methods

- **CCDDataSource * Open** (const char *szDeviceName, const char *szMountDirectory)
-

Detailed Description

Implements the **IDataSource** (*p.108*) class for CD drives.

Member Function Documentation

void CCDDataSource::GetContentMetadata (**content_record_update_t** *pContentUpdate) [*virtual*]

Retrieves metadata for each media content record in the passed-in list.

Reimplemented from **IDataSource** (p.109).

RefreshMode CCDataSource::GetDefaultRefreshMode () const [virtual]

Returns the current default refresh mode of the data source.

Reimplemented from **IDataSource** (p.109).

int CCDataSource::GetDefaultUpdateChunkSize () const [virtual]

Returns the default update chunk size of the data source. This value is the maximum number of records that will be sent for each EVENT_CONTENT_UPDATE message. 0 indicates that all records will be sent in one single message.

Reimplemented from **IDataSource** (p.109).

Cyg_ErrNo CCDataSource::GetMediaStatus (bool bSendEvent)

Queries the media status to see if a disc has been removed or inserted.

bool CCDataSource::GetRootURLPrefix (char * szRootURLPrefix, int iMaxLength) const [virtual]

Copies the string the data source uses to prefix its URLs into the given string provided.

Reimplemented from **IDataSource** (p.110).

HRESULT CCDataSource::ListAllEntries (RefreshMode mode, int iUpdateChunkSize) [virtual]

Asks the source to pass content updates lists through the event system that contain all of the content it can access. If bGetMetadata is true, then each entry is opened and passed to the matching codec for metadata retrieval. iUpdateChunkSize specifies how many media records to send back at a time. If iUpdateChunkSize is zero, then all records are sent back at once.

Reimplemented from **IDataSource** (p.110).

CCDataSource* CCDataSource::Open (const char * szDeviceName, const char * szMountDirectory) [static]

Attempts to open the drive with the given device name. Returns a pointer to a new CCDataSource object if successful, 0 otherwise.

IInputStream* CCDataSource::OpenInputStream (const char * szURL) [virtual]

Asks the source to open this URL for reading. Returns 0 if the URL was unable to be opened, otherwise it returns the proper subclass of **IInputStream** (p.115) for this file type.

Reimplemented from **IDataSource** (p.110).

IOutputStream* CCDataSource::OpenOutputStream (const char * szURL) [inline, virtual]

Asks the source to open this URL for writing. Returns 0 if the URL was unable to be opened, otherwise it returns the proper subclass of **IOutputStream** (p.120) for this file type.

Reimplemented from **IDataSource** (p.110).

long CCDataSource::Read (long lba, long sectors, void * buffer)

Reads data from the CD.

Parameters:

lba The logical block address to start reading from.
sectors The number of sectors to read.
buffer A pointer to a pre-allocated buffer to receive the data.

Return values:

>=0 The number of sectors read.
<0 An error code.

void CCDDataSource::SetDefaultRefreshMode (RefreshMode mode)
[virtual]

Sets the default refresh mode of the data source. If DSR_DEFAULT is passed in, then DSR_ONE_PASS_WITH_METADATA is used.

Reimplemented from **IDataSource** (*p.110*).

void CCDDataSource::SetDefaultUpdateChunkSize (int iUpdateChunkSize)
[virtual]

Sets the default update chunk size of the data source This value is the maximum number of records that should be sent for each EVENT_CONTENT_UPDATE message. 0 indicates that all records should be sent in one single message. If DS_DEFAULT_CHUNK_SIZE is passed in, then 0 is used.

Reimplemented from **IDataSource** (*p.110*).

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

- **CDDataSource.h**

CCodecManager Class Reference

The CCodecManager singleton.

```
#include <CodecManager.h>
```

Public Methods

- **IColorc * FindCodec** (unsigned int iCodecID)
- **IColorc * FindCodec** (const char *szExtension)
- **RegKey FindCodecID** (const char *szExtension)
- **IColorc * TryCodec** (int iCodecIndex)

Static Public Methods

- **CCodecManager * GetInstance** ()
-

Detailed Description

The CCodecManager singleton.

Member Function Documentation

IColorc* CCodecManager::FindCodec (const char * szExtension)

Given a file extension, find a suitable codec, allocate it, and return a pointer to the object, or NULL if no suitable codec was found.

IColorc* CCodecManager::FindCodec (unsigned int iCodecID)

Given a specific CodecID, find the codec, allocate it, and return a pointer to the newly allocated object.

RegKey CCodecManager::FindCodecID (const char * szExtension)

Rather than allocate the codec, simply see if one exists that claims to support this file type. This allows the codec ID to be associated with a content record, so when a track is actually loaded the codec manager doesn't have to perform a search for the appropriate codec.x.

CCodecManager* CCodecManager::GetInstance () [static]

Returns a pointer to the singleton codec manager.

IColorc* CCodecManager::TryCodec (int iCodecIndex)

Probe through available codecs looking for one that will support the given input stream.

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

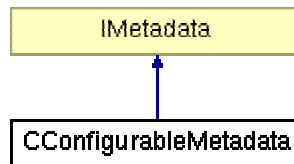
- **CodecManager.h**

CConfigurableMetadata Class Reference

The configurable metadata class allows clients to specify which attributes should be stored by this class. Attributes added to the class are added to all instances of the CConfigurableMetadata.

```
#include <ConfigurableMetadata.h>
```

Inheritance diagram for CConfigurableMetadata:



Static Public Methods

- void **AddAttribute** (int iAttributeID)
 - void **RemoveAllAttributes** ()
-

Detailed Description

The configurable metadata class allows clients to specify which attributes should be stored by this class. Attributes added to the class are added to all instances of the CConfigurableMetadata.

Member Function Documentation

void CConfigurableMetadata::AddAttribute (int iAttributeID) [static]

Add a metadata type to be used by all CConfigurableMetadata objects.

void CConfigurableMetadata::RemoveAllAttributes () [static]

Removes all metadata types from the list.

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

- **ConfigurableMetadata.h**

CDataSourceManager Class Reference

The data source manager keeps a list of all data sources added to the system. It has a worker thread responsible for invoking content and metadata updates on the data sources.

```
#include <DataSourceManager.h>
```

Public Methods

- **void AddDataSource (IDataSource *pDataSource)**
- **void RemoveDataSource (IDataSource *pDataSource)**
- **int GetDataSourceCount ()**
- **IDataSource * GetDataSourceByID (int iDataSourceID)**
- **IDataSource * GetDataSourceByIndex (int index)**
- **IDataSource * GetDataSourceByClassID (int iDataSourceClassID, int index)**
- **IDataSource * GetDataSourceByURL (const char *szURL)**
- **IInputStream * OpenInputStream (IContentRecord *pRecord)**
- **IInputStream * OpenInputStream (const char *szURL)**
- **IOutputStream * OpenOutputStream (IContentRecord *pRecord)**
- **IOutputStream * OpenOutputStream (const char *szURL)**
- **void RefreshContent (int iDataSourceID, IDataSource::RefreshMode mode, int iUpdateChunkSize)**
- **void GetContentMetadata (content_record_update_t *pContentUpdate)**
- **void NotifyContentMetadataUpdateEnd (int iDataSourceID)**

Static Public Methods

- **CDataSourceManager * GetInstance ()**
 - **void Destroy ()**
-

Detailed Description

The data source manager keeps a list of all data sources added to the system. It has a worker thread responsible for invoking content and metadata updates on the data sources.

Member Function Documentation

void CDataSourceManager::AddDataSource (IDataSource * pDataSource)

Adds a data source to the list.

void CDataSourceManager::Destroy () [static]

Destroy the singleton global data source manager.

void CDataSourceManager::GetContentMetadata (content_record_update_t * pContentUpdate)

Given a list of content records, this passes them to the data source for metadata retrieval.

IDataSource* CDataSourceManager::GetDataSourceByClassID (int iDataSourceClassID, int index)

Returns a pointer to the data source of the given type using a zero-based index. Returns 0 if no matching data source was found.

IDataSource* CDataSourceManager::GetDataSourceByID (int iDataSourceID)

Returns a pointer to a data source with the given instance ID. Returns 0 if no matching data source was found.

IDataSource* CDataSourceManager::GetDataSourceByIndex (int index)

Returns a pointer to a data source at the given zero-based index. Returns 0 if the index is out-of-bounds.

IDataSource* CDataSourceManager::GetDataSourceByURL (const char * szURL)

Compares each data source's URL prefix to the given URL. Returns a pointer to the data source that matches the URL prefix. Returns 0 if no matching data source was found.

int CDataSourceManager::GetDataSourceCount ()

Returns the number of data sources in the system.

CDataSourceManager* CDataSourceManager::GetInstance () [static]

Returns a pointer to the global data source manager.

void CDataSourceManager::NotifyContentMetadataUpdateEnd (int iDataSourceID)

Used to send an EVENT_CONTENT_METADATA_UPDATE_END message.

IInputStream* CDataSourceManager::OpenInputStream (const char * szURL)

Tells the data source manager to find the data source associated with this URL and asks the source to open this record for reading. Returns 0 if the URL was unable to be opened, otherwise it returns the proper subclass of ***IInputStream*** (p.115) for this file type.

IInputStream* CDataSourceManager::OpenInputStream (IContentRecord * pRecord)

Tells the data source manager to find the data source associated with this content record and asks the source to open this record for reading. Returns 0 if the record was unable to be opened, otherwise it returns the proper subclass of ***IInputStream*** (p.115) for this file type.

IOutputStream* CDataSourceManager::OpenOutputStream (const char * szURL)

Tells the data source manager to find the data source associated with this content record and asks the source to open this record for writing. Returns 0 if the record was unable to be opened, otherwise it returns the proper subclass of ***IOutputStream*** (p.120) for this file type.

IOutputStream* CDataSourceManager::OpenOutputStream (IContentRecord * pRecord)

Tells the data source manager to find the data source associated with this content record and asks the source to open this record for writing. Returns 0 if the record was unable to be opened, otherwise it returns the proper subclass of ***IOutputStream*** (p.120) for this file type.

void CDataSourceManager::RefreshContent (int iDataSourceID, IDataSource::RefreshMode mode, int iUpdateChunkSize)

Starts a content refresh on the specified data source.

void CDataSourceManager::RemoveDataSource (IDataSource * pDataSource)

Removes a data source from the list.

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

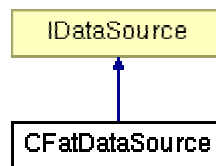
- **DataSourceManager.h**

CFatDataSource Class Reference

Implements the **IDataSource** (*p.108*) class for storage devices that use the FAT file system.

```
#include <FatDataSource.h>
```

Inheritance diagram for CFatDataSource:



Public Methods

- void **SetDefaultRefreshMode** (**RefreshMode** mode)
- **RefreshMode** **GetDefaultRefreshMode** () const
- void **SetDefaultUpdateChunkSize** (int iUpdateChunkSize)
- int **GetDefaultUpdateChunkSize** () const
- bool **GetRootURLPrefix** (char *szRootURLPrefix, int iMaxLength) const
- **ERESULT** **ListAllEntries** (**RefreshMode** mode, int iUpdateChunkSize)
- void **GetContentMetadata** (**content_record_update_t** *pContentUpdate)
- **IInputStream** * **OpenInputStream** (const char *szURL)
- **IOutputStream** * **OpenOutputStream** (const char *szURL)

Static Public Methods

- **CFatDataSource** * **Open** (int iDriveNumber)
-

Detailed Description

Implements the **IDataSource** (*p.108*) class for storage devices that use the FAT file system.

Member Function Documentation

void CFatDataSource::GetContentMetadata (**content_record_update_t** *pContentUpdate) [*virtual*]

Retrieves metadata for each media content record in the passed-in list.

Reimplemented from **IDataSource** (*p.109*).

RefreshMode CFatDataSource::GetDefaultRefreshMode () const [virtual]

Returns the current default refresh mode of the data source.

Reimplemented from **IDataSource** (p.109).

int CFatDataSource::GetDefaultUpdateChunkSize () const [virtual]

Returns the default update chunk size of the data source This value is the maximum number of records that will be sent for each EVENT_CONTENT_UPDATE message. 0 indicates that all records will be sent in one single message.

Reimplemented from **IDataSource** (p.109).

bool CFatDataSource::GetRootURLPrefix (char * szRootURLPrefix, int iMaxLength) const [virtual]

Copies the string the data source uses to prefix its URLs into the given string provided.

Reimplemented from **IDataSource** (p.110).

HRESULT CFatDataSource::ListAllEntries (RefreshMode mode, int iUpdateChunkSize) [virtual]

Asks the source to pass content updates lists through the event system that contain all of the content it can access. If bGetMetadata is true, then each entry is opened and passed to the matching codec for metadata retrieval. iUpdateChunkSize specifies how many media records to send back at a time. If iUpdateChunkSize is zero, then all records are sent back at once.

Reimplemented from **IDataSource** (p.110).

CFatDataSource* CFatDataSource::Open (int iDriveNumber) [static]

Attempts to open the drive with the given drive number. Returns a pointer to a new CFatDataSource object if successful, 0 otherwise.

IInputStream* CFatDataSource::OpenInputStream (const char * szURL) [virtual]

Asks the source to open this URL for reading. Returns 0 if the URL was unable to be opened, otherwise it returns the proper subclass of **IInputStream** (p.115) for this file type.

Reimplemented from **IDataSource** (p.110).

IOutputStream* CFatDataSource::OpenOutputStream (const char * szURL) [virtual]

Asks the source to open this URL for writing. Returns 0 if the URL was unable to be opened, otherwise it returns the proper subclass of **IOutputStream** (p.120) for this file type.

Reimplemented from **IDataSource** (p.110).

void CFatDataSource::SetDefaultRefreshMode (RefreshMode mode) [virtual]

Sets the default refresh mode of the data source. If DSR_DEFAULT is passed in, then DSR_ONE_PASS_WITH_METADATA is used.

Reimplemented from **IDataSource** (p.110).

void CFatDataSource::SetDefaultUpdateChunkSize (int iUpdateChunkSize)
[virtual]

Sets the default update chunk size of the data source. This value is the maximum number of records that should be sent for each EVENT_CONTENT_UPDATE message. 0 indicates that all records should be sent in one single message. If DS_DEFAULT_CHUNK_SIZE is passed in, then 0 is used.

Reimplemented from **IDataSource** (*p.110*).

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

- **FatDataSource.h**

CFatFile Class Reference

Since FAT filesystems have both read and write ability, we provide a common class to implement FAT file i/o operations, and wrap this in other useful classes (such as **CFatFileInputStream** (p.43) and **CFatFileOutputStream** (p.44)).

```
#include <FatFile.h>
```

Public Types

- enum **FileSeekPos** { **SeekStart** = 0, **SeekCurrent**, **SeekEnd** }
- enum **FileMode** { **ReadOnly**, **WriteOnly**, **ReadWrite**, **WriteCreate**, **WriteAppend** }

Public Methods

- bool **Open** (const char *Filename, **FileMode** Mode=ReadOnly)
- bool **Close** ()
- int **Read** (void *Buffer, int Count)
- int **Write** (const void *Buffer, int Count)
- bool **Flush** ()
- int **Ioctl** (int Key, void *Value)
- int **Seek** (**FileSeekPos** Origin, int Offset)
- int **GetOffset** () const
- int **Length** () const

Static Public Methods

- bool **Delete** (const char *Filename)
-

Detailed Description

Since FAT filesystems have both read and write ability, we provide a common class to implement FAT file i/o operations, and wrap this in other useful classes (such as **CFatFileInputStream** (p.43) and **CFatFileOutputStream** (p.44)).

Member Enumeration Documentation

enum CFatFile::FileMode

An enumeration for determining file open modes.

enum CFatFile::FileSeekPos

An enumeration for controlling seek origins.

Member Function Documentation

bool CFatFile::Close ()

Close the open file.

bool CFatFile::Delete (const char * Filename) [static]

Static routine to delete a file from the filesystem.

bool CFatFile::Flush ()

Flush any buffered data to the disk.

int CFatFile::GetOffset () const

Returns the current offset (position) within the file.

int CFatFile::ioctl (int Key, void * Value)

A generic interface for disk commands, not currently supported.

int CFatFile::Length () const

Return the length of the current file.

bool CFatFile::Open (const char * Filename, FileMode Mode = ReadOnly)

Attempt to open the given file in the specified file mode.

int CFatFile::Read (void * Buffer, int Count)

Read the specified number of bytes from the file to the buffer.

int CFatFile::Seek (FileSeekPos Origin, int Offset)

Seek from the specified origin to the offset.

int CFatFile::Write (const void * Buffer, int Count)

Write the specified number of bytes from the buffer to the file.

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

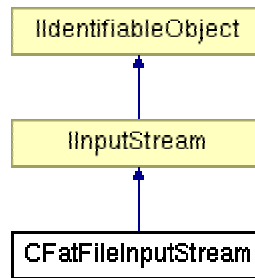
- **FatFile.h**

***CFatFileInputStream* Class Reference**

The CFatFileInputStream provides an abstract input stream wrapper for the underlying **CFatFile** (*p.41*) object.

```
#include <FileInputStream.h>
```

Inheritance diagram for CFatFileInputStream:



Detailed Description

The CFatFileInputStream provides an abstract input stream wrapper for the underlying **CFatFile** (*p.41*) object.

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

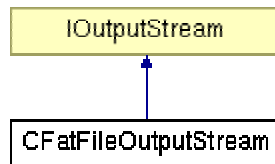
- **FileInputStream.h**

CFatFileOutputStream Class Reference

The CFatFileOutputStream provides an abstract output stream wrapper for the underlying **CFatFile** (*p.41*) object.

```
#include <FileOutputStream.h>
```

Inheritance diagram for CFatFileOutputStream:



Detailed Description

The CFatFileOutputStream provides an abstract output stream wrapper for the underlying **CFatFile** (*p.41*) object.

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

- **FileOutputStream.h**

CFilterManager Class Reference

The filter manager provides a simple way for the media player to locate and load available filters in the system. The filters can then be incorporated into the playstream, and the media player will take care of releasing them when it is done with them. This is a singleton class.

```
#include <FilterManager.h>
```

Public Methods

- **IFilter * LoadFilter** (unsigned int FilterID)

Static Public Methods

- **CFilterManager * GetInstance** ()
-

Detailed Description

The filter manager provides a simple way for the media player to locate and load available filters in the system. The filters can then be incorporated into the playstream, and the media player will take care of releasing them when it is done with them. This is a singleton class.

Member Function Documentation

CFilterManager* CFilterManager::GetInstance () [static]

Get a pointer to the single filter manager.

IFilter* CFilterManager::LoadFilter (unsigned int FilterID)

Load a filter by key, returning a pointer to the newly created instance. If the filter is not found, return NULL.

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

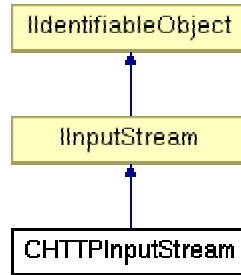
- **FilterManager.h**

CHTTPInputStream Class Reference

Dadio(tm) provides a method for shoutcast streams and http based streams to be played via the CHTTPInputStream. This class uses a **CNetStream** (p.69) object to do basic network i/o, and internally implements a mini http client to perform get requests and parse results.

```
#include <CHTTPInputStream.h>
```

Inheritance diagram for CHTTPInputStream:



Detailed Description

Dadio(tm) provides a method for shoutcast streams and http based streams to be played via the CHTTPInputStream. This class uses a **CNetStream** (p.69) object to do basic network i/o, and internally implements a mini http client to perform get requests and parse results.

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

- **CHTTPInputStream.h**

CIR Class Reference

CIR is the singleton IR driver object.

```
#include <IR.h>
```

Public Methods

- void **SetIRMap** (const ir_map_t *pIRmap)
- void **LockIR** ()
- void **UnlockIR** ()

Static Public Methods

- CIR * **GetInstance** ()
-

Detailed Description

CIR is the singleton IR driver object.

Member Function Documentation

CIR* CIR::GetInstance () [static]

Get a pointer to the driver instance.

void CIR::LockIR ()

Prevent the IR driver from generating events.

void CIR::SetIRMap (const ir_map_t * pIRmap)

Set an IR map for the driver. This can only be called once currently.

void CIR::UnlockIR ()

If the IR driver has been locked, unlock it.

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

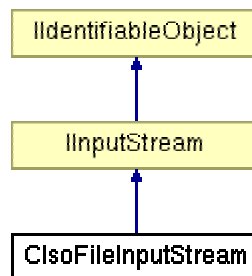
- **IR.h**

CIsoFileInputStream Class Reference

Dadio(tm) provides a precompiled class to access files found on ISO9660 (data CD) filesystems.

```
#include <IsoFileInputStream.h>
```

Inheritance diagram for CIsoFileInputStream:



Detailed Description

Dadio(tm) provides a precompiled class to access files found on ISO9660 (data CD) filesystems.

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

- **IsoFileInputStream.h**

CKeyboard Class Reference

The keyboard driver processes keyboard interrupts, scans the keyboard matrix, and generates events based on the current keymap. It allows the user application to mask and unmask event generation for software key locks.

```
#include <Keyboard.h>
```

Public Methods

- void **SetKeymap** (const **key_map_t** *pKeymap)
- void **LockKeyboard** ()
- void **UnlockKeyboard** ()

Static Public Methods

- CKeyboard * **GetInstance** ()
-

Detailed Description

The keyboard driver processes keyboard interrupts, scans the keyboard matrix, and generates events based on the current keymap. It allows the user application to mask and unmask event generation for software key locks.

Member Function Documentation

CKeyboard* CKeyboard::GetInstance () [static]

Get a pointer to the one global instance of the keyboard driver.

void CKeyboard::LockKeyboard ()

Prevent the keyboard driver from generating events.

void CKeyboard::SetKeymap (const key_map_t * pKeymap)

Set a keymap for this keyboard. This can only be called once currently

Parameters:

pKeymap A **key_map_t** defining the keyboard layout and events to generate.

void CKeyboard::UnlockKeyboard ()

If the keyboard driver has been locked, unlock it.

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

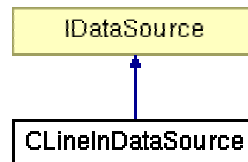
- **Keyboard.h**

CLineInDataSource Class Reference

The line in data source allows an application to connect to the line in device (the ADC on the board).

```
#include <LineInDataSource.h>
```

Inheritance diagram for CLineInDataSource:



Public Methods

- `void SetDefaultRefreshMode (RefreshMode mode)`
 - `RefreshMode GetDefaultRefreshMode () const`
 - `void SetDefaultUpdateChunkSize (int iUpdateChunkSize)`
 - `int GetDefaultUpdateChunkSize () const`
 - `bool GetRootURLPrefix (char *szRootURLPrefix, int iMaxLength) const`
 - `ERESULT ListAllEntries (RefreshMode mode, int iUpdateChunkSize)`
 - `void GetContentMetadata (content_record_update_t *pContentUpdate)`
 - `IInputStream * OpenInputStream (const char *szURL)`
 - `IOutputStream * OpenOutputStream (const char *szURL)`
 - `IMediaContentRecord * GenerateEntry (IContentManager *pContentManager, const char *pURL)`
-

Detailed Description

The line in data source allows an application to connect to the line in device (the ADC on the board).

Member Function Documentation

IMediaContentRecord* CLineInDataSource::GenerateEntry (IContentManager * pContentManager, const char * pURL)

Add an entry to the content manager by parsing the given URL.

void CLineInDataSource::GetContentMetadata (content_record_update_t * pContentUpdate) [inline, virtual]

Not implemented. Entries are added manually by calling `GenerateEntry`.

Reimplemented from **IDataSource** (p.109).

RefreshMode CLineInDataSource::GetDefaultRefreshMode () const
[inline, virtual]

Not implemented. Entries are added manually by calling GenerateEntry.

Reimplemented from **IDataSource** (p.109).

int CLineInDataSource::GetDefaultUpdateChunkSize () const [inline, virtual]

Not implemented. Entries are added manually by calling GenerateEntry.

Reimplemented from **IDataSource** (p.109).

bool CLineInDataSource::GetRootURLPrefix (char * szRootURLPrefix, int iMaxLength) const [virtual]

Copies the string the data source uses to prefix its URLs into the given string provided.

Reimplemented from **IDataSource** (p.110).

ERESULT CLineInDataSource::ListAllEntries (RefreshMode mode, int iUpdateChunkSize) [inline, virtual]

Not implemented. Entries are added manually by calling GenerateEntry.

Reimplemented from **IDataSource** (p.110).

IInputStream* CLineInDataSource::OpenInputStream (const char * szURL) [virtual]

Asks the source to open this URL for reading. Returns 0 if the URL was unable to be opened, otherwise it returns the proper subclass of **IInputStream** (p.115) for this file type.

Reimplemented from **IDataSource** (p.110).

IOutputStream* CLineInDataSource::OpenOutputStream (const char * szURL) [inline, virtual]

Asks the source to open this URL for writing. Returns 0 if the URL was unable to be opened, otherwise it returns the proper subclass of **IOutputStream** (p.120) for this file type.

Reimplemented from **IDataSource** (p.110).

void CLineInDataSource::SetDefaultRefreshMode (RefreshMode mode) [inline, virtual]

Not implemented. Entries are added manually by calling GenerateEntry.

Reimplemented from **IDataSource** (p.110).

void CLineInDataSource::SetDefaultUpdateChunkSize (int iUpdateChunkSize) [inline, virtual]

Not implemented. Entries are added manually by calling GenerateEntry.

Reimplemented from **IDataSource** (p.110).

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

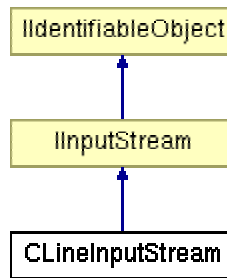
- **LineInDataSource.h**

CLineInputStream Class Reference

The line input stream provides an inputstream wrapper to the ADC audio input driver. Unlike other input streams, line input must be read in real-time, otherwise input frames will be dropped.

```
#include <LineInputStream.h>
```

Inheritance diagram for CLineInputStream:



Detailed Description

The line input stream provides an inputstream wrapper to the ADC audio input driver. Unlike other input streams, line input must be read in real-time, otherwise input frames will be dropped.

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

- **LineInputStream.h**

cm_key_value_record_t Struct Reference

Contains a key/value pair from the content manager.

```
#include <QueryableContentManager.h>
```

Detailed Description

Contains a key/value pair from the content manager.

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

- **QueryableContentManager.h**

CMediaPlayer Class Reference

CMediaPlayer is the basic interface for the media player. This is a singleton class that can be referenced through the **GetInstance()** (p.56) routine.

```
#include <MediaPlayer.h>
```

Public Types

- enum **PlayState** { **PLAYING** = 0, **PAUSED**, **STOPPED**, **NOT_CONFIGURED** }

Public Methods

- **HRESULT SetPlaystream** (const **playstream_settings_t** *pSettings)
- void **SetCreateMetadataFunction** (**FNCreateMetadata** *pfnCreateMetadata)
- **HRESULT SetSong** (**IPlaylistEntry** *pNewSong, bool bBufferedOpen=false)
- void **Deconfigure** ()
- **StreamNode_t** * **GetRoot** () const
- **StreamNode_t** * **AddNode** (**StreamNode_t** *pRoot, unsigned int ChildID)
- **HRESULT RemoveNode** (unsigned int NodeID)
- **HRESULT RemoveNode** (**StreamNode_t** *pNode)
- **HRESULT Play** ()
- **HRESULT Pause** ()
- **HRESULT Stop** ()
- **HRESULT Seek** (unsigned long secSeek)
- **PlayState** **GetPlayState** () const
- unsigned long **GetTrackTime** () const
- unsigned long **GetTrackLength** () const

Static Public Methods

- **CMediaPlayer** * **GetInstance** ()
-

Detailed Description

CMediaPlayer is the basic interface for the media player. This is a singleton class that can be referenced through the **GetInstance()** (p.56) routine.

Member Enumeration Documentation

enum CMediaPlayer::PlayState

Enumeration to indicate the current playstate.

Member Function Documentation

StreamNode_t* CMediaPlayer::AddNode (StreamNode_t * pRoot, unsigned int ChildID)

Not currently implemented.

void CMediaPlayer::Deconfigure ()

Deconfigure will unload any objects that are currently loaded, and return the mediaplayer to the NOT_CONFIGURED state.

CMediaPlayer* CMediaPlayer::GetInstance () [static]

Get a pointer to the singleton media player.

PlayState CMediaPlayer::GetPlayState () const

Query for current play state.

StreamNode_t* CMediaPlayer::GetRoot () const

Not currently implemented.

unsigned long CMediaPlayer::GetTrackLength () const

Returns the total playing time of the track.

unsigned long CMediaPlayer::GetTrackTime () const

Returns the current playing time of the track.

HRESULT CMediaPlayer::Pause ()

Pause playback.

HRESULT CMediaPlayer::Play ()

Start playback, or resume if paused.

HRESULT CMediaPlayer::RemoveNode (StreamNode_t * pNode)

Not currently implemented.

HRESULT CMediaPlayer::RemoveNode (unsigned int NodeID)

Not currently implemented.

HRESULT CMediaPlayer::Seek (unsigned long secSeek)

Seek to a new offset in the song.

void CMediaPlayer::SetCreateMetadataFunction (FNCreateMetadata * pfnCreateMetadata)

Sets the function that will be called to generate a new **IMetadata** (*p.118*) record to be populated during SetSong. If pfnCreateMetadata is 0, then no metadata record will be generated during SetSong (and no metadata will be retrieved).

HRESULT CMediaPlayer::SetPlaystream (const playstream_settings_t * pSettings)

Sets the current playstream. This will take effect when the next call to SetSong occurs.

HRESULT CMediaPlayer::SetSong (IPlaylistEntry * pNewSong, bool bBufferedOpen = false)

SetSong will use the playstream settings to generate a Playstream. if there are no settings it will fail.

ERESULT CMediaPlayer::Stop ()

Stop playback.

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

- **MediaPlayer.h**

***CMetadataTable* Class Reference**

The CMetadataTable class matches metadata attribute IDs to types. It's a singleton class that when created adds all the standard metadata types to its table. If client code wants to add a new metadata attribute, then it must pick an attribute ID not currently in use and add it to this table along with a type for the metadata.

```
#include <MetadataTable.h>
```

Public Methods

- `int FindMetadataTypeByID (int iAttributeID) const`
- `ERESULT AddMetadataAttribute (int iAttributeID, int iAttributeType)`

Static Public Methods

- `CMetadataTable * GetInstance ()`
 - `void Destroy ()`
-

Detailed Description

The CMetadataTable class matches metadata attribute IDs to types. It's a singleton class that when created adds all the standard metadata types to its table. If client code wants to add a new metadata attribute, then it must pick an attribute ID not currently in use and add it to this table along with a type for the metadata.

Member Function Documentation

ERESULT CMetadataTable::AddMetadataAttribute (int iAttributeID, int iAttributeType)

Adds a metadata attribute with the specified ID and type to the table.

Return values:

METADATA_NO_ERROR The attribute was added successfully.

METADATA_TABLE_ID_IN_USE There already exists an attribute with the same ID.

METADATA_TABLE_INVALID_TYPE The type passed in is invalid.

void CMetadataTable::Destroy () [static]

Destroy the singleton global metadata table.

int CMetadataTable::FindMetadataTypeByID (int iAttributeID) const

Given an attribute ID this function returns the type for that attribute or MDA_INVALID_ID if no matching metadata ID was found.

CMetadataTable* CMetadataTable::GetInstance () [static]

Returns a pointer to the global metadata table.

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

- **MetadataTable.h**

CMetakitContentManager Class Reference

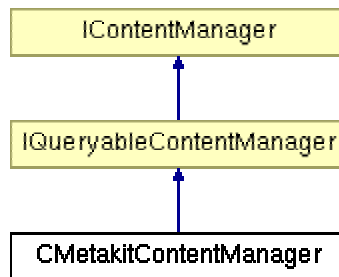
The metakit content manager is a concrete implementation of the **IContentManager** (p.102) interface. Content records are stored in the metakit database and can be queried by artist, album, and genre. Functions for loading and saving the content manager's state are also provided. This class has its own metadata type that stores title, artist, album, and genre. More metadata attributes can be added through the AddStoredMetadata function. Attributes added this way will persist when the database is saved.

Warning:

If used in persistent mode, then it must be created AFTER fat system initialization.

```
#include <MetakitContentManager.h>
```

Inheritance diagram for CMetakitContentManager:



Public Methods

- **ERESULT AddStoredMetadata** (int iAttributeID, const void *pUnsetValue)
- **bool LoadStateFromStream** (IInputStream *pInputStream)
- **bool SaveStateToStream** (IOutputStream *pOutputStream)
- **void Clear** ()
- **void Commit** ()
- **void AddContentRecords** (content_record_update_t *pContentUpdate)
- **int GetMediaRecordCount** ()
- **IMediaContentRecord * AddMediaRecord** (media_record_info_t &mediaContent, bool *pbAlreadyExists=0)
- **void DeleteMediaRecord** (int iContentRecordID)
- **IMediaContentRecord * GetMediaRecord** (int iContentRecordID)
- **IMediaContentRecord * GetMediaRecord** (const char *szURL)
- **int GetPlaylistRecordCount** ()
- **IPlaylistContentRecord * AddPlaylistRecord** (playlist_record_t &playlistRecord)
- **void DeletePlaylistRecord** (int iContentRecordID)
- **void DeleteRecordsFromDataSource** (int iDataSourceID)
- **void MarkRecordsFromDataSourceUnverified** (int iDataSourceID)
- **void DeleteUnverifiedRecordsFromDataSource** (int iDataSourceID)

- `const TCHAR * GetArtistByKey (int iArtistKey) const`
 - `const TCHAR * GetAlbumByKey (int iAlbumKey) const`
 - `const TCHAR * GetGenreByKey (int iGenreKey) const`
 - `int GetArtistKey (const TCHAR *szArtist) const`
 - `int GetAlbumKey (const TCHAR *szAlbum) const`
 - `int GetGenreKey (const TCHAR *szGenre) const`
 - `void GetAllMediaRecords (MediaRecordList &records) const`
 - `void GetMediaRecordsByDataSourceID (MediaRecordList &records, int iDataSourceID) const`
 - `void GetMediaRecords (MediaRecordList &records, int iArtistKey=CMK_ALL, int iAlbumKey=CMK_ALL, int iGenreKey=CMK_ALL, int iDataSourceID=CMK_ALL) const`
 - `void GetArtists (ContentKeyValueVector &keyValues, int iAlbumKey=CMK_ALL, int iGenreKey=CMK_ALL, int iDataSourceID=CMK_ALL) const`
 - `void GetAlbums (ContentKeyValueVector &keyValues, int iArtistKey=CMK_ALL, int iGenreKey=CMK_ALL, int iDataSourceID=CMK_ALL) const`
 - `void GetGenres (ContentKeyValueVector &keyValues, int iArtistKey=CMK_ALL, int iAlbumKey=CMK_ALL, int iDataSourceID=CMK_ALL) const`
 - `void GetAllPlaylistRecords (PlaylistRecordList &records) const`
 - `void GetPlaylistRecordsByDataSourceID (PlaylistRecordList &records, int iDataSourceID) const`
-

Detailed Description

The metakit content manager is a concrete implementation of the **IContentManager** (*p.102*) interface. Content records are stored in the metakit database and can be queried by artist, album, and genre. Functions for loading and saving the content manager's state are also provided. This class has its own metadata type that stores title, artist, album, and genre. More metadata attributes can be added through the `AddStoredMetadata` function. Attributes added this way will persist when the database is saved.

Warning:

If used in persistent mode, then it must be created AFTER fat system initialization.

Member Function Documentation

void CMetakitContentManager::AddContentRecords
(content_record_update_t *pContentUpdate) [virtual]

Adds a list of media and playlist records to the content manager.

Reimplemented from **IContentManager** (*p.103*).

***IMediaContentRecord* CMetakitContentManager::AddMediaRecord
(media_record_info_t & mediaContent, bool * pbAlreadyExists = 0)
[virtual]***

Adds an entry to the content manager. Returns a pointer to the content record. If pbAlreadyExists is not null, then its value is set to true if the content record with the same URL already exists in the content manager, false otherwise.

Reimplemented from **IContentManager** (p.103).

***IPlaylistContentRecord* CMetakitContentManager::AddPlaylistRecord
(playlist_record_t & playlistRecord) [virtual]***

Adds a playlist record to the content manager. Returns a pointer to the record.

Reimplemented from **IContentManager** (p.103).

***HRESULT CMetakitContentManager::AddStoredMetadata (int iAttributeID,
const void * pUnsetValue)***

Tells the content manager to use the given metadata attribute.

Parameters:

iAttributeID The ID of the attribute to add. If this attribute isn't a default attribute that came with the SDK, then it must have been added to the **CMetadataTable** (p.58).

pUnsetValue Value to be used inside the content manager to represent that the value of this attribute has not been set. (That is, when GetAttribute() is called, if the value of the attribute is equal to pUnsetValue, then METADATA_NO_VALUE_SET is returned.)

Return values:

MCM_UNKNOWN_METADATA_ID The attribute ID isn't in the **CMetadataTable** (p.58).

MCM_UNKNOWN_METADATA_TYPE The attribute has a bad type in the **CMetadataTable** (p.58).

MCM_NO_ERROR The attribute was added successfully.

void CMetakitContentManager::Clear () [virtual]

Clears the content manager and deletes its content records.

Reimplemented from **IContentManager** (p.103).

void CMetakitContentManager::Commit ()

Saves the database.

***void CMetakitContentManager::DeleteMediaRecord (int iContentRecordID)
[virtual]***

Removes a record from the content manager.

Reimplemented from **IContentManager** (p.103).

***void CMetakitContentManager::DeletePlaylistRecord (int iContentRecordID)
[virtual]***

Removes a playlist record from the content manager.

Reimplemented from **IContentManager** (p.103).

void CMetakitContentManager::DeleteRecordsFromDataSource (int iDataSourceID) [virtual]

Removes all records from the given data source from the content manager.

Reimplemented from **IContentManager** (p.104).

void CMetakitContentManager::DeleteUnverifiedRecordsFromDataSource (int iDataSourceID) [virtual]

Removes all records from the given data source that are marked as unverified.

Reimplemented from **IContentManager** (p.104).

const TCHAR* CMetakitContentManager::GetAlbumByKey (int iAlbumKey) const [virtual]

Returns the string of the album with the given key. Returns 0 if no album with a matching key was found.

Reimplemented from **IQueryableContentManager** (p.129).

int CMetakitContentManager::GetAlbumKey (const TCHAR * szAlbum) const [virtual]

Returns the album key that matches the album string passed in, or 0 if no matching album was found.

Reimplemented from **IQueryableContentManager** (p.129).

void CMetakitContentManager::GetAlbums (ContentKeyValueVector & keyValues, int iArtistKey = CMK_ALL, int iGenreKey = CMK_ALL, int iDataSourceID = CMK_ALL) const [virtual]

Searches the content manager for albums that have tracks with the specified artist, genre, and data source keys.

Parameters:

keyValues List used to append matching album key/value pairs.

Reimplemented from **IQueryableContentManager** (p.129).

void CMetakitContentManager::GetAllMediaRecords (MediaRecordList & records) const [virtual]

Appends all media content records in the manager to the record list passed in.

Reimplemented from **IContentManager** (p.104).

void CMetakitContentManager::GetAllPlaylistRecords (PlaylistRecordList & records) const [virtual]

Appends all playlist content records in the manager to the record list passed in.

Reimplemented from **IContentManager** (p.104).

const TCHAR* CMetakitContentManager::GetArtistByKey (int iArtistKey) const [virtual]

Returns the string of the artist with the given key. Returns 0 if no artist with a matching key was found.

Reimplemented from **IQueryableContentManager** (p.129).

int CMetakitContentManager::GetArtistKey (const TCHAR * szArtist) const [virtual]

Returns the artist key that matches the artist string passed in, or 0 if no matching artist was found.

Reimplemented from **IQueryableContentManager** (p.129).

void CMetakitContentManager::GetArtists (ContentKeyValueVector & keyValues, int iAlbumKey = CMK_ALL, int iGenreKey = CMK_ALL, int iDataSourceID = CMK_ALL) const [virtual]

Searches the content manager for artists that have tracks with the specified album, genre, and data source keys.

Parameters:

keyValues List used to append matching artist key/value pairs.

Reimplemented from **IQueryableContentManager** (p.129).

const TCHAR* CMetakitContentManager::GetGenreByKey (int iGenreKey) const [virtual]

Returns the string of the genre with the given key. Returns 0 if no genre with a matching key was found.

Reimplemented from **IQueryableContentManager** (p.130).

int CMetakitContentManager::GetGenreKey (const TCHAR * szGenre) const [virtual]

Returns the genre key that matches the genre string passed in, or 0 if no matching genre was found.

Reimplemented from **IQueryableContentManager** (p.130).

void CMetakitContentManager::GetGenres (ContentKeyValueVector & keyValues, int iArtistKey = CMK_ALL, int iAlbumKey = CMK_ALL, int iDataSourceID = CMK_ALL) const [virtual]

Searches the content manager for genre that have tracks with the specified artist, album, and data source keys.

Parameters:

keyValues List used to append matching genre key/value pairs.

Reimplemented from **IQueryableContentManager** (p.130).

IMediaContentRecord* CMetakitContentManager::GetMediaRecord (const char * szURL) [virtual]

Returns a pointer to the media content record with the specified URL. Returns 0 if no record with a matching URL was found.

Reimplemented from **IContentManager** (p.104).

IMediaContentRecord* CMetakitContentManager::GetMediaRecord (int iContentRecordID) [virtual]

Returns a pointer to the media content record with the specified record ID. Returns 0 if no record with a matching ID was found.

Reimplemented from ***IContentManager*** (p.104).

int CMetakitContentManager::GetMediaRecordCount () [virtual]

Returns the number of media records in the content manager.

Reimplemented from ***IContentManager*** (p.104).

void CMetakitContentManager::GetMediaRecords (MediaRecordList & records, int iArtistKey = CMK_ALL, int iAlbumKey = CMK_ALL, int iGenreKey = CMK_ALL, int iDataSourceID = CMK_ALL) const [virtual]

Searches the content manager for media records that match the artist, album, genre, and data source keys.

Parameters:

records List used to append matching records.

Reimplemented from ***IQueryableContentManager*** (p.130).

void CMetakitContentManager::GetMediaRecordsByDataSourceID (MediaRecordList & records, int iDataSourceID) const [virtual]

Appends all media content records from the given data source in the manager to the record list passed in.

Reimplemented from ***IContentManager*** (p.104).

int CMetakitContentManager::GetPlaylistRecordCount () [virtual]

Returns the number of playlist records in the content manager.

Reimplemented from ***IContentManager*** (p.104).

void CMetakitContentManager::GetPlaylistRecordsByDataSourceID (PlaylistRecordList & records, int iDataSourceID) const [virtual]

Appends all playlist content records from the given data source in the manager to the record list passed in.

Reimplemented from ***IContentManager*** (p.105).

bool CMetakitContentManager::LoadStateFromStream (IInputStream * pInputStream)

Loads content records from a stream

Parameters:

pInputStream An open input stream to read the state from.

Return values:

true if the state was loaded,
false if an error occurred loading state.

***void CMetakitContentManager::MarkRecordsFromDataSourceUnverified
(int iDataSourceID) [virtual]***

Marks all records from the given data source as unverified.

Reimplemented from **IContentManager** (p.105).

***bool CMetakitContentManager::SaveStateToStream (IOutputStream *
pOutputStream)***

Saves content records to a stream.

Parameters:

pOutputStream An open output stream to write the state to.

Return values:

true if the state was saved,

false if an error occurred saving state.

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

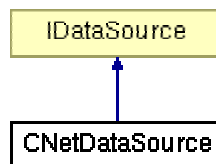
- **MetakitContentManager.h**

CNetDataSource Class Reference

A network based data source that lets clients specify URLs to add to the content manager.

```
#include <NetDataSource.h>
```

Inheritance diagram for CNetDataSource:



Public Methods

- void SetDefaultRefreshMode (RefreshMode mode)
 - RefreshMode GetDefaultRefreshMode () const
 - void SetDefaultUpdateChunkSize (int iUpdateChunkSize)
 - int GetDefaultUpdateChunkSize () const
 - IInputStream * OpenInputStream (const char *szURL)
 - IOutputStream * OpenOutputStream (const char *szURL)
 - IMediaContentRecord * GenerateEntry (IContentManager *pContentManager, const char *pURL)
 - bool IsInitialized () const
-

Detailed Description

A network based data source that lets clients specify URLs to add to the content manager.

Member Function Documentation

IMediaContentRecord* CNetDataSource::GenerateEntry (IContentManager * pContentManager, const char * pURL)

Add an entry to the content manager by parsing the given URL.

RefreshMode CNetDataSource::GetDefaultRefreshMode () const [inline, virtual]

Not implemented. Entries are added manually by calling GenerateEntry.

Reimplemented from **IDataSource** (*p.109*).

int CNetDataSource::GetDefaultUpdateChunkSize () const [inline, virtual]

Not implemented. Entries are added manually by calling GenerateEntry.

Reimplemented from **IDataSource** (p.109).

bool CNetDataSource::IsInitialized () const

Returns true if the network is initialized, false otherwise.

IInputStream* CNetDataSource::OpenInputStream (const char *szURL) [virtual]

Asks the source to open this URL for reading. Returns 0 if the URL was unable to be opened, otherwise it returns the proper subclass of **IInputStream** (p.115) for this file type.

Reimplemented from **IDataSource** (p.110).

IOutputStream* CNetDataSource::OpenOutputStream (const char *szURL) [inline, virtual]

Asks the source to open this URL for writing. Returns 0 if the URL was unable to be opened, otherwise it returns the proper subclass of **IOutputStream** (p.120) for this file type.

Reimplemented from **IDataSource** (p.110).

void CNetDataSource::SetDefaultRefreshMode (RefreshMode mode) [inline, virtual]

Not implemented. Entries are added manually by calling GenerateEntry.

Reimplemented from **IDataSource** (p.110).

void CNetDataSource::SetDefaultUpdateChunkSize (int iUpdateChunkSize) [inline, virtual]

Not implemented. Entries are added manually by calling GenerateEntry.

Reimplemented from **IDataSource** (p.110).

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

- **NetDataSource.h**

CNetStream Class Reference

Dadio(tm) provides a simple class to read and write to network streams. This allows input streams and output streams to be derived from a common base, in addition to allowing applications to abstractly interact with network services.

```
#include <NetStream.h>
```

Public Methods

- **bool Open** (unsigned int address, unsigned int port)
 - **bool Open** (const char *address, unsigned int port)
 - **bool Close** ()
 - **int Read** (void *Buffer, int Count)
 - **int Write** (const void *Buffer, int Count)
 - **bool Flush** ()
 - **int Ioctl** (int Key, void *Value)
 - **int Position** () const
-

Detailed Description

Dadio(tm) provides a simple class to read and write to network streams. This allows input streams and output streams to be derived from a common base, in addition to allowing applications to abstractly interact with network services.

Member Function Documentation

bool CNetStream::Close ()

Close the current connection.

bool CNetStream::Flush ()

Flush the current stream. This is currently a no-op.

int CNetStream::ioctl (int Key, void * Value)

Issue a generic ioctl to the stream, not currently supported.

bool CNetStream::Open (const char * address, unsigned int port)

Open a connection to the given address/port pair. address can be a pointer to a string representing a dotted notation IP, or can be a pointer to a string with a valid hostname. In the case of the latter, a DNS lookup will be performed to attempt to locate the host.

bool CNetStream::Open (unsigned int address, unsigned int port)

Open a connection to the given address/port pair

Parameters:

address The network byte order address

port The host byte order port.

int CNetStream::Position () const

Return the current offset (position) within the stream.

int CNetStream::Read (void * Buffer, int Count)

Read from the network stream.

int CNetStream::Write (const void * Buffer, int Count)

Write to the network stream.

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

- NetStream.h

CodecFunctionMap_s Struct Reference

Short table of static functions that a codec must expose. This is auto-generated by the registration interface.

```
#include <Codec.h>
```

Detailed Description

Short table of static functions that a codec must expose. This is auto-generated by the registration interface.

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

- **Codec.h**

content_record_update_s Struct Reference

Used for passing information about the media and playlist records available from a data source to the content manager.

```
#include <ContentManager.h>
```

Public Attributes

- `int iDataSourceID`
 - `bool bTwoPass`
 - `IMediaRecordInfoVector media`
 - `IPlaylistRecordInfoVector playlists`
-

Detailed Description

Used for passing information about the media and playlist records available from a data source to the content manager.

Member Data Documentation

bool content_record_update_s::bTwoPass

Pass-through option specified by the type of search. If true, then when `AddContentRecords` is called the content manager should prune the media record info vector to contain only records whose metadata needs retrieving.

int content_record_update_s::iDataSourceID

Data source that supplied the content.

IMediaRecordInfoVector content_record_update_s::media

List of media content records to add/update.

IPlaylistRecordInfoVector content_record_update_s::playlists

List of playlist content records to add/update.

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

- `ContentManager.h`

COutputManager Class Reference

The output manager provides a simple way for the media player to locate and load available output streams in the system. The output streams can then be incorporated into the playstream, and the media player will take care of releasing them when it is done with them. This is a singleton class.

```
#include <OutputManager.h>
```

Public Methods

- **IOutputStream * LoadOutputStream** (unsigned int OutputID)

Static Public Methods

- **COutputManager * GetInstance** ()
-

Detailed Description

The output manager provides a simple way for the media player to locate and load available output streams in the system. The output streams can then be incorporated into the playstream, and the media player will take care of releasing them when it is done with them. This is a singleton class.

Member Function Documentation

COutputManager* COutputManager::GetInstance () [static]

Get a pointer to the single instance of the output manager.

IOutputStream* COutputManager::LoadOutputStream (unsigned int OutputID)

Load an output stream based on output stream ID, return a pointer to the newly allocated object. If the requested output stream is not found, return NULL.

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

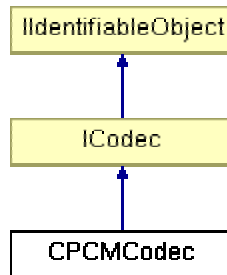
- **OutputManager.h**

CPCMCodec Class Reference

Dadio(tm) has a precompiled PCM codec capable of playing back 44.1kHz stereo 16bit raw PCM streams such as those found on audio CDs. This codec does not look for any header on incoming bitstreams and assumes data being given to it is in this format.

```
#include <PCMCodec.h>
```

Inheritance diagram for CPCMCodec:



Public Methods

- **ERESULT SetSong (IInputStream *pInputStream, stream_info_t &streamInfo, IMetadata *pMetadata=0)**
-

Detailed Description

Dadio(tm) has a precompiled PCM codec capable of playing back 44.1kHz stereo 16bit raw PCM streams such as those found on audio CDs. This codec does not look for any header on incoming bitstreams and assumes data being given to it is in this format.

Member Function Documentation

ERESULT CPCMCodec::SetSong (IInputStream * pInputStream, stream_info_t & streamInfo, IMetadata * pMetadata = 0) [virtual]

SetSong on the PCM codec is slightly different from other codecs, in that it always succeeds. As a result of this, this codec cannot be probed to determine whether or not it supports a given format.

Reimplemented from **ICodec** (*p.101*).

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

- **PCMCodec.h**

CPlaylistFormatManager Class Reference

The playlist format manager keeps track of the playlist file formats available in the system and the functions for loading and saving them.

```
#include <PlaylistFormatManager.h>
```

Public Methods

- unsigned int **FindPlaylistFormat** (const char *szExtension)
 - HRESULT **LoadPlaylist** (int iPlaylistFormatID, const char *szURL, **IPlaylist** *pPlaylist, bool bVerifyContent=false)
 - HRESULT **SavePlaylist** (int iPlaylistFormatID, const char *szURL, **IPlaylist** *pPlaylist)
-

Detailed Description

The playlist format manager keeps track of the playlist file formats available in the system and the functions for loading and saving them.

Member Function Documentation

unsigned int CPlaylistFormatManager::FindPlaylistFormat (const char *szExtension)

Given a file extension, this function searches the list of registered playlist formats for a matching extension. If found, then the ID of the playlist format is returned. If no matching playlist format is found, then 0 is returned.

HRESULT CPlaylistFormatManager::LoadPlaylist (int iPlaylistFormatID, const char *szURL, IPlaylist *pPlaylist, bool bVerifyContent = false)

Load the playlist at the given URL into the playlist provided.

Parameters:

iPlaylistFormatID The ID in the registry that matches the playlist format. Usually attained by calling FindPlaylistFormat.

szURL The URL of the playlist file to open.

pPlaylist Pointer to a playlist to append entries to.

bVerifyContent If bVerifyContent is true, then entries will be checked against the content manager before being added, and files not found there will not be added. If bVerifyContent is false, then entries not found in the content manager will be added to it. HTTP streams are not verified; they are always added.

HRESULT CPlaylistFormatManager::SavePlaylist (int iPlaylistFormatID, const char *szURL, IPlaylist *pPlaylist)

Save the given playlist to a stream to be opened by the given URL.

Parameters:

iPlaylistFormatID The ID in the registry that matches the playlist format. Usually attained by calling FindPlaylistFormat.

szURL The URL of the playlist file to open.
pPlaylist Pointer to a playlist whose entries are to be save out.

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

- **PlaylistFormatManager.h**

CPlayManager Class Reference

The play manager is the nerve center of the system. It maintains pointers to the content manager and current playlist. It has a default event handler. It exposes functions for play control. It's the object that kicks off content updates.

```
#include <PlayManager.h>
```

Public Methods

- void **AddDataSource** (IDataSource *pDS)
- void **RefreshAllContent** (IDataSource::RefreshMode mode=IDataSource::DSR_DEFAULT, int iUpdateChunkSize=DS_DEFAULT_CHUNK_SIZE)
- void **RefreshContent** (int iDataSourceID, IDataSource::RefreshMode mode=IDataSource::DSR_DEFAULT, int iUpdateChunkSize=DS_DEFAULT_CHUNK_SIZE)
- void **NotifyContentUpdate** (content_record_update_t *pContentUpdate)
- void **NotifyContentMetadataUpdate** (content_record_update_t *pContentUpdate)
- void **SetContentManager** (IContentManager *pCM)
- IContentManager * **GetContentManager** () const
- void **SetPlaylist** (IPlaylist *pPL)
- IPlaylist * **GetPlaylist** () const
- IPlaylist::PlaylistMode **GetPlaylistMode** () const
- void **SetPlaylistMode** (IPlaylist::PlaylistMode mode)
- ERESULT **Play** ()
- ERESULT **Pause** ()
- ERESULT **Stop** ()
- ERESULT **Seek** (unsigned long secSeek)
- ERESULT **NextTrack** ()
- ERESULT **PreviousTrack** ()
- ERESULT **HandleEvent** (int key, void *data)
- void **NotifyMediaRemoved** (int iDataSourceID)
- void **NotifyMediaInserted** (int iDataSourceID)

Static Public Methods

- CPlayManager * **GetInstance** ()
-

Detailed Description

The play manager is the nerve center of the system. It maintains pointers to the content manager and current playlist. It has a default event handler. It exposes functions for play control. It's the object that kicks off content updates.

Member Function Documentation

void CPlayManager::AddDataSource (IDataSource * pDS)

Given an arbitrary (opened) data source, add it to the system list of available data sources.

IContentManager* CPlayManager::GetContentManager () const

Returns a pointer to the content manager.

CPlayManager* CPlayManager::GetInstance () [static]

Get a pointer to the one global instance of the play manager.

IPlaylist* CPlayManager::GetPlaylist () const

Returns a pointer to the current playlist.

IPlaylist::PlaylistMode CPlayManager::GetPlaylistMode () const

Returns the current mode for traversing the playlist.

ERESULT CPlayManager::HandleEvent (int key, void * data)

The system event handler. This should be called from the client event loop to process system-specific events and to handle event cleanup.

ERESULT CPlayManager::NextTrack ()

Go to the next track in the playlist. If an entry is unable to be set in the media player, then the next track will be tried. If all tracks following the current one are bad, then the current track is re-set. If the current track can't be set, then the play manager attempts to set a track previous to the current one.

Return values:

PM_PLAYING The next track was set successfully and is currently playing.

PM_NO_ERROR The next track was set successfully.

PM_NO_GOOD_TRACKS All tracks in the playlist are invalid.

PM_PLAYLIST_END The next track couldn't be set because the end of the playlist was reached.

void CPlayManager::NotifyContentMetadataUpdate (content_record_update_t * pContentUpdate)

Updates existing content records with metadata retrieved from a data source and a codec. Called by the default handler. Only call this function if you are bypassing the default event handler during content update.

void CPlayManager::NotifyContentUpdate (content_record_update_t * pContentUpdate)

Updates the content manager with content received from a source. Called by the default handler. Only call this function if you are bypassing the default event handler during content update.

void CPlayManager::NotifyMediaInserted (int iDataSourceID)

Informs the play manager that a data source's media has been inserted. Called by the default handler. Only call this function if you are bypassing the default event handler during content update.

void CPlayManager::NotifyMediaRemoved (int iDataSourceID)

Informs the play manager that a data source's media has been removed. Called by the default handler. Only call this function if you are bypassing the default event handler during content update.

ERESULT CPlayManager::Pause ()

Pause playback of the current entry in the media player.

ERESULT CPlayManager::Play ()

Begin playback of the current entry in the media player. If the media player hasn't been configured, then the current playlist entry is set as the current entry.

HRESULT CPlayManager::PreviousTrack ()

Go to the previous track in the playlist. If an entry is unable to be set in the media player, then the previous track will be tried. If all tracks prior the current one are bad, then the current track is re-set. If the current track can't be set, then the play manager attempts to set a track following the current one.

Return values:

PM_PLAYING The previous track was set successfully and is currently playing.

PM_NO_ERROR The previous track was set successfully.

PM_NO_GOOD_TRACKS All tracks in the playlist are invalid.

PM_PLAYLIST_END The previous track couldn't be set because the end of the playlist was reached.

void CPlayManager::RefreshAllContent (IDataSource::RefreshMode mode = IDataSource::DSR_DEFAULT, int iUpdateChunkSize = DS_DEFAULT_CHUNK_SIZE)

Starts a content refresh from the available data sources

Parameters:

mode Which refresh should be used by each data source.

iUpdateChunkSize How many records should be accumulated before sending off an update event. If 0, then only one event will be sent per data source.

void CPlayManager::RefreshContent (int iDataSourceID, IDataSource::RefreshMode mode = IDataSource::DSR_DEFAULT, int iUpdateChunkSize = DS_DEFAULT_CHUNK_SIZE)

Starts a content refresh on the specified data source

Parameters:

mode Which refresh should be used by the data source.

iUpdateChunkSize How many records should be accumulated before sending off an update event. If 0, then the data source will populate all content before sending an event.

HRESULT CPlayManager::Seek (unsigned long secSeek)

Seek to the specified time offset in the file.

void CPlayManager::SetContentManager (IContentManager * pCM)

Associates the play manager with a content manager. A content manager must be set before content refreshes can begin.

void CPlayManager::SetPlaylist (IPlaylist * pPL)

Associates the play manager with a playlist.

void CPlayManager::SetPlaylistMode (IPlaylist::PlaylistMode mode)

Sets the play mode. If the mode is RANDOM or REPEAT_RANDOM, then the playlist is reshuffled with the current entry set as the first entry in the random list.

HRESULT CPlayManager::Stop ()

Stop playback of the current entry in the media player.

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

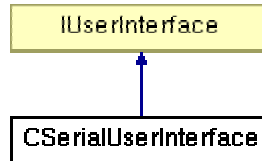
- **PlayManager.h**

CSerialUserInterface Class Reference

The CSerialUserInterface class implents the **IUserInterface** (*p.133*) class to provide text-based updates of the player state over the serial line for the demo players. It is not part of the SDK proper, but is provided to support the demo applications.

```
#include <SerialUserInterface.h>
```

Inheritance diagram for CSerialUserInterface:



Detailed Description

The CSerialUserInterface class implents the **IUserInterface** (*p.133*) class to provide text-based updates of the player state over the serial line for the demo players. It is not part of the SDK proper, but is provided to support the demo applications.

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

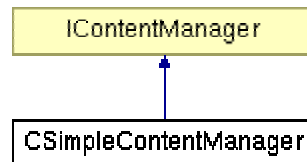
- **SerialUserInterface.h**

CSimpleContentManager Class Reference

The CSimpleContentManager implements the **IContentManager** (p.102) interface in a simple, non-optimized manner.

```
#include <SimpleContentManager.h>
```

Inheritance diagram for CSimpleContentManager:



Public Methods

- **CSimpleContentManager** (**FNCreateMetadata** *pfnCreateMetadata)
- **IMetadata** * **CreateMetadataRecord** () const
- void **Clear** ()
- void **AddContentRecords** (**content_record_update_t** *pContentUpdate)
- int **GetMediaRecordCount** ()
- **IMediaContentRecord** * **AddMediaRecord** (**media_record_info_t** &mediaContent, bool *pbAlreadyExists=0)
- void **DeleteMediaRecord** (int iContentRecordID)
- **IMediaContentRecord** * **GetMediaRecord** (int iContentRecordID)
- **IMediaContentRecord** * **GetMediaRecord** (const char *szURL)
- int **GetPlaylistRecordCount** ()
- **IPlaylistContentRecord** * **AddPlaylistRecord** (**playlist_record_t** &playlistRecord)
- void **DeletePlaylistRecord** (int iContentRecordID)
- void **DeleteRecordsFromDataSource** (int iDataSourceID)
- void **MarkRecordsFromDataSourceUnverified** (int iDataSourceID)
- void **DeleteUnverifiedRecordsFromDataSource** (int iDataSourceID)

Detailed Description

The CSimpleContentManager implements the **IContentManager** (p.102) interface in a simple, non-optimized manner.

Constructor & Destructor Documentation

CSimpleContentManager::CSimpleContentManager (FNCreateMetadata * pfnCreateMetadata)

pfnCreateMetadata is a pointer to the function that will be called to generate a new **IMetadata** (p.118) record to be populated during content refreshes. If pfnCreateMetadata is 0, then no metadata record will be generated (and no metadata will be retrieved).

Member Function Documentation

void CSimpleContentManager::AddContentRecords (content_record_update_t * pContentUpdate) [virtual]

Called from the event handler when a data source returns a list of records.

Reimplemented from **IContentManager** (p.103).

IMediaContentRecord* CSimpleContentManager::AddMediaRecord (media_record_info_t & mediaContent, bool * pbAlreadyExists = 0) [virtual]

Adds an entry to the content manager. Returns a pointer to the content record. If pbAlreadyExists is not null, then its value is set to true if the content record with the same URL already exists in the content manager, false otherwise.

Reimplemented from **IContentManager** (p.103).

IPlaylistContentRecord* CSimpleContentManager::AddPlaylistRecord (playlist_record_t & playlistRecord) [virtual]

Adds a playlist record to the content manager. Returns a pointer to the record.

Reimplemented from **IContentManager** (p.103).

void CSimpleContentManager::Clear () [virtual]

Clears the content manager and deletes its content records.

Reimplemented from **IContentManager** (p.103).

IMetadata* CSimpleContentManager::CreateMetadataRecord () const [virtual]

Creates an empty metadata record.

Reimplemented from **IContentManager** (p.103).

void CSimpleContentManager::DeleteMediaRecord (int iContentRecordID) [virtual]

Removes a record from the content manager.

Reimplemented from **IContentManager** (p.103).

void CSimpleContentManager::DeletePlaylistRecord (int iContentRecordID) [virtual]

Removes a playlist record from the content manager.

Reimplemented from **IContentManager** (p.103).

void CSimpleContentManager::DeleteRecordsFromDataSource (int iDataSourceID) [virtual]

Removes all records from the given data source from the content manager.

Reimplemented from **IContentManager** (p.104).

void CSimpleContentManager::DeleteUnverifiedRecordsFromDataSource (int iDataSourceID) [virtual]

Removes all records from the given data source that are marked as unverified.

Reimplemented from **IContentManager** (p.104).

IMediaContentRecord* CSimpleContentManager::GetMediaRecord (const char *szURL) [virtual]

Returns a pointer to the media content record with the specified URL. Returns 0 if no record with a matching URL was found.

Reimplemented from **IContentManager** (p.104).

IMediaContentRecord* CSimpleContentManager::GetMediaRecord (int iContentRecordID) [virtual]

Returns a pointer to the media content record with the specified record ID. Returns 0 if no record with a matching ID was found.

Reimplemented from **IContentManager** (p.104).

int CSimpleContentManager::GetMediaRecordCount () [virtual]

Returns the number of media records in the content manager.

Reimplemented from **IContentManager** (p.104).

int CSimpleContentManager::GetPlaylistRecordCount () [virtual]

Returns the number of playlist records in the content manager.

Reimplemented from **IContentManager** (p.104).

void CSimpleContentManager::MarkRecordsFromDataSourceUnverified (int iDataSourceID) [virtual]

Marks all records from the given data source as unverified.

Reimplemented from **IContentManager** (p.105).

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

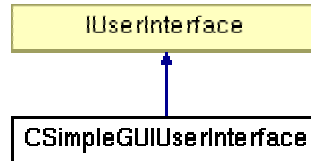
- **SimpleContentManager.h**

***CSimpleGUIUserInterface* Class Reference**

The CSimpleGUIUserInterface class implents the **IUserInterface** (*p.133*) class to provide a simple graphical user interface for the demo players. It is not part of the SDK proper, but is provided to support the demo applications.

```
#include <SimpleGUIUserInterface.h>
```

Inheritance diagram for CSimpleGUIUserInterface:



Detailed Description

The CSimpleGUIUserInterface class implents the **IUserInterface** (*p.133*) class to provide a simple graphical user interface for the demo players. It is not part of the SDK proper, but is provided to support the demo applications.

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

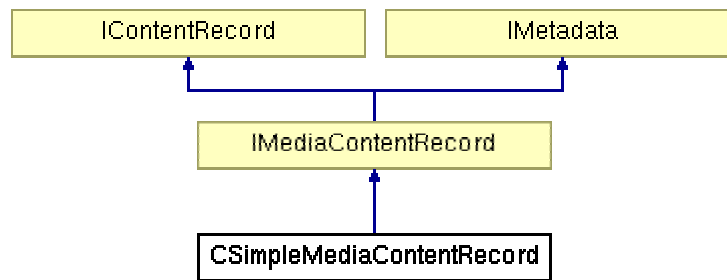
- **SimpleGUIUserInterface.h**

***CSimpleMediaContentRecord* Class Reference**

A demo derivation of the **IMediaContentRecord** (*p.117*) interface. This object is not part of the SDK proper.

```
#include <SimpleContentManager.h>
```

Inheritance diagram for CSimpleMediaContentRecord:



Detailed Description

A demo derivation of the **IMediaContentRecord** (*p.117*) interface. This object is not part of the SDK proper.

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

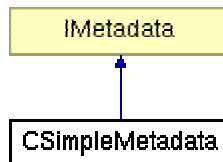
- **SimpleContentManager.h**

***CSimpleMetadata* Class Reference**

This class is a simple implementation of the **IMetadata** (*p.118*) class, providing support for the MDA_TITLE, MDA_ARTIST, MDA_ALBUM, and MDA_GENRE fields.

```
#include <SimpleMetadata.h>
```

Inheritance diagram for CSimpleMetadata:



Public Methods

- `const TCHAR * GetTitle () const`
 - `const TCHAR * GetArtist () const`
 - `const TCHAR * GetAlbum () const`
 - `const TCHAR * GetGenre () const`
-

Detailed Description

This class is a simple implementation of the **IMetadata** (*p.118*) class, providing support for the MDA_TITLE, MDA_ARTIST, MDA_ALBUM, and MDA_GENRE fields.

Member Function Documentation

const TCHAR* CSimpleMetadata::GetAlbum () const [inline]

Convenience function for getting the album.

Return values:

0 No album set.

const TCHAR* CSimpleMetadata::GetArtist () const [inline]

Convenience function for getting the artist.

Return values:

0 No artist set.

const TCHAR* CSimpleMetadata::GetGenre () const [inline]

Convenience function for getting the genre.

Return values:

0 No genre set.

const TCHAR* CSimpleMetadata::GetTitle () const [inline]

Convenience function for getting the title.

Return values:

0 No title set.

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

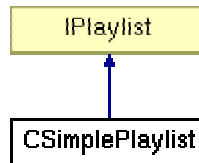
- **SimpleMetadata.h**

CSimplePlaylist Class Reference

Dadio(tm) is packaged with an example simple playlist. For most basic players this should suffice. This code is not part of the SDK proper, but is instead an example of an implementation of the SDK **IPlaylist** (p.122) API.

```
#include <SimplePlaylist.h>
```

Inheritance diagram for CSimplePlaylist:



Public Methods

- `const char * GetName () const`
 - `void Clear ()`
 - `int GetSize ()`
 - `bool IsEmpty () const`
 - `IPlaylistEntry * AddEntry (IMediaContentRecord *pContentRecord)`
 - `IPlaylistEntry * InsertEntry (IMediaContentRecord *pContentRecord, int index)`
 - `void AddEntries (MediaRecordList &records)`
 - `void DeleteEntry (IPlaylistEntry *pEntry)`
 - `void DeleteEntriesFromDataSource (int iDataSourceID)`
 - `void ReshuffleRandomEntries ()`
 - `IPlaylistEntry * GetEntry (int index, PlaylistMode mode=NORMAL)`
 - `int GetEntryIndex (const IPlaylistEntry *pEntry)`
 - `IPlaylistEntry * GetCurrentEntry ()`
 - `IPlaylistEntry * SetCurrentEntry (IPlaylistEntry *pEntry)`
 - `IPlaylistEntry * GetNextEntry (IPlaylistEntry *pEntry, PlaylistMode mode)`
 - `IPlaylistEntry * SetNextEntry (PlaylistMode mode)`
 - `IPlaylistEntry * GetPreviousEntry (IPlaylistEntry *pEntry, PlaylistMode mode)`
 - `IPlaylistEntry * SetPreviousEntry (PlaylistMode mode)`
-

Detailed Description

Dadio(tm) is packaged with an example simple playlist. For most basic players this should suffice. This code is not part of the SDK proper, but is instead an example of an implementation of the SDK **IPlaylist** (p.122) API.

Member Function Documentation

void CSimplePlaylist::AddEntries (MediaRecordList & records) [virtual]

Adds all entries from the content record list to the end of the playlist.

Reimplemented from ***IPlaylist*** (p.123).

IPlaylistEntry* CSimplePlaylist::AddEntry (IMediaContentRecord * pContentRecord) [virtual]

Adds an entry to the end of the playlist. Returns a pointer to the new playlist entry.

Reimplemented from ***IPlaylist*** (p.123).

void CSimplePlaylist::Clear () [virtual]

Clears the playlist and frees up its memory.

Reimplemented from ***IPlaylist*** (p.123).

void CSimplePlaylist::DeleteEntriesFromDataSource (int iDataSourceID) [virtual]

Removes all entries from the given data source from the playlist.

Reimplemented from ***IPlaylist*** (p.123).

void CSimplePlaylist::DeleteEntry (IPlaylistEntry * pEntry) [virtual]

Removes an entry from the playlist.

Reimplemented from ***IPlaylist*** (p.123).

IPlaylistEntry* CSimplePlaylist::GetCurrentEntry () [virtual]

Returns a pointer to the current entry.

Reimplemented from ***IPlaylist*** (p.124).

IPlaylistEntry* CSimplePlaylist::GetEntry (int index, PlaylistMode mode = NORMAL) [virtual]

Returns a pointer to the entry at the specified zero-based index using the given playlist mode. If the index is out-of-range, then 0 is returned.

Reimplemented from ***IPlaylist*** (p.124).

int CSimplePlaylist::GetEntryIndex (const IPlaylistEntry * pEntry) [virtual]

Returns the zero-based index of the given playlist entry. Returns -1 if the entry is not in the playlist.

Reimplemented from ***IPlaylist*** (p.124).

const char* CSimplePlaylist::GetName () const [virtual]

Returns the playlist's name.

Reimplemented from **IPlaylist** (p.124).

IPlaylistEntry* CSimplePlaylist::GetNextEntry (IPlaylistEntry * pEntry, PlaylistMode mode) [virtual]

Returns a pointer to the next entry in the playlist as determined by the mode. Returns 0 if the end of the list was reached and the play mode isn't repeating.

Reimplemented from **IPlaylist** (p.124).

IPlaylistEntry* CSimplePlaylist::GetPreviousEntry (IPlaylistEntry * pEntry, PlaylistMode mode) [virtual]

Returns a pointer to the previous entry in the playlist as determined by the mode. Returns 0 if the end of the list was reached and the play mode isn't repeating.

Reimplemented from **IPlaylist** (p.124).

int CSimplePlaylist::GetSize () [virtual]

Returns the number of entries in the playlist.

Reimplemented from **IPlaylist** (p.124).

IPlaylistEntry* CSimplePlaylist::InsertEntry (IMediaContentRecord * pContentRecord, int index) [virtual]

Inserts an entry to the playlist at the specified zero-based index. Returns a pointer to the new playlist entry.

Reimplemented from **IPlaylist** (p.124).

bool CSimplePlaylist::IsEmpty () const [virtual]

Returns true if the playlist is empty, false otherwise.

Reimplemented from **IPlaylist** (p.125).

void CSimplePlaylist::ReshuffleRandomEntries () [virtual]

Reshuffles the random links in the playlist. The current entry will be set as the first random entry.

Reimplemented from **IPlaylist** (p.125).

IPlaylistEntry* CSimplePlaylist::SetCurrentEntry (IPlaylistEntry * pEntry) [virtual]

Sets the current entry pointer to the given record. If the entry isn't in the list, then the current entry pointer is set to 0.

Reimplemented from **IPlaylist** (p.125).

IPlaylistEntry* CSimplePlaylist::SetNextEntry (PlaylistMode mode) [virtual]

Sets the current entry to the next entry in the playlist as determined by the mode. Returns a pointer to the new current entry, or 0 if the end of the list was reached (and the play mode isn't repeating).

Reimplemented from **IPlaylist** (p.125).

IPlaylistEntry* CSimplePlaylist::SetPreviousEntry (PlaylistMode mode)
[virtual]

Sets the current entry to the previous entry in the playlist as determined by the mode. Returns a pointer to the new current entry, or 0 if the end of the list was reached (and the play mode isn't repeating).

Reimplemented from **IPlaylist** (p.125).

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

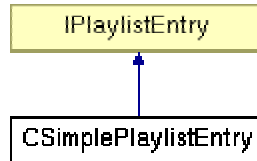
- **SimplePlaylist.h**

***CSimplePlaylistEntry* Class Reference**

CSimplePlaylist (p.88) consists of CSimplePlaylistEntry objects, which define the necessary information for a playlist entry in this derived playlist. This is not part of the SDK proper, and is provided as a demonstration of an implementation of **IPlaylistEntry** (p.127).

```
#include <SimplePlaylist.h>
```

Inheritance diagram for CSimplePlaylistEntry:



Detailed Description

CSimplePlaylist (p.88) consists of CSimplePlaylistEntry objects, which define the necessary information for a playlist entry in this derived playlist. This is not part of the SDK proper, and is provided as a demonstration of an implementation of **IPlaylistEntry** (p.127).

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

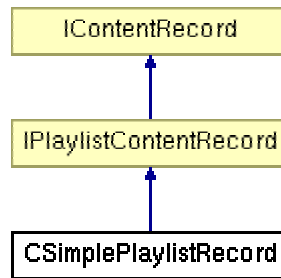
- **SimplePlaylist.h**

***CSimplePlaylistRecord* Class Reference**

A demo derivation of the **IPlaylistContentRecord** (*p.126*) interface. This class is not part of the sdk proper.

```
#include <SimpleContentManager.h>
```

Inheritance diagram for CSimplePlaylistRecord:



Detailed Description

A demo derivation of the **IPlaylistContentRecord** (*p.126*) interface. This class is not part of the sdk proper.

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

- **SimpleContentManager.h**

CVolumeControl Class Reference

The volume control implementation is a non-thread safe singleton.

```
#include <VolumeControl.h>
```

Public Methods

- void **SetVolumeRange** (int iRange)
- void **SetVolumeRange** (int iValueCount, int *iValues)
- int **GetVolumeRange** () const
- int **VolumeUp** ()
- int **VolumeDown** ()
- int **GetVolume** () const
- int **SetVolume** (int level)
- void **SetTrebleRange** (int iRange)
- void **SetTrebleRange** (int iValueCount, int *iValues)
- int **GetTrebleRange** () const
- int **TrebleUp** ()
- int **TrebleDown** ()
- int **GetTreble** () const
- int **SetTreble** (int level)
- void **SetBassRange** (int iRange)
- void **SetBassRange** (int iValueCount, int *iValues)
- int **GetBassRange** () const
- int **BassUp** ()
- int **BassDown** ()
- int **GetBass** () const
- int **SetBass** (int level)

Static Public Methods

- CVolumeControl * **GetInstance** ()
 - void **Destroy** ()
-

Detailed Description

The volume control implementation is a non-thread safe singleton.

Member Function Documentation

int CVolumeControl::BassDown ()

Lower the bass.

int CVolumeControl::BassUp ()

Raise the bass.

void CVolumeControl::Destroy () [static]

Destroy the singleton.

int CVolumeControl::GetBass () const

Get the current bass.

int CVolumeControl::GetBassRange () const

Get the current bass range.

CVolumeControl* CVolumeControl::GetInstance () [static]

Get a pointer to the single instance of the volume control.

int CVolumeControl::GetTreble () const

Get the current treble.

int CVolumeControl::GetTrebleRange () const

Get the current treble range.

int CVolumeControl::GetVolume () const

Get the current volume.

int CVolumeControl::GetVolumeRange () const

Get the current volume range.

int CVolumeControl::SetBass (int level)

Set the current bass.

void CVolumeControl::SetBassRange (int iValueCount, int * iValues)

Set the bass map and range.

void CVolumeControl::SetBassRange (int iRange)

Set the bass range and let the control generate a map.

int CVolumeControl::SetTreble (int level)

Set the current treble.

void CVolumeControl::SetTrebleRange (int iValueCount, int * iValues)

Set the treble map and range.

void CVolumeControl::SetTrebleRange (int iRange)

Set the treble range and let the control generate a map.

int CVolumeControl::SetVolume (int level)

Set the current volume.

void CVolumeControl::SetVolumeRange (int iValueCount, int * iValues)

Specify a volume map and range.

void CVolumeControl::SetVolumeRange (int iRange)

Set a volume range and let the control generate a volume map.

int CVolumeControl::TrebleDown ()

Lower the treble.

int CVolumeControl::TrebleUp ()

Raise the treble.

int CVolumeControl::VolumeDown ()

Lower the volume.

int CVolumeControl::VolumeUp ()

Raise the volume.

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

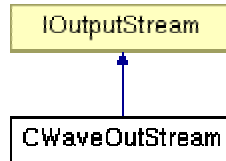
- **VolumeControl.h**

CWaveOutputStream Class Reference

PCM is written to the audio driver through the CWaveOutputStream class. This class does not perform any operations on the audio data, and assumes that any necessary sample rate conversion has already been applied.

```
#include <WaveOut.h>
```

Inheritance diagram for CWaveOutputStream:



Public Methods

- `int Ioctl (int Key, void *Value)`
-

Detailed Description

PCM is written to the audio driver through the CWaveOutputStream class. This class does not perform any operations on the audio data, and assumes that any necessary sample rate conversion has already been applied.

Member Function Documentation

int CWaveOutputStream::ioctl (int Key, void *Value) [virtual]

CWaveOutputStream supports configuration of hardware sample rate conversion through an ioctl.

Reimplemented from **IOutputStream** (*p.121*).

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

- **WaveOut.h**

drive_geometry_s Struct Reference

This structure is used in our block device interface to specify information about a physical disk. In situations where the physical layout of a device does not match the C/H/S style hard drive layout, it is acceptable to specify the device as having 1 cylinder, 1 head, and a number of sectors equal to the total blocks.

```
#include <blk_dev.h>
```

Public Attributes

- `cyg_uint16 cyl`
 - `cyg_uint16 hd`
 - `cyg_uint16 sec`
 - `cyg_uint16 bytes_p_sec`
 - `cyg_uint32 num_blks`
 - `unsigned char serial_num [40+1]`
 - `unsigned char model_num [40+1]`
-

Detailed Description

This structure is used in our block device interface to specify information about a physical disk. In situations where the physical layout of a device does not match the C/H/S style hard drive layout, it is acceptable to specify the device as having 1 cylinder, 1 head, and a number of sectors equal to the total blocks.

Member Data Documentation

cyg_uint16 drive_geometry_s::bytes_p_sec

Bytes per sector.

cyg_uint16 drive_geometry_s::cyl

Number of cylinders.

cyg_uint16 drive_geometry_s::hd

Number of heads.

unsigned char drive_geometry_s::model_num[40 + 1]

Model number for the drive.

cyg_uint32 drive_geometry_s::num_blks

Total blocks (C*H*S).

cyg_uint16 drive_geometry_s::sec

Number of sectors.

unsigned char drive_geometry_s::serial_num[40 + 1]

Serial number for the drive.

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

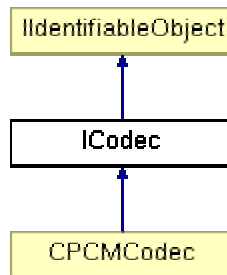
- **blk_dev.h**

ICodec Class Reference

Dadio(tm) relies on an abstract interface for dealing with arbitrary codecs. This interface is the ICodec interface, as defined in `./player/codec/common/include/Codec.h`. The purpose of this document is to define the ICodec interface and each of its member functions, and to describe their expected behavior in the Dadio(tm) OS.

```
#include <Codec.h>
```

Inheritance diagram for ICodec:



Public Methods

- virtual ERESULT **DecodeFrame** (unsigned long &TimePos)=0
 - virtual ERESULT **SetSong** (IInputStream *pInputStream, stream_info_t &streamInfo, IMetadata *pMetadata=0)=0
 - virtual ERESULT **Seek** (unsigned long &secSeek)=0
 - virtual ERESULT **GetMetadata** (IMetadata *pMetadata, IInputStream *pInputStream)=0
 - virtual rbuf_writer_t * **GetWriteBuf** () const=0
 - virtual void **SetWriteBuf** (rbuf_writer_t *pW)=0
 - virtual int **GetOutputUnitSize** () const=0
 - virtual IInputStream * **GetInputStream** () const=0
 - virtual void **Stats** ()=0
-

Detailed Description

Dadio(tm) relies on an abstract interface for dealing with arbitrary codecs. This interface is the ICodec interface, as defined in `./player/codec/common/include/Codec.h`. The purpose of this document is to define the ICodec interface and each of its member functions, and to describe their expected behavior in the Dadio(tm) OS.

Member Function Documentation

virtual ERESULT ICodec::DecodeFrame (unsigned long & TimePos) [pure virtual]

Decode a frame of audio data. Calculate the current time offset within the stream (in seconds) and store this value in TimePos.

virtual IInputStream* ICodec::GetInputStream () const [pure virtual]

Return a pointer to the current input stream.

virtual ERESULT ICodec::GetMetadata (IMetadata * pMetadata, IInputStream * pInputStream) [pure virtual]

Attempt to fetch metadata for a given track. If pInputStream is specified, it will attempt to open pInputStream and find metadata in that stream. Otherwise, it will provide metadata found for the currently set track.

virtual int ICodec::GetOutputUnitSize () const [pure virtual]

Indicate how much data will be produced by the codec per **DecodeFrame()** (*p.101*) call. This is used to appropriately shape buffers after the codec in the data stream.

virtual rbuf_writer_t* ICodec::GetWriteBuf () const [pure virtual]

Return a handle to the write buffer for this codec.

virtual ERESULT ICodec::Seek (unsigned long & secSeek) [pure virtual]

Attempt to seek to the specified time offset within the file (in seconds). If the input stream does not support seeking, it is appropriate to return CODEC_FAIL here.

virtual ERESULT ICodec::SetSong (IInputStream * pInputStream, stream_info_t & streamInfo, IMetadata * pMetadata = 0) [pure virtual]

Initialize the codec to use the given input stream. If the codec can correctly interpret the stream format, it must populate the streamInfo structure with the appropriate information regarding the stream. If metadata is available and the pMetadata argument is non-null, then pMetadata should be populated with the available metadata for the stream.

Reimplemented in **CPCMCodec** (*p.74*).

virtual void ICodec::SetWriteBuf (rbuf_writer_t * pW) [pure virtual]

Set the write buffer for this codec. The write buffer is used to store decoded data. After **SetSong()** (*p.101*) has successfully completed, the codec will be associated with a write buffer for it to store decoded data in.

virtual void ICodec::Stats () [pure virtual]

Routine that can optionally be used to print diagnostic information about the codec after a stream has completed.

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

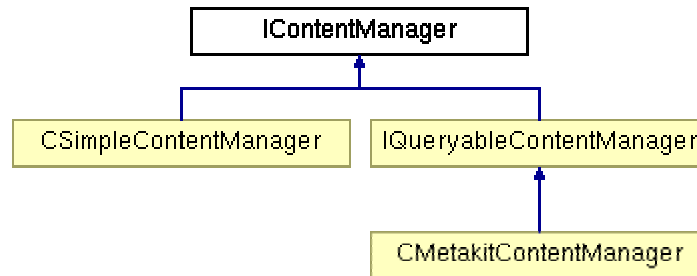
- **Codec.h**

IContentManager Class Reference

The IContentManager provides record tracking for media content accross several data sources.

```
#include <ContentManager.h>
```

Inheritance diagram for IContentManager:



Public Methods

- virtual **IMetadata * CreateMetadataRecord** () const=0
 - virtual void **Clear** ()=0
 - virtual void **AddContentRecords** (content_record_update_t *pContentUpdate)=0
 - virtual int **GetMediaRecordCount** ()=0
 - virtual **IMediaContentRecord * AddMediaRecord** (media_record_info_t &mediaContent, bool *pbAlreadyExists=0)=0
 - virtual void **DeleteMediaRecord** (int iContentRecordID)=0
 - virtual **IMediaContentRecord * GetMediaRecord** (int iContentRecordID)=0
 - virtual **IMediaContentRecord * GetMediaRecord** (const char *szURL)=0
 - virtual int **GetPlaylistRecordCount** ()=0
 - virtual **IPlaylistContentRecord * AddPlaylistRecord** (playlist_record_t &playlistRecord)=0
 - virtual void **DeletePlaylistRecord** (int iContentRecordID)=0
 - virtual void **DeleteRecordsFromDataSource** (int iDataSourceID)=0
 - virtual void **MarkRecordsFromDataSourceUnverified** (int iDataSourceID)=0
 - virtual void **DeleteUnverifiedRecordsFromDataSource** (int iDataSourceID)=0
 - virtual void **GetAllMediaRecords** (MediaRecordList &records) const=0
 - virtual void **GetMediaRecordsByDataSourceID** (MediaRecordList &records, int iDataSourceID) const=0
 - virtual void **GetAllPlaylistRecords** (PlaylistRecordList &records) const=0
 - virtual void **GetPlaylistRecordsByDataSourceID** (PlaylistRecordList &records, int iDataSourceID) const=0
-

Detailed Description

The IContentManager provides record tracking for media content accross several data sources.

Member Function Documentation

***virtual void IContentManager::AddContentRecords
(content_record_update_t * pContentUpdate) [pure virtual]***

Adds a list of media and playlist records to the content manager.

Reimplemented in CMetakitContentManager (p.61), and CSimpleContentManager (p.82).

***virtual IMediaContentRecord* IContentManager::AddMediaRecord
(media_record_info_t & mediaContent, bool * pbAlreadyExists = 0) [pure
virtual]***

Adds a media entry to the content manager. Returns a pointer to the content record. If pbAlreadyExists is not null, then its value is set to true if the content record with the same URL already exists in the content manager, false otherwise.

Reimplemented in CMetakitContentManager (p.62), and CSimpleContentManager (p.82).

***virtual IPlaylistContentRecord* IContentManager::AddPlaylistRecord
(playlist_record_t & playlistRecord) [pure virtual]***

Adds a playlist record to the content manager. Returns a pointer to the record.

Reimplemented in CMetakitContentManager (p.62), and CSimpleContentManager (p.82).

virtual void IContentManager::Clear () [pure virtual]

Clears the content manager and deletes its content records.

Reimplemented in CMetakitContentManager (p.62), and CSimpleContentManager (p.82).

***virtual IMetadata* IContentManager::CreateMetadataRecord () const [pure
virtual]***

Creates an empty metadata record.

Reimplemented in CSimpleContentManager (p.82).

***virtual void IContentManager::DeleteMediaRecord (int iContentRecordID)
[pure virtual]***

Removes a media record from the content manager.

Reimplemented in CMetakitContentManager (p.62), and CSimpleContentManager (p.82).

***virtual void IContentManager::DeletePlaylistRecord (int iContentRecordID)
[pure virtual]***

Removes a playlist record from the content manager.

Reimplemented in CMetakitContentManager (p.62), and CSimpleContentManager (p.82).

virtual void IContentManager::DeleteRecordsFromDataSource (int iDataSourceID) [pure virtual]

Removes all records from the given data source from the content manager.

Reimplemented in **CMetakitContentManager** (p.63), and **CSimpleContentManager** (p.83).

virtual void IContentManager::DeleteUnverifiedRecordsFromDataSource (int iDataSourceID) [pure virtual]

Removes all records from the given data source that are marked as unverified.

Reimplemented in **CMetakitContentManager** (p.63), and **CSimpleContentManager** (p.83).

virtual void IContentManager::GetAllMediaRecords (MediaRecordList & records) const [pure virtual]

Appends all media content records in the manager to the record list passed in.

Reimplemented in **CMetakitContentManager** (p.63).

virtual void IContentManager::GetAllPlaylistRecords (PlaylistRecordList & records) const [pure virtual]

Appends all playlist content records in the manager to the record list passed in.

Reimplemented in **CMetakitContentManager** (p.63).

virtual IMediaContentRecord* IContentManager::GetMediaRecord (const char *szURL) [pure virtual]

Returns a pointer to the media content record with the specified URL. Returns 0 if no record with a matching URL was found.

Reimplemented in **CMetakitContentManager** (p.64), and **CSimpleContentManager** (p.83).

virtual IMediaContentRecord* IContentManager::GetMediaRecord (int iContentRecordID) [pure virtual]

Returns a pointer to the media content record with the specified record ID. Returns 0 if no record with a matching ID was found.

Reimplemented in **CMetakitContentManager** (p.65), and **CSimpleContentManager** (p.83).

virtual int IContentManager::GetMediaRecordCount () [pure virtual]

Returns the number of media records in the content manager.

Reimplemented in **CMetakitContentManager** (p.65), and **CSimpleContentManager** (p.83).

virtual void IContentManager::GetMediaRecordsByDataSourceID (MediaRecordList & records, int iDataSourceID) const [pure virtual]

Appends all media content records from the given data source in the manager to the record list passed in.

Reimplemented in **CMetakitContentManager** (p.65).

virtual int IContentManager::GetPlaylistRecordCount () [pure virtual]

Returns the number of playlist records in the content manager.

Reimplemented in **CMetakitContentManager** (p.65), and **CSimpleContentManager** (p.83).

***virtual void IContentManager::GetPlaylistRecordsByDataSourceID
(PlaylistRecordList & records, int iDataSourceID) const [pure virtual]***

Appends all playlist content records from the given data source in the manager to the record list passed in.

Reimplemented in **CMetakitContentManager** (p.65).

***virtual void IContentManager::MarkRecordsFromDataSourceUnverified (int
iDataSourceID) [pure virtual]***

Marks all records from the given data source as unverified.

Reimplemented in **CMetakitContentManager** (p.66), and **CSimpleContentManager** (p.83).

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

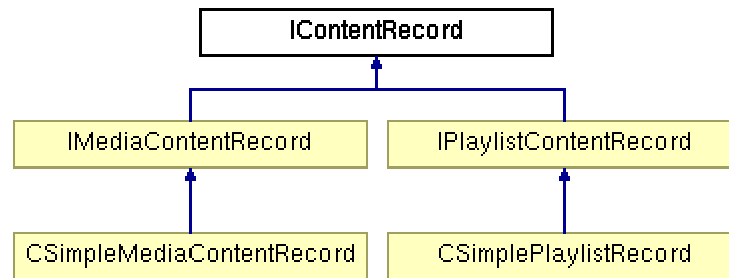
- **ContentManager.h**

IContentRecord Class Reference

The base class for both media content records and playlist content records. The content record has an ID unique across the content manager, a URL unique across the system, and the ID of the data source it's stored on. Content records are also considered verified if they've been found to reside on a data source (as opposed to solely existing in the database from a previous run). They also have a status which specifies their ability to be run through a codec for playback.

```
#include <ContentManager.h>
```

Inheritance diagram for IContentRecord:



Public Types

- enum **ContentRecordStatus** { **CR_OKAY** = 0, **CR_DRM_FAILURE**, **CR_DECODE_ERROR**, **CR_NO_CODEC** }

Public Methods

- virtual int **GetID** () const=0
- virtual const char * **GetURL** () const=0
- virtual int **GetDataSourceID** () const=0
- virtual bool **IsVerified** () const=0
- virtual void **SetVerified** (bool bVerified)=0
- virtual **ContentRecordStatus** **GetStatus** () const=0
- virtual void **SetStatus** (**ContentRecordStatus** status)=0

Detailed Description

The base class for both media content records and playlist content records. The content record has an ID unique across the content manager, a URL unique across the system, and the ID of the data source it's stored on. Content records are also considered verified if they've been found to reside on a data source (as opposed to solely existing in the database from a previous run). They also have a status which specifies their ability to be run through a codec for playback.

Member Enumeration Documentation

enum IContentRecord::ContentRecordStatus

Describes the playability status of this content record.

Enumeration values:

CR_OKAY The content record is either good or hasn't been tested.

CR_DRM_FAILURE The content record can't be played because of licensing issues.

CR_DECODE_ERROR Errors in decoding prevent this track from being played.

CR_NO_CODEC No matching codec for this content record was found.

Member Function Documentation

virtual int IContentRecord::GetDataSourceID () const [pure virtual]

Returns the ID of the data source this content record comes from.

virtual int IContentRecord::GetID () const [pure virtual]

Returns the ID of the content record, which must be unique across records in the manager.

virtual ContentRecordStatus IContentRecord::GetStatus () const [pure virtual]

Gets the status of the content record.

virtual const char* IContentRecord::GetURL () const [pure virtual]

Returns the unique URL of the content record.

virtual bool IContentRecord::IsVerified () const [pure virtual]

Returns true if the file has been verified as existing on its data source.

virtual void IContentRecord::SetStatus (ContentRecordStatus status) [pure virtual]

Sets the status of the content record. Called primarily from the media player during SetSong. This is separate from verified/unverified so that bad content can be left in the content manager after refreshes (instead of flushing bad content and adding it again on the refresh).

virtual void IContentRecord::SetVerified (bool bVerified) [pure virtual]

Set this content records as verified (i.e., existing on a data source) or unverified.

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

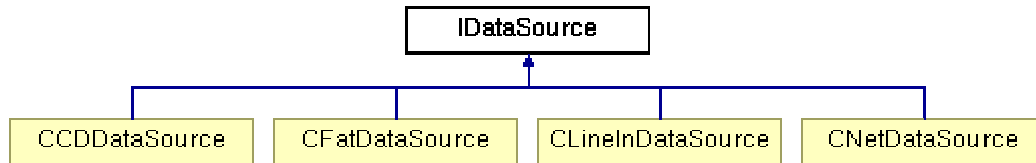
- **ContentManager.h**

IDataSource Class Reference

The data source is an abstract representation of a provider of content. It has methods for obtaining a list of content on the data source, fetching metadata for that content, and creating input streams for a given piece of content.

```
#include <DataSource.h>
```

Inheritance diagram for IDataSource:



Public Types

- enum **RefreshMode** { **DSR_DEFAULT** = 0, **DSR_ONE_PASS**, **DSR_ONE_PASS_WITH_METADATA**, **DSR_TWO_PASS** }

Public Methods

- virtual int **GetClassID** () const=0
- virtual int **GetInstanceID** () const=0
- virtual bool **GetRootURLPrefix** (char *szRootURLPrefix, int iMaxLength) const=0
- virtual void **SetDefaultRefreshMode** (**RefreshMode** mode)=0
- virtual **RefreshMode** **GetDefaultRefreshMode** () const=0
- virtual void **SetDefaultUpdateChunkSize** (int iUpdateChunkSize)=0
- virtual int **GetDefaultUpdateChunkSize** () const=0
- virtual ERESULT **ListAllEntries** (**RefreshMode** mode, int iUpdateChunkSize)=0
- virtual void **GetContentMetadata** (**content_record_update_t** *pContentUpdate)=0
- virtual **IInputStream** * **OpenInputStream** (const char *szURL)=0
- virtual **IOutputStream** * **OpenOutputStream** (const char *szURL)=0

Protected Methods

- virtual void **SetInstanceID** (int iDataSourceID)=0
-

Detailed Description

The data source is an abstract representation of a provider of content. It has methods for obtaining a list of content on the data source, fetching metadata for that content, and creating input streams for a given piece of content.

Member Enumeration Documentation

enum IDataSource::RefreshMode

The refresh mode specifies how a list of content is to be obtained from the data source.

Enumeration values:

DSR_DEFAULT The default method for the data source, chosen from one of the settings below.

DSR_ONE_PASS List all available entries in one pass without fetching metadata.

DSR_ONE_PASS_WITH_METADATA List all available entries in one pass and try to fetch metadata for each entry.

DSR_TWO_PASS List all available entries in one pass without fetching metadata. The play manager will then call GetMetadata for each new entry in the content manager.

Member Function Documentation

virtual int IDataSource::GetClassID () const [pure virtual]

Returns an ID unique to the type of data source instantiated by the object.

virtual void IDataSource::GetContentMetadata (content_record_update_t * pContentUpdate) [pure virtual]

Retrieves metadata for each media content record in the passed-in list.

Reimplemented in [CCDDDataSource \(p.30\)](#), [CFatDataSource \(p.38\)](#), and [CLineInDataSource \(p.50\)](#).

virtual RefreshMode IDataSource::GetDefaultRefreshMode () const [pure virtual]

Returns the current default refresh mode of the data source.

Reimplemented in [CCDDDataSource \(p.31\)](#), [CFatDataSource \(p.39\)](#), [CLineInDataSource \(p.51\)](#), and [CNetDataSource \(p.67\)](#).

virtual int IDataSource::GetDefaultUpdateChunkSize () const [pure virtual]

Returns the default update chunk size of the data source. This value is the maximum number of records that will be sent for each EVENT_CONTENT_UPDATE message. 0 indicates that all records will be sent in one single message.

Reimplemented in [CCDDDataSource \(p.31\)](#), [CFatDataSource \(p.39\)](#), [CLineInDataSource \(p.51\)](#), and [CNetDataSource \(p.68\)](#).

virtual int IDataSource::GetInstanceID () const [pure virtual]

Returns an ID unique to the instantiation of the object.

virtual bool IDataSource::GetRootURLPrefix (char * szRootURLPrefix, int iMaxLength) const [pure virtual]

Copies the string the data source uses to prefix its URLs into the given string provided.

Reimplemented in **CCDDDataSource** (p.31), **CFatDataSource** (p.39), and **CLineInDataSource** (p.51).

virtual ERESULT IDataSource::ListAllEntries (RefreshMode mode, int iUpdateChunkSize) [pure virtual]

Asks the source to pass content updates lists through the event system that contain all of the content it can access.

Parameters:

mode Specifies if metadata should be retrieved in one pass, two passes, or not at all.

iUpdateChunkSize Specifies how many media records to send back at a time. If

iUpdateChunkSize is zero, then all records are sent back at once.

Reimplemented in **CCDDDataSource** (p.31), **CFatDataSource** (p.39), and **CLineInDataSource** (p.51).

virtual IInputStream* IDataSource::OpenInputStream (const char * szURL) [pure virtual]

Asks the source to open this URL for reading. Returns 0 if the URL was unable to be opened, otherwise it returns the proper subclass of **IInputStream** (p.115) for this file type.

Reimplemented in **CCDDDataSource** (p.31), **CFatDataSource** (p.39), **CLineInDataSource** (p.51), and **CNetDataSource** (p.68).

virtual IOutputStream* IDataSource::OpenOutputStream (const char * szURL) [pure virtual]

Asks the source to open this URL for writing. Returns 0 if the URL was unable to be opened, otherwise it returns the proper subclass of **IOutputStream** (p.120) for this file type.

Reimplemented in **CCDDDataSource** (p.31), **CFatDataSource** (p.39), **CLineInDataSource** (p.51), and **CNetDataSource** (p.68).

virtual void IDataSource::SetDefaultRefreshMode (RefreshMode mode) [pure virtual]

Sets the default refresh mode of the data source. If **DSR_DEFAULT** is passed in, then the original default refresh setting for the data source should be used.

Reimplemented in **CCDDDataSource** (p.32), **CFatDataSource** (p.39), **CLineInDataSource** (p.51), and **CNetDataSource** (p.68).

virtual void IDataSource::SetDefaultUpdateChunkSize (int iUpdateChunkSize) [pure virtual]

Sets the default update chunk size of the data source. This value is the maximum number of records that should be sent for each **EVENT_CONTENT_UPDATE** message. 0 indicates that all records should be sent in one single message. **DS_DEFAULT_CHUNK_SIZE** tells the data source to use its original default chunk size.

Reimplemented in **CCDDDataSource** (p.32), **CFatDataSource** (p.40), **CLineInDataSource** (p.51), and **CNetDataSource** (p.68).

virtual void IDataSource::SetInstanceID (int iDataSourceID) [protected, pure virtual]

Called by the data source manager to assign an ID to this data source.

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

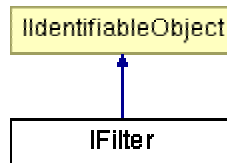
- **DataSource.h**

IFilter Struct Reference

Dadio(tm) uses an abstract interface for filters, which allow components to examine and modify the current PCM audio stream. This is the IFilter interface, as defined in `./player/datastream/filter/include/Filter.h`. The purpose of this document is to define the IFilter interface and each of its member functions, and to describe their expected behavior in the Dadio(tm) OS.

```
#include <Filter.h>
```

Inheritance diagram for IFilter:



Public Methods

- virtual ERESULT **DoWork** ()=0
 - virtual ERESULT **Ioctl** (int Key, void *Value)=0
 - virtual int **GetInputUnitSize** () const=0
 - virtual int **GetOutputUnitSize** () const=0
 - virtual int **SetWriteBuf** (rbuf_writer_t *WriteBuf)=0
 - virtual int **SetReadBuf** (rbuf_reader_t *ReadBuf)=0
 - virtual rbuf_writer_t * **GetWriteBuf** () const=0
 - virtual rbuf_reader_t * **GetReadBuf** () const=0
-

Detailed Description

Dadio(tm) uses an abstract interface for filters, which allow components to examine and modify the current PCM audio stream. This is the IFilter interface, as defined in `./player/datastream/filter/include/Filter.h`. The purpose of this document is to define the IFilter interface and each of its member functions, and to describe their expected behavior in the Dadio(tm) OS.

Member Function Documentation

virtual ERESULT IFilter::DoWork () [pure virtual]

Process a chunk of audio data. The size of a chunk depends on the input space, output space, and the amount of data the filter can process. This routine is called until the filter indicates that no work is available.

virtual int IFilter::GetInputUnitSize () const [pure virtual]

Give the media player an idea of the minimum input unit for this filter. For example, a filter that requires 128 samples per channel of 16 bit stereo PCM to operate would return $(16\text{bits} / 8) * 128 * 2 = 512$.

virtual int IFilter::GetOutputUnitSize () const [pure virtual]

Give the media player an idea of the minimum output unit for this filter. For the most part, this will either be equal to the input unit size, unless the filter changes the amount of data being pushed through.

virtual rbuf_reader_t* IFilter::GetReadBuf () const [pure virtual]

Called by the media player to find out what read handle we are using. This is typically called at the end of a song, when the media player wants to clean up the playstream.

virtual rbuf_writer_t* IFilter::GetWriteBuf () const [pure virtual]

Called by the media player to find out what write handle we are using. This is typically called at the end of a song, when the media player wants to clean up the playstream.

virtual ERESULT IFilter::ioctl (int Key, void *Value) [pure virtual]

A generic Ioctl interface to allow custom configuration.

virtual int IFilter::SetReadBuf (rbuf_reader_t *ReadBuf) [pure virtual]

Called by the media player to assign a read handle for this filter. When the **DoWork()** (*p.112*) call is issued, the filter will be expected to read data it processes from this handle.

virtual int IFilter::SetWriteBuf (rbuf_writer_t *WriteBuf) [pure virtual]

Called by the media player to assign a write handle for this filter. When the **DoWork()** (*p.112*) call is issued, the filter will be expected to write data it processes to this handle.

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

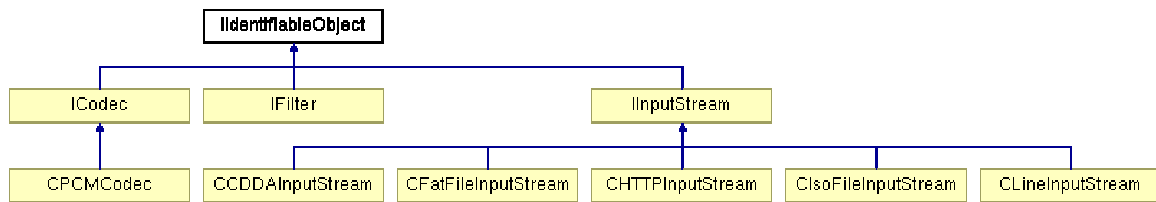
- **Filter.h**

IdentifiableObject Struct Reference

The IIdentifiableObject interface. The methods defined by this interface do not need to be implemented directly ever.

```
#include <IdentifiableObject.h>
```

Inheritance diagram for IIdentifiableObject:



Detailed Description

The IIdentifiableObject interface. The methods defined by this interface do not need to be implemented directly ever.

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

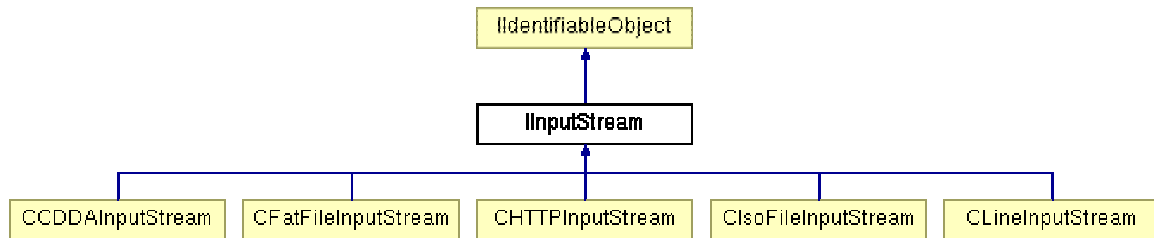
- **IdentifiableObject.h**

InputStream Struct Reference

The `InputStream` interface defines the basic interface for read only stream access. Additionally, support is provided for seekable streams.

```
#include <InputStream.h>
```

Inheritance diagram for `InputStream`:



Public Types

- `enum InputSeekPos { SeekStart, SeekCurrent, SeekEnd }`

Public Methods

- `virtual ERESULT Open (const char *Source)=0`
 - `virtual ERESULT Close ()=0`
 - `virtual int Read (void *Buffer, int Count)=0`
 - `virtual int Ioctl (int Key, void *Value)=0`
 - `virtual int GetInputUnitSize ()=0`
 - `virtual bool CanSeek () const=0`
 - `virtual int Seek (InputSeekPos SeekOrigin, int Offset)=0`
 - `virtual int Position () const=0`
 - `virtual int Length () const=0`
-

Detailed Description

The `InputStream` interface defines the basic interface for read only stream access. Additionally, support is provided for seekable streams.

Member Enumeration Documentation

enum InputStream::InputSeekPos

Enumeration for seek origin.

Member Function Documentation

virtual bool IInputStream::CanSeek () const [pure virtual]

Allows the input stream to indicate whether or not seek is supported.

virtual ERESULT IInputStream::Close () [pure virtual]

Close the input stream if currently open.

virtual int IInputStream::GetInputUnitSize () [pure virtual]

Called by codecs to determine the minimum unit to read in from this input stream. Not all codecs have been updated to use this routine.

virtual int IInputStream::Ioctl (int Key, void * Value) [pure virtual]

A generic interface for controlling the input stream.

virtual int IInputStream::Length () const [pure virtual]

If available, return the length of the stream.

virtual ERESULT IInputStream::Open (const char * Source) [pure virtual]

Open the input stream to the given source.

Reimplemented in `CCDDAInputStream` (p.29).

virtual int IInputStream::Position () const [pure virtual]

Give back our current position within the stream.

virtual int IInputStream::Read (void * Buffer, int Count) [pure virtual]

Read the specified number of bytes into Buffer.

virtual int IInputStream::Seek (InputSeekPos SeekOrigin, int Offset) [pure virtual]

Attempt to seek on the input stream.

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

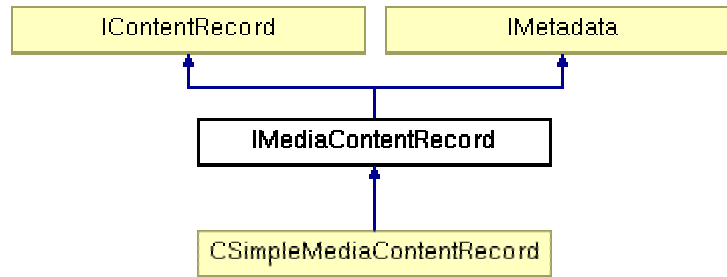
- `InputStream.h`

IMediaContentRecord Class Reference

A subclass of both **IContentRecord** (p.106) and **IMetadata** (p.118), used for representing tracks that can be decoded by the media player. In addition to the functionality of the **IContentRecord** (p.106) and **IMetadata** (p.118) classes, the media content record also retains a codec ID.

```
#include <ContentManager.h>
```

Inheritance diagram for IMediaContentRecord:



Public Methods

- virtual int **GetCodecID** () const=0

Detailed Description

A subclass of both **IContentRecord** (p.106) and **IMetadata** (p.118), used for representing tracks that can be decoded by the media player. In addition to the functionality of the **IContentRecord** (p.106) and **IMetadata** (p.118) classes, the media content record also retains a codec ID.

Member Function Documentation

virtual int IMediaContentRecord::GetCodecID () const [pure virtual]

Returns the ID of the codec used to decode this track.

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

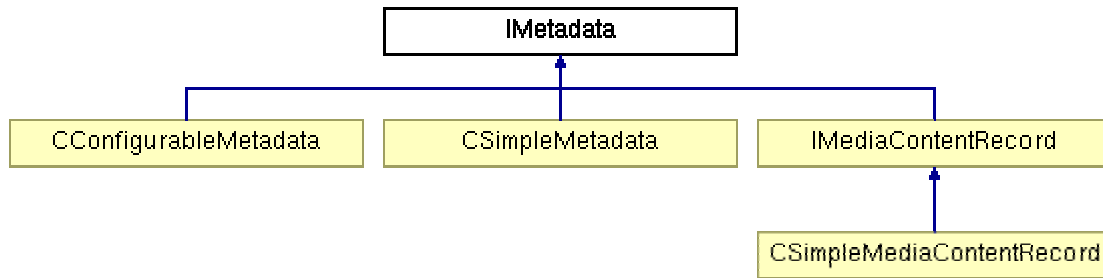
- ContentManager.h

IMetadata Class Reference

The metadata class is an abstract representation of a collection of key/value pairs for a track. Functions are provided for setting, getting, and clearing attributes.

```
#include <Metadata.h>
```

Inheritance diagram for IMetadata:



Public Methods

- virtual IMetadata * **Copy** () const=0
 - virtual bool **UsesAttribute** (int iAttributeID) const=0
 - virtual ERESULT **SetAttribute** (int iAttributeID, void *pAttributeValue)=0
 - virtual ERESULT **UnsetAttribute** (int iAttributeID)=0
 - virtual ERESULT **GetAttribute** (int iAttributeID, void **ppAttributeValue) const=0
 - virtual void **ClearAttributes** ()=0
 - virtual void **MergeAttributes** (const IMetadata *pMetadata, bool bOverwrite=false)=0
-

Detailed Description

The metadata class is an abstract representation of a collection of key/value pairs for a track. Functions are provided for setting, getting, and clearing attributes.

Member Function Documentation

virtual void IMetadata::ClearAttributes () [pure virtual]

Clears the value of all attributes.

virtual IMetadata* IMetadata::Copy () const [pure virtual]

Makes a copy of the metadata object.

virtual ERESULT IMetadata::GetAttribute (int iAttributeID, void **ppAttributeValue) const [pure virtual]

Gets the value of an attribute.

Return values:

METADATA_NO_ERROR The value was retrieved successfully.

METADATA_NOT_USED The attribute isn't used by this metadata object.

METADATA_NO_VALUE_SET The attribute is used by this metadata object but no value has been set.

virtual void IMetadata::MergeAttributes (const IMetadata * pMetadata, bool bOverwrite = false) [pure virtual]

Merges the attributes used by this metadata object with the values for those attributes from the metadata object passed in. Attributes used in the passed-in metadata that are not used by this object are not copied.

Parameters:

bOverwrite If false, only attributes in this object that have no value set are merged.

bOverwrite If true, all attributes in this object are merged, even if a previous value has been set.

virtual ERESULT IMetadata::SetAttribute (int iAttributeID, void * pAttributeValue) [pure virtual]

Sets a value of an attribute.

Return values:

METADATA_NO_ERROR The value was set successfully.

METADATA_NOT_USED The attribute isn't used by this metadata object.

virtual ERESULT IMetadata::UnsetAttribute (int iAttributeID) [pure virtual]

Unsets a value of an attribute and frees any memory associated with it.

Return values:

METADATA_NO_ERROR The value was unset successfully.

METADATA_NOT_USED The attribute isn't used by this metadata object.

virtual bool IMetadata::UsesAttribute (int iAttributeID) const [pure virtual]

Returns true if the attribute is used by this metadata object, false otherwise.

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

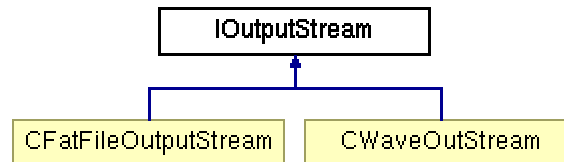
- **Metadata.h**

IOutputStream Struct Reference

Interface for output streams. If you elect to not use the registration interface for output streams, you still must use IDENTIFY_OBJECT in your class definition.

```
#include <OutputStream.h>
```

Inheritance diagram for IOutputStream:



Public Types

- enum **OutputSeekPos** { **SeekStart**, **SeekCurrent**, **SeekEnd** }

Public Methods

- virtual ERESULT **Open** (const char *Source)=0
 - virtual ERESULT **Close** ()=0
 - virtual int **Write** (const void *Buffer, int Count)=0
 - virtual int **Ioctl** (int Key, void *Value)=0
 - virtual bool **Flush** ()=0
 - virtual int **GetOutputUnitSize** ()=0
 - virtual bool **CanSeek** ()=0
 - virtual int **Seek** (**OutputSeekPos** SeekOrigin, int Offset)=0
-

Detailed Description

Interface for output streams. If you elect to not use the registration interface for output streams, you still must use IDENTIFY_OBJECT in your class definition.

Member Enumeration Documentation

enum IOutputStream::OutputSeekPos

Enumeration for seek origin.

Member Function Documentation

virtual bool IOutputStream::CanSeek () [pure virtual]

Indicate whether or not this output stream supports seeking.

virtual ERESULT IOutputStream::Close () [pure virtual]

Close the output stream if currently open.

virtual bool IOutputStream::Flush () [pure virtual]

If possible, flush the output stream, forcing all buffered data to be written.

virtual int IOutputStream::GetOutputUnitSize () [pure virtual]

Give an indication as to how large of a unit we write out.

virtual int IOutputStream::Ioctl (int Key, void * Value) [pure virtual]

A generic interface to issue proprietary commands to the output stream.

Reimplemented in `CWaveOutputStream` (p.97).

virtual ERESULT IOutputStream::Open (const char * Source) [pure virtual]

Attempt to open the given location.

virtual int IOutputStream::Seek (OutputSeekPos SeekOrigin, int Offset) [pure virtual]

Attempt to seek the output stream.

virtual int IOutputStream::Write (const void * Buffer, int Count) [pure virtual]

Write the given number of bytes from the buffer to the stream.

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

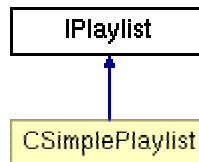
- `OutputStream.h`

IPlaylist Class Reference

The playlist class is an abstract base class that describes functions to access a sequential list of content records.

```
#include <Playlist.h>
```

Inheritance diagram for IPlaylist:



Public Types

- enum **PlaylistMode** { **NORMAL** = 0, **RANDOM**, **REPEAT_ALL**, **REPEAT_RANDOM**, **REPEAT_TRACK** }

Public Methods

- virtual const char * **GetName** () const=0
 - virtual void **Clear** ()=0
 - virtual int **GetSize** ()=0
 - virtual bool **IsEmpty** () const=0
 - virtual **IPlaylistEntry** * **AddEntry** (**IMediaContentRecord** *pContentRecord)=0
 - virtual **IPlaylistEntry** * **InsertEntry** (**IMediaContentRecord** *pContentRecord, int index)=0
 - virtual void **AddEntries** (**MediaRecordList** &records)=0
 - virtual void **DeleteEntry** (**IPlaylistEntry** *pEntry)=0
 - virtual void **DeleteEntriesFromDataSource** (int iDataSourceID)=0
 - virtual void **ReshuffleRandomEntries** ()=0
 - virtual **IPlaylistEntry** * **GetEntry** (int index, **PlaylistMode** mode=NORMAL)=0
 - virtual int **GetEntryIndex** (const **IPlaylistEntry** *pEntry)=0
 - virtual **IPlaylistEntry** * **GetCurrentEntry** ()=0
 - virtual **IPlaylistEntry** * **SetCurrentEntry** (**IPlaylistEntry** *pEntry)=0
 - virtual **IPlaylistEntry** * **GetNextEntry** (**IPlaylistEntry** *pEntry, **PlaylistMode** mode)=0
 - virtual **IPlaylistEntry** * **SetNextEntry** (**PlaylistMode** mode)=0
 - virtual **IPlaylistEntry** * **GetPreviousEntry** (**IPlaylistEntry** *pEntry, **PlaylistMode** mode)=0
 - virtual **IPlaylistEntry** * **SetPreviousEntry** (**PlaylistMode** mode)=0
-

Detailed Description

The playlist class is an abstract base class that describes functions to access a sequential list of content records.

Member Enumeration Documentation

enum IPlaylist::PlaylistMode

Used to determine how to traverse the list of entries.

Enumeration values:

NORMAL Use the normal sequence when determining the next track.

RANDOM Use the random sequence when determining the next track.

REPEAT_ALL Use the normal sequence when determining the next track. When the current track is the last playlist entry, the next track becomes the first playlist entry.

REPEAT_RANDOM Use the random sequence when determining the next track. If the current track is the last entry in the random sequence, use the first entry in the random sequence as the next track.

REPEAT_TRACK Use the current track as the next track.

Member Function Documentation

virtual void IPlaylist::AddEntries (MediaRecordList & records) [pure virtual]

Adds all entries from the content record list to the end of the playlist.

Reimplemented in ***CSimplePlaylist*** (p.89).

virtual IPlaylistEntry* IPlaylist::AddEntry (IMediaContentRecord * pContentRecord) [pure virtual]

Adds an entry to the end of the playlist. Returns a pointer to the new playlist entry.

Reimplemented in ***CSimplePlaylist*** (p.89).

virtual void IPlaylist::Clear () [pure virtual]

Clears the playlist and frees up its memory.

Reimplemented in ***CSimplePlaylist*** (p.89).

virtual void IPlaylist::DeleteEntriesFromDataSource (int iDataSourceID) [pure virtual]

Removes all entries from the given data source from the playlist.

Reimplemented in ***CSimplePlaylist*** (p.89).

virtual void IPlaylist::DeleteEntry (IPlaylistEntry * pEntry) [pure virtual]

Removes an entry from the playlist.

Reimplemented in **CSimplePlaylist** (p.89).

virtual IPlaylistEntry* IPlaylist::GetCurrentEntry () [pure virtual]

Returns a pointer to the current entry.

Reimplemented in **CSimplePlaylist** (p.89).

virtual IPlaylistEntry* IPlaylist::GetEntry (int index, PlaylistMode mode = NORMAL) [pure virtual]

Returns a pointer to the entry at the specified zero-based index using the given playlist mode. If the index is out-of-range, then 0 is returned.

Reimplemented in **CSimplePlaylist** (p.89).

virtual int IPlaylist::GetEntryIndex (const IPlaylistEntry * pEntry) [pure virtual]

Returns the zero-based index of the given playlist entry. Returns -1 if the entry is not in the playlist.

Reimplemented in **CSimplePlaylist** (p.89).

virtual const char* IPlaylist::GetName () const [pure virtual]

Returns the playlist's name.

Reimplemented in **CSimplePlaylist** (p.89).

virtual IPlaylistEntry* IPlaylist::GetNextEntry (IPlaylistEntry * pEntry, PlaylistMode mode) [pure virtual]

Returns a pointer to the next entry in the playlist as determined by the mode. Returns 0 if the end of the list was reached and the play mode isn't repeating.

Reimplemented in **CSimplePlaylist** (p.90).

virtual IPlaylistEntry* IPlaylist::GetPreviousEntry (IPlaylistEntry * pEntry, PlaylistMode mode) [pure virtual]

Returns a pointer to the previous entry in the playlist as determined by the mode. Returns 0 if the end of the list was reached and the play mode isn't repeating.

Reimplemented in **CSimplePlaylist** (p.90).

virtual int IPlaylist::GetSize () [pure virtual]

Returns the number of entries in the playlist.

Reimplemented in **CSimplePlaylist** (p.90).

virtual IPlaylistEntry* IPlaylist::InsertEntry (IMediaContentRecord * pContentRecord, int index) [pure virtual]

Inserts an entry to the playlist at the specified zero-based index. Returns a pointer to the new playlist entry.

Reimplemented in **CSimplePlaylist** (p.90).

virtual bool IPlaylist::IsEmpty () const [pure virtual]

Returns true if the playlist is empty, false otherwise.

Reimplemented in ***CSimplePlaylist*** (p.90).

virtual void IPlaylist::ReshuffleRandomEntries () [pure virtual]

Reshuffles the random links in the playlist. The current entry will be set as the first random entry.

Reimplemented in ***CSimplePlaylist*** (p.90).

virtual IPlaylistEntry* IPlaylist::SetCurrentEntry (IPlaylistEntry * pEntry) [pure virtual]

Sets the current entry pointer to the given record. If the entry isn't in the list, then the current entry pointer is set to 0.

Reimplemented in ***CSimplePlaylist*** (p.90).

virtual IPlaylistEntry* IPlaylist::SetNextEntry (PlaylistMode mode) [pure virtual]

Sets the current entry to the next entry in the playlist as determined by the mode. Returns a pointer to the new current entry, or 0 if the end of the list was reached (and the play mode isn't repeating).

Reimplemented in ***CSimplePlaylist*** (p.90).

virtual IPlaylistEntry* IPlaylist::SetPreviousEntry (PlaylistMode mode) [pure virtual]

Sets the current entry to the previous entry in the playlist as determined by the mode. Returns a pointer to the new current entry, or 0 if the end of the list was reached (and the play mode isn't repeating).

Reimplemented in ***CSimplePlaylist*** (p.91).

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

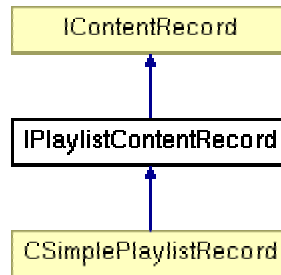
- **Playlist.h**

***IPlaylistContentRecord* Class Reference**

A subclass of **IContentRecord** (*p.106*), used for representing playlist files that can be loaded by the playlist format manager. In addition to the functionality of the **IContentRecord** (*p.106*) class, the playlist content record also retains a playlist format ID.

```
#include <ContentManager.h>
```

Inheritance diagram for IPlaylistContentRecord:



Public Methods

- virtual int **GetPlaylistFormatID** () const=0
-

Detailed Description

A subclass of **IContentRecord** (*p.106*), used for representing playlist files that can be loaded by the playlist format manager. In addition to the functionality of the **IContentRecord** (*p.106*) class, the playlist content record also retains a playlist format ID.

Member Function Documentation

virtual int IPlaylistContentRecord::GetPlaylistFormatID () const [pure virtual]

Returns the ID of the playlist format used to load/save this playlist.

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

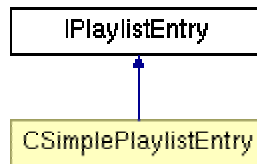
- **ContentManager.h**

***IPlaylistEntry* Class Reference**

The playlist entry class is used to access the individual content records that comprise the playlist.

```
#include <Playlist.h>
```

Inheritance diagram for IPlaylistEntry:



Public Methods

- virtual int **GetIndex** () const=0
-

Detailed Description

The playlist entry class is used to access the individual content records that comprise the playlist.

Member Function Documentation

virtual int IPlaylistEntry::GetIndex () const [pure virtual]

Returns the index of this entry in the playlist.

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

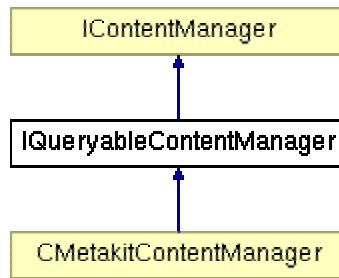
- **Playlist.h**

***IQueryableContentManager* Class Reference**

This class extends the **IContentManager** (*p.102*) by providing functions for querying content based on artist, album, and genre keys.

```
#include <QueryableContentManager.h>
```

Inheritance diagram for IQueryableContentManager:



Public Methods

- virtual int **GetArtistKey** (const TCHAR *szArtist) const=0
 - virtual int **GetAlbumKey** (const TCHAR *szAlbum) const=0
 - virtual int **GetGenreKey** (const TCHAR *szGenre) const=0
 - virtual const TCHAR * **GetArtistByKey** (int iArtistKey) const=0
 - virtual const TCHAR * **GetAlbumByKey** (int iAlbumKey) const=0
 - virtual const TCHAR * **GetGenreByKey** (int iGenreKey) const=0
 - virtual void **GetMediaRecords** (MediaRecordList &records, int iArtistKey=CMK_ALL, int iAlbumKey=CMK_ALL, int iGenreKey=CMK_ALL, int iDataSourceID=CMK_ALL) const=0
 - virtual void **GetArtists** (ContentKeyValueVector &keyValues, int iAlbumKey=CMK_ALL, int iGenreKey=CMK_ALL, int iDataSourceID=CMK_ALL) const=0
 - virtual void **GetAlbums** (ContentKeyValueVector &keyValues, int iArtistKey=CMK_ALL, int iGenreKey=CMK_ALL, int iDataSourceID=CMK_ALL) const=0
 - virtual void **GetGenres** (ContentKeyValueVector &keyValues, int iArtistKey=CMK_ALL, int iAlbumKey=CMK_ALL, int iDataSourceID=CMK_ALL) const=0
-

Detailed Description

This class extends the **IContentManager** (*p.102*) by providing functions for querying content based on artist, album, and genre keys.

Member Function Documentation

virtual const TCHAR* IQueryableContentManager::GetAlbumByKey (int iAlbumKey) const [pure virtual]

Returns the string of the album with the given key. Returns 0 if no album with a matching key was found.

Reimplemented in **CMetakitContentManager** (p.63).

virtual int IQueryableContentManager::GetAlbumKey (const TCHAR * szAlbum) const [pure virtual]

Returns the album key that matches the album string passed in, or 0 if no matching album was found.

Reimplemented in **CMetakitContentManager** (p.63).

virtual void IQueryableContentManager::GetAlbums (ContentKeyValueVector & keyValues, int iArtistKey = CMK_ALL, int iGenreKey = CMK_ALL, int iDataSourceID = CMK_ALL) const [pure virtual]

Searches the content manager for albums that have tracks with the specified artist, genre, and data source keys.

Parameters:

keyValues List used to append matching album key/value pairs.

Reimplemented in **CMetakitContentManager** (p.63).

virtual const TCHAR* IQueryableContentManager::GetArtistByKey (int iArtistKey) const [pure virtual]

Returns the string of the artist with the given key. Returns 0 if no artist with a matching key was found.

Reimplemented in **CMetakitContentManager** (p.63).

virtual int IQueryableContentManager::GetArtistKey (const TCHAR * szArtist) const [pure virtual]

Returns the artist key that matches the artist string passed in, or 0 if no matching artist was found.

Reimplemented in **CMetakitContentManager** (p.64).

virtual void IQueryableContentManager::GetArtists (ContentKeyValueVector & keyValues, int iAlbumKey = CMK_ALL, int iGenreKey = CMK_ALL, int iDataSourceID = CMK_ALL) const [pure virtual]

Searches the content manager for artists that have tracks with the specified album, genre, and data source keys.

Parameters:

keyValues List used to append matching artist key/value pairs.

Reimplemented in **CMetakitContentManager** (p.64).

virtual const TCHAR* IQueryableContentManager::GetGenreByKey (int iGenreKey) const [pure virtual]

Returns the string of the genre with the given key. Returns 0 if no genre with a matching key was found.

Reimplemented in **CMetakitContentManager** (p.64).

virtual int IQueryableContentManager::GetGenreKey (const TCHAR * szGenre) const [pure virtual]

Returns the genre key that matches the genre string passed in, or 0 if no matching genre was found.

Reimplemented in **CMetakitContentManager** (p.64).

virtual void IQueryableContentManager::GetGenres (ContentKeyValueVector & keyValues, int iArtistKey = CMK_ALL, int iAlbumKey = CMK_ALL, int iDataSourceID = CMK_ALL) const [pure virtual]

Searches the content manager for genre that have tracks with the specified artist, album, and data source keys.

Parameters:

keyValues List used to append matching genre key/value pairs.

Reimplemented in **CMetakitContentManager** (p.64).

virtual void IQueryableContentManager::GetMediaRecords (MediaRecordList & records, int iArtistKey = CMK_ALL, int iAlbumKey = CMK_ALL, int iGenreKey = CMK_ALL, int iDataSourceID = CMK_ALL) const [pure virtual]

Searches the content manager for media records that match the artist, album, genre, and data source keys.

Parameters:

records List used to append matching records.

Reimplemented in **CMetakitContentManager** (p.65).

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

- **QueryableContentManager.h**

ir_map_s Struct Reference

The `ir_map_t` structure specifies what events the IR driver should generate for various button presses it receives. This allows an application to mask changes in the physical button layout of a remote by simply shuffling the order of the button mapping. Additionally it provides configuration for repeat events. The IR driver does not support release events.

```
#include <IR.h>
```

Public Attributes

- `int num_buttons`
 - `int repeat_flags`
 - `int filter_start`
 - `int filter_rate`
 - `const unsigned int *const press_map`
 - `const unsigned int *const hold_map`
-

Detailed Description

The `ir_map_t` structure specifies what events the IR driver should generate for various button presses it receives. This allows an application to mask changes in the physical button layout of a remote by simply shuffling the order of the button mapping. Additionally it provides configuration for repeat events. The IR driver does not support release events.

Member Data Documentation

int ir_map_s::filter_rate

Rate at which to filter repeat events. If the remote triggers repeat events too fast, raising this number will cause the driver to ignore more hardware events.

int ir_map_s::filter_start

Number of repeat events to drop initially before actually generating the event.

const unsigned int* const ir_map_s::hold_map

Pointer to an array of events that are fired on button hold.

int ir_map_s::num_buttons

Number of buttons on the remote.

const unsigned int* const ir_map_s::press_map

Pointer to an array of events that are fired on button press.

int ir_map_s::repeat_flags

Flags regarding button repeat behavior.

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

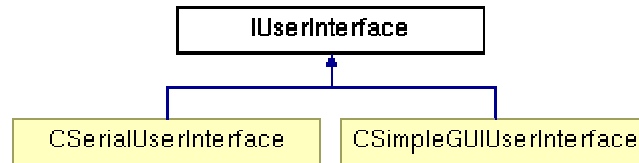
- **IR.h**

IUserInterface Class Reference

This is an abstract base class used for simple demo UI purposes. Functions are provided for notifying the user of player events. It's not part of the SDK proper, but exists to give an example of what a basic user interface might look like.

```
#include <UserInterface.h>
```

Inheritance diagram for IUserInterface:



Detailed Description

This is an abstract base class used for simple demo UI purposes. Functions are provided for notifying the user of player events. It's not part of the SDK proper, but exists to give an example of what a basic user interface might look like.

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

- **UserInterface.h**

key_map_s Struct Reference

The `key_map_t` structure specifies what events the keyboard driver should trigger based on the key input. It also allows the application to specify the keyboard layout and customize keyboard driver details such as repeat delay and rate. `press_map`, `hold_map`, and `release_map` should point to event arrays of size `num_buttons`.

```
#include <Keyboard.h>
```

Public Attributes

- `int num_columns`
 - `int num_rows`
 - `int num_buttons`
 - `int repeat_flags`
 - `int tick_length`
 - `int repeat_rate`
 - `int initial_delay`
 - `const unsigned int *const press_map`
 - `const unsigned int *const hold_map`
 - `const unsigned int *const release_map`
-

Detailed Description

The `key_map_t` structure specifies what events the keyboard driver should trigger based on the key input. It also allows the application to specify the keyboard layout and customize keyboard driver details such as repeat delay and rate. `press_map`, `hold_map`, and `release_map` should point to event arrays of size `num_buttons`.

Member Data Documentation

const unsigned int* const key_map_s::hold_map

Pointer to an array of events to be fired if the button is being held down.

int key_map_s::initial_delay

Number of ticks before the first event is fired.

int key_map_s::num_buttons

Number of actual buttons.

int key_map_s::num_columns

Number of columns on the keyboard.

int key_map_s::num_rows

Number of rows on the keyboard.

const unsigned int* const key_map_s::press_map

Pointer to an array of events that are fired on button press.

const unsigned int* const key_map_s::release_map

Pointer to an array of events that are fired on button release.

int key_map_s::repeat_flags

Flags regarding key repeat behavior.

int key_map_s::repeat_rate

Number of ticks between events.

int key_map_s::tick_length

Length of a keyboard tick in 10ms units.

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

- **Keyboard.h**

media_record_info_s Struct Reference

Used for passing information about a track available from the data source to the content manager (and back to the data source manager for metadata retrieval in a two-pass update).

```
#include <ContentManager.h>
```

Public Attributes

- `char * szURL`
 - `bool bVerified`
 - `int iDataSourceID`
 - `int iCodecID`
 - `IMetadata * pMetadata`
-

Detailed Description

Used for passing information about a track available from the data source to the content manager (and back to the data source manager for metadata retrieval in a two-pass update).

Member Data Documentation

bool media_record_info_s::bVerified

True if this record has been verified to exist on the data source.

int media_record_info_s::iCodecID

ID of the matching codec of this content.

int media_record_info_s::iDataSourceID

ID of the data source that hosts the content.

IMetadata* media_record_info_s::pMetadata

Associated metadata; can be 0.

char* media_record_info_s::szURL

The unique URL of this media record.

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

- `ContentManager.h`

playlist_record_s Struct Reference

Used for passing information about a playlist file available from the data source to the content manager.

```
#include <ContentManager.h>
```

Public Attributes

- `char * szURL`
 - `bool bVerified`
 - `int iDataSourceID`
 - `int iPlaylistFormatID`
-

Detailed Description

Used for passing information about a playlist file available from the data source to the content manager.

Member Data Documentation

bool playlist_record_s::bVerified

True if this record has been verified to exist on the data source.

int playlist_record_s::iDataSourceID

ID of the data source that hosts the playlist.

int playlist_record_s::iPlaylistFormatID

ID of the matching playlist format.

char* playlist_record_s::szURL

The unique URL of this playlist record.

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

- **ContentManager.h**

playstream_settings_s Struct Reference

The sequence of codecs->filters->outputstream is considered to be the playstream. Currently, the `playstream_settings_t` structure allows the user to specify a list of filters to put in the playstream and an outputstream to use for playback.

```
#include <MediaPlayer.h>
```

Detailed Description

The sequence of codecs->filters->outputstream is considered to be the playstream. Currently, the `playstream_settings_t` structure allows the user to specify a list of filters to put in the playstream and an outputstream to use for playback.

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

- **MediaPlayer.h**

set_stream_event_data_s Struct Reference

Structure created when a song is successfully set in the media player. This is passed along through the EVENT_STREAM_SET event. The structure and the metadata should be deleted after the event is received (which is the default action if the event is passed to the play manager).

```
#include <Codec.h>
```

Public Attributes

- **IPlaylistEntry * pPlaylistEntry**
 - **IMetadata * pMediaPlayerMetadata**
 - **stream_info_t streamInfo**
-

Detailed Description

Structure created when a song is successfully set in the media player. This is passed along through the EVENT_STREAM_SET event. The structure and the metadata should be deleted after the event is received (which is the default action if the event is passed to the play manager).

Member Data Documentation

IMetadata* set_stream_event_data_s::pMediaPlayerMetadata

Metadata retrieved from the codec during SetSong.

IPlaylistEntry* set_stream_event_data_s::pPlaylistEntry

Pointer to the playlist entry that was set.

stream_info_t set_stream_event_data_s::streamInfo

Playback parameters of the stream.

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

- **Codec.h**

SimpleList Class Template Reference

The SimpleList is a template class for generically storing a doubly-linked list of items. Its content can be traversed by the use of iterators.

```
#include <SimpleList.h>
```

Public Methods

- SimpleList & **operator=** (const SimpleList &sl)
 - SimpleList & **Append** (const SimpleList &sl)
 - void **PushFront** (DataType data)
 - void **PushBack** (DataType data)
 - void **Insert** (DataType data, int index)
 - void **Clear** ()
 - int **Size** () const
 - bool **IsEmpty** () const
 - DataType **PopFront** ()
 - DataType **PopBack** ()
 - DataType **Remove** (SimpleListIterator< DataType > it)
 - SimpleListIterator< DataType > **GetHead** () const
 - SimpleListIterator< DataType > **GetTail** () const
 - SimpleListIterator< DataType > **GetEnd** () const
-

Detailed Description

template<class DataType> class SimpleList< DataType >

The SimpleList is a template class for generically storing a doubly-linked list of items. Its content can be traversed by the use of iterators.

Member Function Documentation

template<class DataType> SimpleList& SimpleList< DataType >::Append (const SimpleList< DataType > & sl) [inline]

Append the contents of the given list to the end of this list.

template<class DataType> void SimpleList< DataType >::Clear () [inline]

Erase the nodes but don't delete the data.

template<class DataType> SimpleListIterator<DataType> SimpleList< DataType >::GetEnd () const [inline]

Return an iterator that points to an empty element. Use this to test if an iterator has passed the end of the list.

template<class DataType> SimpleListIterator<DataType> SimpleList<DataType>::GetHead () const [inline]

Return an iterator that points to the first element in the list.

template<class DataType> SimpleListIterator<DataType> SimpleList<DataType>::GetTail () const [inline]

Return an iterator that points to the last element in the list.

template<class DataType> void SimpleList< DataType>::Insert (DataType data, int index) [inline]

Inserts the data type into the list at the zero-based index. The results are undefined if the index is out-of-range.

template<class DataType> bool SimpleList< DataType>::IsEmpty () const [inline]

Returns true if there are no items in the list, false otherwise.

template<class DataType> DataType SimpleList< DataType>::PopBack () [inline]

Pops the last item off the list and returns it. The results are undefined if the list is empty.

template<class DataType> DataType SimpleList< DataType>::PopFront () [inline]

Pops the first item off the list and returns it. The results are undefined if the list is empty.

template<class DataType> void SimpleList< DataType>::PushBack (DataType data) [inline]

Add an element to the end of the list.

template<class DataType> void SimpleList< DataType>::PushFront (DataType data) [inline]

Add an element to the beginning of the list.

template<class DataType> DataType SimpleList< DataType>::Remove (SimpleListIterator< DataType> it) [inline]

Removes a node from the list. The iterator is invalid after this operation.

template<class DataType> int SimpleList< DataType>::Size () const [inline]

Returns the number of nodes in the list.

template<class DataType> SimpleList& SimpleList< DataType>::operator= (const SimpleList< DataType> & sl) [inline]

Copy an existing list.

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

- SimpleList.h

SimpleListIterator Class Template Reference

The SimpleListIterator is used to traverse a **SimpleList** (p.140).

```
#include <SimpleList.h>
```

Public Methods

- `DataType & operator * ()`
- `bool operator== (const SimpleListIterator< DataType > &rhs)`
- `bool operator!= (const SimpleListIterator< DataType > &rhs)`
- `SimpleListIterator< DataType > & operator+= (int rhs)`
- `SimpleListIterator< DataType > & operator++ ()`
- `SimpleListIterator< DataType > & operator-= (int rhs)`
- `SimpleListIterator< DataType > & operator-- ()`

Friends

- `SimpleListIterator< DataType > operator+ (const SimpleListIterator< DataType > &lhs, int rhs)`
 - `SimpleListIterator< DataType > operator- (const SimpleListIterator< DataType > &lhs, int rhs)`
-

Detailed Description

template<class DataType> class SimpleListIterator< DataType >

The SimpleListIterator is used to traverse a **SimpleList** (p.140).

Member Function Documentation

template<class DataType> DataType& SimpleListIterator< DataType >::operator * () [inline]

Get access to the data stored at this position in the list.

template<class DataType> bool SimpleListIterator< DataType >::operator!= (const SimpleListIterator< DataType > & rhs) [inline]

Test for inequality.

template<class DataType> SimpleListIterator<DataType>& SimpleListIterator< DataType >::operator++ () [inline]

Go to the next element in the list.

template<class DataType> SimpleListIterator<DataType>& SimpleListIterator< DataType >::operator+= (int rhs) [inline]

Advance the iterator by the given number of indices. The results are undefined if the end of the list is passed.

***template<class DataType> SimpleListIterator<DataType>&
SimpleListIterator< DataType >::operator-- () [inline]***

Go to the previous element in the list.

***template<class DataType> SimpleListIterator<DataType>&
SimpleListIterator< DataType >::operator-= (int rhs) [inline]***

Rewind the iterator by the given number of indices. The results are undefined if the end of the list is passed.

***template<class DataType> bool SimpleListIterator< DataType >::operator==
(const SimpleListIterator< DataType > & rhs) [inline]***

Test for equality.

Friends And Related Function Documentation

***template<class DataType> SimpleListIterator<DataType> operator+ (const
SimpleListIterator< DataType > & lhs, int rhs) [friend]***

Copy the given iterator and advance it by the given number of indices. The results are undefined if the end of the list is passed.

***template<class DataType> SimpleListIterator<DataType> operator- (const
SimpleListIterator< DataType > & lhs, int rhs) [friend]***

Copy the given iterator and rewind it by the given number of indices. The results are undefined if the end of the list is passed.

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

- SimpleList.h

SimpleMap Class Template Reference

The SimpleMap is a template class for generically storing elements indexed by keys. The IndexType must have comparison operators < and >.

```
#include <SimpleMap.h>
```

Public Methods

- bool **GetEntry** (int index, IndexType *pKey, DataType *pValue)
 - void **AddEntry** (IndexType key, DataType value)
 - bool **FindEntry** (const IndexType key, DataType *pValue)
 - bool **FindEntry** (const IndexType key, DataType *pValue) const
 - void **RemoveEntryAtIndex** (int index, IndexType *pKey, DataType *pValue)
 - bool **RemoveEntryByKey** (const IndexType key, DataType *pValue)
 - void **Clear** ()
-

Detailed Description

template<class IndexType, class DataType> class SimpleMap< IndexType, DataType >

The SimpleMap is a template class for generically storing elements indexed by keys. The IndexType must have comparison operators < and >.

Member Function Documentation

template<class IndexType, class DataType> void SimpleMap< IndexType, DataType >::AddEntry (IndexType key, DataType value) [inline]

Adds an entry to the dictionary. If a key with the same name already exists, then its value is overwritten.

template<class IndexType, class DataType> void SimpleMap< IndexType, DataType >::Clear () [inline]

Clears the map of all entries.

template<class IndexType, class DataType> bool SimpleMap< IndexType, DataType >::FindEntry (const IndexType key, DataType * pValue) const [inline]

Gets a value given a key. If the key isn't in the dictionary then false is returned.

template<class IndexType, class DataType> bool SimpleMap< IndexType, DataType >::FindEntry (const IndexType key, DataType * pValue) [inline]

Gets a value given a key. If the key isn't in the map then false is returned.

template<class IndexType, class DataType> bool SimpleMap< IndexType, DataType >::GetEntry (int index, IndexType * pKey, DataType * pValue) [inline]

Gets a key and value given an index. If the index is out-of-range then false is returned.

template<class IndexType, class DataType> void SimpleMap< IndexType, DataType >::RemoveEntryAtIndex (int index, IndexType * pKey, DataType * pValue) [inline]

Removes the entry at the given index from the map. This is an inefficient operation and should be used sparingly.

template<class IndexType, class DataType> bool SimpleMap< IndexType, DataType >::RemoveEntryByKey (const IndexType key, DataType * pValue) [inline]

Removes the entry with the given key from the map. This is an inefficient operation and should be used sparingly. If the key isn't in the map then false is returned.

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

- SimpleMap.h

SimpleVector Class Template Reference

The SimpleVector is a template class for generically storing an array of items. Its content can be randomly accessed by index. The array starts empty, but grows as items are added to it.

```
#include <SimpleVector.h>
```

Public Methods

- **SimpleVector** (int blockSize=5)
 - **SimpleVector** (const SimpleVector &sv)
 - SimpleVector & **operator=** (const SimpleVector &sv)
 - void **PushBack** (DataType pData)
 - DataType **PopBack** ()
 - DataType **Remove** (unsigned int index)
 - void **Clear** ()
 - int **Size** () const
 - bool **IsEmpty** () const
 - const DataType & **operator[]** (int pos) const
 - DataType & **operator[]** (int pos)
 - typedef bool **CompareDataFunction** (const DataType &a, const DataType &b)
 - void **Sort** (CompareDataFunction &compareDataFunction)
 - int **Find** (const DataType &data)
 - bool **Insert** (DataType pData, unsigned int index)
 - bool **Insert** (DataType pData, CompareDataFunction &compareDataFunction)
 - void **Move** (int indexA, int indexB)
-

Detailed Description

template<class DataType> class SimpleVector< DataType >

The SimpleVector is a template class for generically storing an array of items. Its content can be randomly accessed by index. The array starts empty, but grows as items are added to it.

Constructor & Destructor Documentation

template<class DataType> SimpleVector< DataType >::SimpleVector (int blockSize = 5) [inline]

Construct a new, empty vector.

Parameters:

blockSize The number of items to grow the array by at a time.

template<class DataType> SimpleVector< DataType >::SimpleVector (const SimpleVector< DataType > & sv) [inline]

Copy an existing vector.

Member Function Documentation

template<class DataType> void SimpleVector< DataType >::Clear () [inline]

Clear the vector but don't delete the data.

template<class DataType> typedef bool SimpleVector< DataType >::CompareDataFunction (const DataType & a, const DataType & b)

A CompareDataFunction should return true if a <= b, false otherwise.

template<class DataType> int SimpleVector< DataType >::Find (const DataType & data) [inline]

Searches for a matching value in the vector. Returns the index of the item if found, -1 otherwise.

template<class DataType> bool SimpleVector< DataType >::Insert (DataType pData, CompareDataFunction & compareDataFunction) [inline]

Insert a record in the sorted array in its proper position, based on the comparison function.

template<class DataType> bool SimpleVector< DataType >::Insert (DataType pData, unsigned int index) [inline]

Insert a record at the specified index in the vector. If the index is out-of-range, then false is returned.

template<class DataType> bool SimpleVector< DataType >::IsEmpty () const [inline]

Returns true if there are no items in the array, false otherwise.

template<class DataType> void SimpleVector< DataType >::Move (int indexA, int indexB) [inline]

Moves a record in the array to the new index, and pushes the records in between the two indices up or down accordingly. No range-checking is done, so make sure the indices are in bounds.

template<class DataType> DataType SimpleVector< DataType >::PopBack () [inline]

Remove a record from the end of the vector Popping from an empty vector has undefined results.

template<class DataType> void SimpleVector< DataType >::PushBack (DataType pData) [inline]

Add a record to the end of the vector. If the vector is full, then grow it by the block size.

template<class DataType> DataType SimpleVector< DataType >::Remove (unsigned int index) [inline]

Remove a record from the specified position in the vector. This is an inefficient operation and should be used sparingly.

template<class DataType> int SimpleVector< DataType >::Size () const [inline]

Return the number of filled blocks in the list.

***template<class DataType> void SimpleVector< DataType >::Sort
(CompareDataFunction & compareDataFunction) [inline]***

Sort the vector in ascending order, based on the comparison function.

***template<class DataType> SimpleVector& SimpleVector< DataType
>::operator= (const SimpleVector< DataType > & sv) [inline]***

Copy an existing vector.

***template<class DataType> DataType& SimpleVector< DataType
>::operator[] (int pos) [inline]***

Returns a reference to the item at the given index.

***template<class DataType> const DataType& SimpleVector< DataType
>::operator[] (int pos) const [inline]***

Returns a const reference to the item at the given index.

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

- SimpleVector.h

stream_info_s Struct Reference

Used to propagate information about the bitstream out of the codec to the system.

```
#include <Codec.h>
```

Public Attributes

- unsigned long **Duration**
 - unsigned long **SamplingFrequency**
 - unsigned long **Channels**
 - unsigned long **OutputChannels**
 - unsigned long **Bitrate**
-

Detailed Description

Used to propagate information about the bitstream out of the codec to the system.

Member Data Documentation

unsigned long stream_info_s::Bitrate

The bitrate of the track (in bits/second).

unsigned long stream_info_s::Channels

The number of channels of audio (currently only 1 or 2 are supported).

unsigned long stream_info_s::Duration

The duration of the track (in seconds).

unsigned long stream_info_s::OutputChannels

The number of channels actually output (may differ from Channels if channel duplication is supported).

unsigned long stream_info_s::SamplingFrequency

The sampling frequency of the track (in Hz).

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

- **Codec.h**

Index

- AddAttribute
 - CConfigurableMetadata, 34
- AddContentRecords
 - CMetakitContentManager, 61
 - CSimpleContentManager, 82
 - IContentManager, 103
- AddDataSource
 - CDataSourceManager, 35
 - CPlayManager, 78
- AddEntries
 - CSimplePlaylist, 89
 - IPlaylist, 123
- AddEntry
 - CSimplePlaylist, 89
 - IPlaylist, 123
 - SimpleMap, 144
- AddMediaRecord
 - CMetakitContentManager, 62
 - CSimpleContentManager, 82
 - IContentManager, 103
- AddMetadataAttribute
 - CMetadataTable, 58
- AddNode
 - CMediaPlayer, 56
- AddPlaylistRecord
 - CMetakitContentManager, 62
 - CSimpleContentManager, 82
 - IContentManager, 103
- AddStoredMetadata
 - CMetakitContentManager, 62
- Append
 - SimpleList, 140
- ASSEMBLE_ID
 - ObjectIdentification, 25
- BassDown
 - CVolumeControl, 95
- BassUp
 - CVolumeControl, 95
- Bitrate
 - stream_info_s, 149
- bTwoPass
 - content_record_update_s, 72
- bVerified
 - media_record_info_s, 136
 - playlist_record_s, 137
- bytes_p_sec
 - drive_geometry_s, 98
- CanSeek
 - IInputStream, 116
 - IOutputStream, 121
- CCDDAInputStream, 28
 - Open, 28, 29
- CCDDDataSource, 30
 - GetContentMetadata, 30
 - GetDefaultRefreshMode, 31
 - GetDefaultUpdateChunkSize, 31

<p>GetMediaStatus, 31</p> <p>GetRootURLPrefix, 31</p> <p>ListAllEntries, 31</p> <p>Open, 31</p> <p>OpenInputStream, 31</p> <p>OpenOutputStream, 31</p> <p>Read, 31</p> <p>SetDefaultRefreshMode, 32</p> <p>SetDefaultUpdateChunkSize, 32</p> <p>CCodecManager, 33</p> <p> FindCodec, 33</p> <p> FindCodecID, 33</p> <p> GetInstance, 33</p> <p> TryCodec, 33</p> <p>CConfigurableMetadata, 34</p> <p> AddAttribute, 34</p> <p> RemoveAllAttributes, 34</p> <p>CDataSourceManager, 35</p> <p> AddDataSource, 35</p> <p> Destroy, 35</p> <p> GetContentMetadata, 36</p> <p> GetDataSourceByClassID, 36</p> <p> GetDataSourceByID, 36</p> <p> GetDataSourceByIndex, 36</p> <p> GetDataSourceByURL, 36</p> <p> GetDataSourceCount, 36</p> <p> GetInstance, 36</p> <p> NotifyContentMetadataUpdateEnd, 36</p> <p> OpenInputStream, 36</p> <p> OpenOutputStream, 36</p> <p> RefreshContent, 37</p> <p> RemoveDataSource, 37</p> <p>CFatDataSource, 38</p>	<p>GetContentMetadata, 38</p> <p>GetDefaultRefreshMode, 39</p> <p>GetDefaultUpdateChunkSize, 39</p> <p>GetRootURLPrefix, 39</p> <p>ListAllEntries, 39</p> <p>Open, 39</p> <p>OpenInputStream, 39</p> <p>OpenOutputStream, 39</p> <p>SetDefaultRefreshMode, 39</p> <p>SetDefaultUpdateChunkSize, 40</p> <p>CFatFile, 41</p> <p> Close, 42</p> <p> Delete, 42</p> <p> FileMode, 41</p> <p> FileSeekPos, 41</p> <p> Flush, 42</p> <p> GetOffset, 42</p> <p> Ioctl, 42</p> <p> Length, 42</p> <p> Open, 42</p> <p> Read, 42</p> <p> Seek, 42</p> <p> Write, 42</p> <p>CFatFileInputStream, 43</p> <p>CFatFileOutputStream, 44</p> <p>CFilterManager, 45</p> <p> GetInstance, 45</p> <p> LoadFilter, 45</p> <p>Channels</p> <p> stream_info_s, 149</p> <p>CharToTchar</p> <p> tchar, 26</p> <p>CharToTcharN</p>
---	--

tchar, 27	SetDefaultRefreshMode, 51
CHTTPInputStream, 46	SetDefaultUpdateChunkSize, 51
CIR, 47	CLineInputStream, 53
GetInstance, 47	Close
LockIR, 47	CFatFile, 42
SetIRMap, 47	CNetStream, 69
UnlockIR, 47	IInputStream, 116
CIsoFileInputStream, 48	IOutputStream, 121
CKeyboard, 49	cm_key_value_record_t, 54
GetInstance, 49	CMediaPlayer, 55
LockKeyboard, 49	AddNode, 56
SetKeymap, 49	Deconfigure, 56
UnlockKeyboard, 49	GetInstance, 56
Clear	GetPlayState, 56
CMetakitContentManager, 62	GetRoot, 56
CSimpleContentManager, 82	GetTrackLength, 56
CSimplePlaylist, 89	GetTrackTime, 56
IContentManager, 103	Pause, 56
IPlaylist, 123	Play, 56
SimpleList, 140	PlayState, 56
SimpleMap, 144	RemoveNode, 56
SimpleVector, 147	Seek, 56
ClearAttributes	SetCreateMetadataFunction, 56
IMetadata, 118	SetPlaystream, 56
CLineInDataSource, 50	SetSong, 56
GenerateEntry, 50	Stop, 57
GetContentMetadata, 50	CMetadataTable, 58
GetDefaultRefreshMode, 51	AddMetadataAttribute, 58
GetDefaultUpdateChunkSize, 51	Destroy, 58
GetRootURLPrefix, 51	FindMetadataTypeByID, 58
ListAllEntries, 51	GetInstance, 58
OpenInputStream, 51	CMetakitContentManager, 60
OpenOutputStream, 51	AddContentRecords, 61

AddMediaRecord, 62	GenerateEntry, 67
AddPlaylistRecord, 62	GetDefaultRefreshMode, 67
AddStoredMetadata, 62	GetDefaultUpdateChunkSize, 68
Clear, 62	IsInitialized, 68
Commit, 62	OpenInputStream, 68
DeleteMediaRecord, 62	OpenOutputStream, 68
DeletePlaylistRecord, 62	SetDefaultRefreshMode, 68
DeleteRecordsFromDataSource, 63	SetDefaultUpdateChunkSize, 68
DeleteUnverifiedRecordsFromDataSource, 63	CNetStream, 69
GetAlbumByKey, 63	Close, 69
GetAlbumKey, 63	Flush, 69
GetAlbums, 63	Ioctl, 69
GetAllMediaRecords, 63	Open, 69
GetAllPlaylistRecords, 63	Position, 70
GetArtistByKey, 63	Read, 70
GetArtistKey, 64	Write, 70
GetArtists, 64	Codec Interface, 2
GetGenreByKey, 64	Codec Manager, 2
GetGenreKey, 64	Codec Registration, 4
GetGenres, 64	CODEC_BAD_FORMAT
GetMediaRecord, 64, 65	CodecInterface, 4
GetMediaRecordCount, 65	CODEC_DECODE_ERROR
GetMediaRecords, 65	CodecInterface, 4
GetMediaRecordsByDataSourceID, 65	CODEC_DRM_FAIL
GetPlaylistRecordCount, 65	CodecInterface, 4
GetPlaylistRecordsByDataSourceID, 65	CODEC_DRM_SUCCESS
LoadStateFromStream, 65	CodecInterface, 4
MarkRecordsFromDataSourceUnverified, 66	CODEC_END_OF_FILE
SaveStateToStream, 66	CodecInterface, 4
CMK_ALL	CODEC_FAIL
ContentManager, 7	CodecInterface, 4
CNetDataSource, 67	CODEC_NO_ERROR
	CodecInterface, 4

CODEC_NO_WORK
 CodecInterface, 4
CODEC_TYPE_ID
 CodecInterface, 3
CodecFunctionMap
 CodecInterface, 4
CodecFunctionMap_s, 71
CodecInterface
 CODEC_BAD_FORMAT, 4
 CODEC_DECODE_ERROR, 4
 CODEC_DRM_FAIL, 4
 CODEC_DRM_SUCCESS, 4
 CODEC_END_OF_FILE, 4
 CODEC_FAIL, 4
 CODEC_NO_ERROR, 4
 CODEC_NO_WORK, 4
 CODEC_TYPE_ID, 3
 CodecFunctionMap, 4
 set_stream_event_data_t, 4
 stream_info_t, 4
CodecRegistration
 DEFINE_CODEC, 5
 REGISTER_CODEC, 5
Commercial IR, 21
CommercialIR
 ir_map_t, 22
 IR_REPEAT_ENABLE, 21
Commit
 CMetakitContentManager, 62
CompareDataFunction
 SimpleVector, 147
Content Manager, 5
content_record_update_s, 72
 bTwoPass, 72
 iDataSourceID, 72
 media, 72
 playlists, 72
content_record_update_t
 ContentManager, 7
ContentManager
 CMK_ALL, 7
 content_record_update_t, 7
 media_record_info_t, 7
 playlist_record_t, 7
ContentRecordStatus
 IContentRecord, 107
Copy
 IMetadata, 118
COutputManager, 73
 GetInstance, 73
 LoadOutputStream, 73
CPCMCodec, 74
 SetSong, 74
CPlaylistFormatManager, 75
 FindPlaylistFormat, 75
 LoadPlaylist, 75
 SavePlaylist, 75
CPlayManager, 77
 AddDataSource, 78
 GetContentManager, 78
 GetInstance, 78
 GetPlaylist, 78
 GetPlaylistMode, 78
 HandleEvent, 78
 NextTrack, 78
 NotifyContentMetadataUpdate, 78

NotifyContentUpdate, 78	DeletePlaylistRecord, 82
NotifyMediaInserted, 78	DeleteRecordsFromDataSource, 83
NotifyMediaRemoved, 78	DeleteUnverifiedRecordsFromDataSource, 83
Pause, 78	GetMediaRecord, 83
Play, 78	GetMediaRecordCount, 83
PreviousTrack, 79	GetPlaylistRecordCount, 83
RefreshAllContent, 79	MarkRecordsFromDataSourceUnverified, 83
RefreshContent, 79	
Seek, 79	CSimpleGUIUserInterface, 84
SetContentManager, 79	CSimpleMediaContentRecord, 85
SetPlaylist, 79	CSimpleMetadata, 86
SetPlaylistMode, 79	GetAlbum, 86
Stop, 79	GetArtist, 86
CR_DECODE_ERROR	GetGenre, 86
IContentRecord, 107	GetTitle, 87
CR_DRM_FAILURE	CSimplePlaylist, 88
IContentRecord, 107	AddEntries, 89
CR_NO_CODEC	AddEntry, 89
IContentRecord, 107	Clear, 89
CR_OKAY	DeleteEntriesFromDataSource, 89
IContentRecord, 107	DeleteEntry, 89
CreateMetadataRecord	GetCurrentEntry, 89
CSimpleContentManager, 82	GetEntry, 89
IContentManager, 103	GetEntryIndex, 89
CSerialUserInterface, 80	GetName, 89
CSimpleContentManager, 81	GetNextEntry, 90
AddContentRecords, 82	GetPreviousEntry, 90
AddMediaRecord, 82	GetSize, 90
AddPlaylistRecord, 82	InsertEntry, 90
Clear, 82	IsEmpty, 90
CreateMetadataRecord, 82	ReshuffleRandomEntries, 90
CSimpleContentManager, 82	SetCurrentEntry, 90
DeleteMediaRecord, 82	SetNextEntry, 90

SetPreviousEntry, 91	CodecRegistration, 5
CSimplePlaylistEntry, 92	DEFINE_FILTER
CSimplePlaylistRecord, 93	FilterRegistration, 17
CVolumeControl, 94	DEFINE_INPUTSTREAM
BassDown, 95	InputStreams, 18
BassUp, 95	DEFINE_OUTPUTSTREAM
Destroy, 95	OutputStreams, 20
GetBass, 95	Delete
GetBassRange, 95	CFatFile, 42
GetInstance, 95	DeleteEntriesFromDataSource
GetTreble, 95	CSimplePlaylist, 89
GetTrebleRange, 95	IPlaylist, 123
GetVolume, 95	DeleteEntry
GetVolumeRange, 95	CSimplePlaylist, 89
SetBass, 95	IPlaylist, 123
SetBassRange, 95	DeleteMediaRecord
SetTreble, 95	CMetakitContentManager, 62
SetTrebleRange, 95	CSimpleContentManager, 82
SetVolume, 95	IContentManager, 103
SetVolumeRange, 95	DeletePlaylistRecord
TrebleDown, 95	CMetakitContentManager, 62
TrebleUp, 95	CSimpleContentManager, 82
VolumeDown, 96	IContentManager, 103
VolumeUp, 96	DeleteRecordsFromDataSource
CWaveOutputStream, 97	CMetakitContentManager, 63
ioctl, 97	CSimpleContentManager, 83
cyl	IContentManager, 104
drive_geometry_s, 98	DeleteUnverifiedRecordsFromDataSource
DecodeFrame	CMetakitContentManager, 63
ICodec, 101	CSimpleContentManager, 83
Deconfigure	IContentManager, 104
CMediaPlayer, 56	Destroy
DEFINE_CODEC	CDataSourceManager, 35

CMetadataTable, 58	Events, 11
CVolumeControl, 95	EVENT_CONTENT_UPDATE_END
DoWork	Events, 11
IFilter, 112	EVENT_CONTENT_UPDATE_ERROR
drive_geometry_s, 98	Events, 11
bytes_p_sec, 98	EVENT_KEY_HOLD
cyl, 98	Events, 11
hd, 98	EVENT_KEY_PRESS
model_num, 98	Events, 11
num_blks, 98	EVENT_KEY_RELEASE
sec, 98	Events, 12
serial_num, 98	EVENT_MEDIA_INSERTED
DSR_DEFAULT	Events, 12
IDataSource, 109	EVENT_MEDIA_REMOVED
DSR_ONE_PASS	Events, 12
IDataSource, 109	EVENT_STREAM_END
DSR_ONE_PASS_WITH_METADATA	Events, 12
IDataSource, 109	EVENT_STREAM_FAIL
DSR_TWO_PASS	Events, 12
IDataSource, 109	EVENT_STREAM_PAUSED
Duration	Events, 12
stream_info_s, 149	EVENT_STREAM_PLAYING
EVENT_CONTENT_METADATA_UPDATE	Events, 12
Events, 11	EVENT_STREAM_PROGRESS
EVENT_CONTENT_METADATA_UPDATE_BEGIN	Events, 12
Events, 11	EVENT_STREAM_SET
EVENT_CONTENT_METADATA_UPDATE_END	Events, 12
Events, 11	EVENT_STREAM_STOPPED
EVENT_CONTENT_UPDATE	Events, 10
Events, 11	EVENT_CONTENT_METADATA_UPDATE, 11
EVENT_CONTENT_UPDATE_BEGIN	EVENT_CONTENT_METADATA_UPDATE_BEGIN, 11

EVENT_CONTENT_METADATA_UPDATE_END, 11	filter_rate
EVENT_CONTENT_UPDATE, 11	ir_map_s, 131
EVENT_CONTENT_UPDATE_BEGIN, 11	filter_start
EVENT_CONTENT_UPDATE_END, 11	ir_map_s, 131
EVENT_CONTENT_UPDATE_ERROR, 11	FILTER_TYPE_ID
EVENT_KEY_HOLD, 11	FilterInterface, 16
EVENT_KEY_PRESS, 11	FilterInterface
EVENT_KEY_RELEASE, 12	FILTER_EOF, 16
EVENT_MEDIA_INSERTED, 12	FILTER_FAIL, 16
EVENT_MEDIA_REMOVED, 12	FILTER_NO_ERROR, 16
EVENT_STREAM_END, 12	FILTER_NO_WORK, 16
EVENT_STREAM_FAIL, 12	FILTER_TYPE_ID, 16
EVENT_STREAM_PAUSED, 12	FilterRegistration
EVENT_STREAM_PLAYING, 12	DEFINE_FILTER, 17
EVENT_STREAM_PROGRESS, 12	REGISTER_FILTER, 17
EVENT_STREAM_SET, 12	Find
EVENT_STREAM_STOPPED, 12	SimpleVector, 147
FileMode	FindCodec
CFatFile, 41	CCodecManager, 33
FileSeekPos	FindCodecID
CFatFile, 41	CCodecManager, 33
Filter Interface, 15	FindEntry
Filter Registration, 17	SimpleMap, 144
FILTER_EOF	FindMetadataTypeByID
FilterInterface, 16	CMetadataTable, 58
FILTER_FAIL	FindPlaylistFormat
FilterInterface, 16	CPlaylistFormatManager, 75
FILTER_NO_ERROR	Flush
FilterInterface, 16	CFatFile, 42
FILTER_NO_WORK	CNetStream, 69
FilterInterface, 16	IOutputStream, 121
	FNCreateMetadata
	MediaPlayer, 14

GenerateEntry	GetBass
CLineInDataSource, 50	CVolumeControl, 95
CNetDataSource, 67	GetBassRange
GetAlbum	CVolumeControl, 95
CSimpleMetadata, 86	GetClassID
GetAlbumByKey	IDataSource, 109
CMetakitContentManager, 63	GetCodecID
IQueryableContentManager, 129	IMediaContentRecord, 117
GetAlbumKey	GetContentManager
CMetakitContentManager, 63	CPlayManager, 78
IQueryableContentManager, 129	GetContentMetadata
GetAlbums	CCDDDataSource, 30
CMetakitContentManager, 63	CDataSourceManager, 36
IQueryableContentManager, 129	CFatDataSource, 38
GetAllMediaRecords	CLineInDataSource, 50
CMetakitContentManager, 63	IDataSource, 109
IContentManager, 104	GetCurrentEntry
GetAllPlaylistRecords	CSimplePlaylist, 89
CMetakitContentManager, 63	IPlaylist, 124
IContentManager, 104	GetDataSourceByClassID
GetArtist	CDataSourceManager, 36
CSimpleMetadata, 86	GetDataSourceByID
GetArtistByKey	CDataSourceManager, 36
CMetakitContentManager, 63	GetDataSourceByIndex
IQueryableContentManager, 129	CDataSourceManager, 36
GetArtistKey	GetDataSourceByURL
CMetakitContentManager, 64	CDataSourceManager, 36
IQueryableContentManager, 129	GetDataSourceCount
GetArtists	CDataSourceManager, 36
CMetakitContentManager, 64	GetDataSourceID
IQueryableContentManager, 129	IContentRecord, 107
GetAttribute	GetDefaultRefreshMode
IMetadata, 118	CCDDDataSource, 31

CFatDataSource, 39	IContentRecord, 107
CLineInDataSource, 51	GetIndex
CNetDataSource, 67	IPlaylistEntry, 127
IDataSource, 109	GetInputStream
GetDefaultUpdateChunkSize	ICodec, 101
CCDDDataSource, 31	GetInputUnitSize
CFatDataSource, 39	IFilter, 113
CLineInDataSource, 51	IInputStream, 116
CNetDataSource, 68	GetInstance
IDataSource, 109	CCodecManager, 33
GetEnd	CDataSourceManager, 36
SimpleList, 140	CFilterManager, 45
GetEntry	CIR, 47
CSimplePlaylist, 89	CKeyboard, 49
IPlaylist, 124	CMediaPlayer, 56
SimpleMap, 145	CMetadataTable, 58
GetEntryIndex	COutputManager, 73
CSimplePlaylist, 89	CPlayManager, 78
IPlaylist, 124	CVolumeControl, 95
GetGenre	GetInstanceID
CSimpleMetadata, 86	IDataSource, 110
GetGenreByKey	GetMediaRecord
CMetakitContentManager, 64	CMetakitContentManager, 64, 65
IQueryableContentManager, 130	CSimpleContentManager, 83
GetGenreKey	IContentManager, 104
CMetakitContentManager, 64	GetMediaRecordCount
IQueryableContentManager, 130	CMetakitContentManager, 65
GetGenres	CSimpleContentManager, 83
CMetakitContentManager, 64	IContentManager, 104
IQueryableContentManager, 130	GetMediaRecords
GetHead	CMetakitContentManager, 65
SimpleList, 141	IQueryableContentManager, 130
GetID	GetMediaRecordsByDataSourceID

CMetakitContentManager, 65	GetPreviousEntry
IContentManager, 104	CSimplePlaylist, 90
GetMediaStatus	IPlaylist, 124
CCDDDataSource, 31	GetReadBuf
GetMetadata	IFilter, 113
ICodec, 101	GetRoot
GetName	CMediaPlayer, 56
CSimplePlaylist, 89	GetRootURLPrefix
IPlaylist, 124	CCDDDataSource, 31
GetNextEntry	CFatDataSource, 39
CSimplePlaylist, 90	CLineInDataSource, 51
IPlaylist, 124	IDataSource, 110
GetOffset	GetSize
CFatFile, 42	CSimplePlaylist, 90
GetOutputUnitSize	IPlaylist, 124
ICodec, 101	GetStatus
IFilter, 113	IContentRecord, 107
IOutputStream, 121	GetTail
GetPlaylist	SimpleList, 141
CPlayManager, 78	GetTitle
GetPlaylistFormatID	CSimpleMetadata, 87
IPlaylistContentRecord, 126	GetTrackLength
GetPlaylistMode	CMediaPlayer, 56
CPlayManager, 78	GetTrackTime
GetPlaylistRecordCount	CMediaPlayer, 56
CMetakitContentManager, 65	GetTreble
CSimpleContentManager, 83	CVolumeControl, 95
IContentManager, 104	GetTrebleRange
GetPlaylistRecordsByDataSourceID	CVolumeControl, 95
CMetakitContentManager, 65	GetURL
IContentManager, 105	IContentRecord, 107
GetPlayState	GetVolume
CMediaPlayer, 56	CVolumeControl, 95

- GetVolumeRange
 - CVolumeControl, 95
- GetWriteBuf
 - ICodec, 101
 - IFilter, 113
- HandleEvent
 - CPlayManager, 78
- hd
 - drive_geometry_s, 98
- hold_map
 - ir_map_s, 131
 - key_map_s, 134
- ICodec, 100
 - DecodeFrame, 101
 - GetInputStream, 101
 - GetMetadata, 101
 - GetOutputUnitSize, 101
 - GetWriteBuf, 101
 - Seek, 101
 - SetSong, 101
 - SetWriteBuf, 101
 - Stats, 101
- iCodecID
 - media_record_info_s, 136
- IContentManager, 102
 - AddContentRecords, 103
 - AddMediaRecord, 103
 - AddPlaylistRecord, 103
 - Clear, 103
 - CreateMetadataRecord, 103
 - DeleteMediaRecord, 103
 - DeletePlaylistRecord, 103
 - DeleteRecordsFromDataSource, 104
 - DeleteUnverifiedRecordsFromDataSource, 104
 - GetAllMediaRecords, 104
 - GetAllPlaylistRecords, 104
 - GetMediaRecord, 104
 - GetMediaRecordCount, 104
 - GetMediaRecordsByDataSourceID, 104
 - GetPlaylistRecordCount, 104
 - GetPlaylistRecordsByDataSourceID, 105
 - MarkRecordsFromDataSourceUnverified, 105
- IContentRecord, 106
 - ContentRecordStatus, 107
 - CR_DECODE_ERROR, 107
 - CR_DRM_FAILURE, 107
 - CR_NO_CODEEC, 107
 - CR_OKAY, 107
 - GetDataSourceID, 107
 - GetID, 107
 - GetStatus, 107
 - GetURL, 107
 - IsVerified, 107
 - SetStatus, 107
 - SetVerified, 107
- IDataSource, 108
 - DSR_DEFAULT, 109
 - DSR_ONE_PASS, 109
 - DSR_ONE_PASS_WITH_METADATA, 109
 - DSR_TWO_PASS, 109
 - GetClassID, 109
 - GetContentMetadata, 109
 - GetDefaultRefreshMode, 109
 - GetDefaultUpdateChunkSize, 109

GetInstanceID, 110	Position, 116
GetRootURLPrefix, 110	Read, 116
ListAllEntries, 110	Seek, 116
OpenInputStream, 110	IMediaContentRecord, 117
OpenOutputStream, 110	GetCodecID, 117
RefreshMode, 109	IMetadata, 118
SetDefaultRefreshMode, 110	ClearAttributes, 118
SetDefaultUpdateChunkSize, 110	Copy, 118
SetInstanceID, 111	GetAttribute, 118
iDataSourceID	MergeAttributes, 119
content_record_update_s, 72	SetAttribute, 119
media_record_info_s, 136	UnsetAttribute, 119
playlist_record_s, 137	UsesAttribute, 119
IDENTIFY_OBJECT	initial_delay
ObjectIdentification, 26	key_map_s, 134
IFilter, 112	Input Streams, 17
DoWork, 112	INPUT_TYPE_ID
GetInputUnitSize, 113	InputStreams, 18
GetOutputUnitSize, 113	InputSeekPos
GetReadBuf, 113	IInputStream, 115
GetWriteBuf, 113	INPUTSTREAM_ERROR
Ioctl, 113	InputStreams, 19
SetReadBuf, 113	INPUTSTREAM_NO_ERROR
SetWriteBuf, 113	InputStreams, 19
IIdentifiableObject, 114	InputStreams
IInputStream, 115	DEFINE_INPUTSTREAM, 18
CanSeek, 116	INPUT_TYPE_ID, 18
Close, 116	INPUTSTREAM_ERROR, 19
GetInputUnitSize, 116	INPUTSTREAM_NO_ERROR, 19
InputSeekPos, 115	REGISTER_INPUTSTREAM, 18
Ioctl, 116	Insert
Length, 116	SimpleList, 141
Open, 116	SimpleVector, 147

InsertEntry	InsertEntry, 124
CSimplePlaylist, 90	IsEmpty, 125
IPlaylist, 124	NORMAL, 123
Ioctl	PlaylistMode, 123
CFatFile, 42	RANDOM, 123
CNetStream, 69	REPEAT_ALL, 123
CWaveOutputStream, 97	REPEAT_RANDOM, 123
IFilter, 113	REPEAT_TRACK, 123
IInputStream, 116	ReshuffleRandomEntries, 125
IOutputStream, 121	SetCurrentEntry, 125
IOutputStream, 120	SetNextEntry, 125
CanSeek, 121	SetPreviousEntry, 125
Close, 121	IPlaylistContentRecord, 126
Flush, 121	GetPlaylistFormatID, 126
GetOutputUnitSize, 121	IPlaylistEntry, 127
Ioctl, 121	GetIndex, 127
Open, 121	iPlaylistFormatID
OutputSeekPos, 120	playlist_record_s, 137
Seek, 121	IQueryableContentManager, 128
Write, 121	GetAlbumByKey, 129
IPlaylist, 122	GetAlbumKey, 129
AddEntries, 123	GetAlbums, 129
AddEntry, 123	GetArtistByKey, 129
Clear, 123	GetArtistKey, 129
DeleteEntriesFromDataSource, 123	GetArtists, 129
DeleteEntry, 123	GetGenreByKey, 130
GetCurrentEntry, 124	GetGenreKey, 130
GetEntry, 124	GetGenres, 130
GetEntryIndex, 124	GetMediaRecords, 130
GetName, 124	ir_map_s, 131
GetNextEntry, 124	filter_rate, 131
GetPreviousEntry, 124	filter_start, 131
GetSize, 124	hold_map, 131

<p>num_buttons, 131</p> <p>press_map, 131</p> <p>repeat_flags, 131</p> <p>ir_map_t</p> <ul style="list-style-type: none"> CommercialIR, 22 <p>IR_REPEAT_ENABLE</p> <ul style="list-style-type: none"> CommercialIR, 21 <p>IsEmpty</p> <ul style="list-style-type: none"> CSimplePlaylist, 90 IPlaylist, 125 SimpleList, 141 SimpleVector, 147 <p>IsInitialized</p> <ul style="list-style-type: none"> CNetDataSource, 68 <p>IsVerified</p> <ul style="list-style-type: none"> IContentRecord, 107 <p>IUserInterface, 133</p> <p>key_map_s, 134</p> <ul style="list-style-type: none"> hold_map, 134 initial_delay, 134 num_buttons, 134 num_columns, 134 num_rows, 134 press_map, 135 release_map, 135 repeat_flags, 135 repeat_rate, 135 tick_length, 135 <p>key_map_t</p> <ul style="list-style-type: none"> Keyboard, 23 <p>KEY_REPEAT_ENABLE</p> <ul style="list-style-type: none"> Keyboard, 23 <p>KEY_WAVEOUT_SET_SAMPLERATE</p>	<p>WaveOut, 21</p> <p>Keyboard</p> <ul style="list-style-type: none"> key_map_t, 23 KEY_REPEAT_ENABLE, 23 <p>Keyboard driver, 22</p> <p>Length</p> <ul style="list-style-type: none"> CFatFile, 42 IInputStream, 116 <p>ListAllEntries</p> <ul style="list-style-type: none"> CCDDDataSource, 31 CFatDataSource, 39 CLineInDataSource, 51 IDataSource, 110 <p>LoadFilter</p> <ul style="list-style-type: none"> CFilterManager, 45 <p>LoadOutputStream</p> <ul style="list-style-type: none"> COutputManager, 73 <p>LoadPlaylist</p> <ul style="list-style-type: none"> CPlaylistFormatManager, 75 <p>LoadStateFromStream</p> <ul style="list-style-type: none"> CMetakitContentManager, 65 <p>LockIR</p> <ul style="list-style-type: none"> CIR, 47 <p>LockKeyboard</p> <ul style="list-style-type: none"> CKeyboard, 49 <p>MarkRecordsFromDataSourceUnverified</p> <ul style="list-style-type: none"> CMetakitContentManager, 66 CSimpleContentManager, 83 IContentManager, 105 <p>MDA_ALBUM</p> <ul style="list-style-type: none"> Metadata, 9 <p>MDA_ALBUM_TRACK_NUMBER</p> <ul style="list-style-type: none"> Metadata, 9
--	---

MDA_BITRATE	media_record_info_s, 136
Metadata, 9	bVerified, 136
MDA_CHANNELS	iCodecID, 136
Metadata, 9	iDataSourceID, 136
MDA_COMMENT	pMetadata, 136
Metadata, 9	szURL, 136
MDA_DURATION	media_record_info_t
Metadata, 9	ContentManager, 7
MDA_FILE_NAME	MediaPlayer
Metadata, 9	FNCreateMetadata, 14
MDA_FILE_SIZE	MEDIAPLAYER_ERROR_ZONE, 13
Metadata, 9	MP_ERROR, 14
MDA_GENRE	MP_NO_ERROR, 14
Metadata, 9	MP_NOT_CONFIGURED, 14
MDA_HAS_DRM	playstream_settings_t, 14
Metadata, 9	MEDIAPLAYER_ERROR_ZONE
MDA_INVALID_ID	MediaPlayer, 13
Metadata, 9	MergeAttributes
MDA_SAMPLING_FREQUENCY	IMetadata, 119
Metadata, 9	Metadata, 7
MDA_TITLE	MDA_ALBUM, 9
Metadata, 9	MDA_ALBUM_TRACK_NUMBER, 9
MDA_YEAR	MDA_BITRATE, 9
Metadata, 9	MDA_CHANNELS, 9
MDT_INT	MDA_COMMENT, 9
Metadata, 9	MDA_DURATION, 9
MDT_INVALID_TYPE	MDA_FILE_NAME, 9
Metadata, 9	MDA_FILE_SIZE, 9
MDT_TCHAR	MDA_GENRE, 9
Metadata, 9	MDA_HAS_DRM, 9
media	MDA_INVALID_ID, 9
content_record_update_s, 72	MDA_SAMPLING_FREQUENCY, 9
Media Player, 12	MDA_TITLE, 9

<p>MDA_YEAR, 9</p> <p>MDT_INT, 9</p> <p>MDT_INVALID_TYPE, 9</p> <p>MDT_TCHAR, 9</p> <p>METADATA_ERROR, 9</p> <p>METADATA_NO_ERROR, 10</p> <p>METADATA_NO_VALUE_SET, 10</p> <p>METADATA_NOT_USED, 10</p> <p>METADATA_TABLE_ID_IN_USE, 10</p> <p>METADATA_TABLE_INVALID_TYPE, 10</p> <p>METADATA_TYPE_ID, 9</p> <p>METADATA_ERROR</p> <p style="padding-left: 20px;">Metadata, 9</p> <p>METADATA_NO_ERROR</p> <p style="padding-left: 20px;">Metadata, 10</p> <p>METADATA_NO_VALUE_SET</p> <p style="padding-left: 20px;">Metadata, 10</p> <p>METADATA_NOT_USED</p> <p style="padding-left: 20px;">Metadata, 10</p> <p>METADATA_TABLE_ID_IN_USE</p> <p style="padding-left: 20px;">Metadata, 10</p> <p>METADATA_TABLE_INVALID_TYPE</p> <p style="padding-left: 20px;">Metadata, 10</p> <p>METADATA_TYPE_ID</p> <p style="padding-left: 20px;">Metadata, 9</p> <p>model_num</p> <p style="padding-left: 20px;">drive_geometry_s, 98</p> <p>Move</p> <p style="padding-left: 20px;">SimpleVector, 147</p> <p>MP_ERROR</p> <p style="padding-left: 20px;">MediaPlayer, 14</p> <p>MP_NO_ERROR</p> <p style="padding-left: 20px;">MediaPlayer, 14</p>	<p>MP_NOT_CONFIGURED</p> <p style="padding-left: 20px;">MediaPlayer, 14</p> <p>NextTrack</p> <p style="padding-left: 20px;">CPlayManager, 78</p> <p>NORMAL</p> <p style="padding-left: 20px;">IPlaylist, 123</p> <p>NotifyContentMetadataUpdate</p> <p style="padding-left: 20px;">CPlayManager, 78</p> <p>NotifyContentMetadataUpdateEnd</p> <p style="padding-left: 20px;">CDataSourceManager, 36</p> <p>NotifyContentUpdate</p> <p style="padding-left: 20px;">CPlayManager, 78</p> <p>NotifyMediaInserted</p> <p style="padding-left: 20px;">CPlayManager, 78</p> <p>NotifyMediaRemoved</p> <p style="padding-left: 20px;">CPlayManager, 78</p> <p>num_blks</p> <p style="padding-left: 20px;">drive_geometry_s, 98</p> <p>num_buttons</p> <p style="padding-left: 20px;">ir_map_s, 131</p> <p style="padding-left: 20px;">key_map_s, 134</p> <p>num_columns</p> <p style="padding-left: 20px;">key_map_s, 134</p> <p>num_rows</p> <p style="padding-left: 20px;">key_map_s, 134</p> <p>Object Identification, 25</p> <p>ObjectIdentification</p> <p style="padding-left: 20px;">ASSEMBLE_ID, 25</p> <p style="padding-left: 20px;">IDENTIFY_OBJECT, 26</p> <p>Open</p> <p style="padding-left: 20px;">CCDDAInputStream, 28, 29</p> <p style="padding-left: 20px;">CCDDDataSource, 31</p> <p style="padding-left: 20px;">CFatDataSource, 39</p>
--	---

CFatFile, 42	SimpleListIterator, 142
CNetStream, 69	operator=
IInputStream, 116	SimpleList, 141
IOutputStream, 121	SimpleVector, 148
OpenInputStream	operator-=
CCDDDataSource, 31	SimpleListIterator, 143
CDataSourceManager, 36	operator==
CFatDataSource, 39	SimpleListIterator, 143
CLineInDataSource, 51	Output Streams, 19
CNetDataSource, 68	OUTPUT_TYPE_ID
IDataSource, 110	OutputStreams, 20
OpenOutputStream	OutputChannels
CCDDDataSource, 31	stream_info_s, 149
CDataSourceManager, 36	OutputSeekPos
CFatDataSource, 39	IOutputStream, 120
CLineInDataSource, 51	OUTPUTSTREAM_ERROR
CNetDataSource, 68	OutputStreams, 20
IDataSource, 110	OUTPUTSTREAM_NO_ERROR
operator-	OutputStreams, 20
SimpleListIterator, 143	OutputStreams
operator--	DEFINE_OUTPUTSTREAM, 20
SimpleListIterator, 143	OUTPUT_TYPE_ID, 20
operator *	OUTPUTSTREAM_ERROR, 20
SimpleListIterator, 142	OUTPUTSTREAM_NO_ERROR, 20
operator!=	REGISTER_OUTPUTSTREAM, 20
SimpleListIterator, 142	Pause
operator[]	CMediaPlayer, 56
SimpleVector, 148	CPlayManager, 78
operator+	Play
SimpleListIterator, 143	CMediaPlayer, 56
operator++	CPlayManager, 78
SimpleListIterator, 142	Play Manager, 14
operator+=	Playlist Format, 23

<p>PLAYLIST_FORMAT_BAD_FORMAT PlaylistFormat, 24</p> <p>PLAYLIST_FORMAT_BAD_URL PlaylistFormat, 24</p> <p>PLAYLIST_FORMAT_FILE_OPEN_ERROR PlaylistFormat, 24</p> <p>PLAYLIST_FORMAT_NO_ERROR PlaylistFormat, 24</p> <p>PLAYLIST_FORMAT_READ_ERROR PlaylistFormat, 25</p> <p>PLAYLIST_FORMAT_TYPE_ID PlaylistFormat, 24</p> <p>PLAYLIST_FORMAT_UNKNOWN_FORMAT PlaylistFormat, 25</p> <p>PLAYLIST_FORMAT_WRITE_ERROR PlaylistFormat, 25</p> <p>playlist_record_s, 137 bVerified, 137 iDataSourceID, 137 iPlaylistFormatID, 137 szURL, 137</p> <p>playlist_record_t ContentManager, 7</p> <p>PlaylistFormat PLAYLIST_FORMAT_BAD_FORMAT, 24 PLAYLIST_FORMAT_BAD_URL, 24 PLAYLIST_FORMAT_FILE_OPEN_ERROR, 24 PLAYLIST_FORMAT_NO_ERROR, 24 PLAYLIST_FORMAT_READ_ERROR, 25 PLAYLIST_FORMAT_TYPE_ID, 24</p>	<p>PLAYLIST_FORMAT_UNKNOWN_FORMAT, 25</p> <p>PLAYLIST_FORMAT_WRITE_ERROR, 25</p> <p>REGISTER_PLAYLIST_FORMAT, 24</p> <p>PlaylistMode IPlaylist, 123</p> <p>playlists content_record_update_s, 72</p> <p>PlayManager PLAYMANAGER_ERROR_ZONE, 15 PM_ERROR, 15 PM_NO_ERROR, 15 PM_NO_GOOD_TRACKS, 15 PM_PLAYING, 15 PM_PLAYLIST_END, 15</p> <p>PLAYMANAGER_ERROR_ZONE PlayManager, 15</p> <p>PlayState CMediaPlayer, 56</p> <p>playstream_settings_s, 138</p> <p>playstream_settings_t MediaPlayer, 14</p> <p>PM_ERROR PlayManager, 15</p> <p>PM_NO_ERROR PlayManager, 15</p> <p>PM_NO_GOOD_TRACKS PlayManager, 15</p> <p>PM_PLAYING PlayManager, 15</p> <p>PM_PLAYLIST_END PlayManager, 15</p> <p>pMediaPlayerMetadata</p>
---	--

DADIO SOFTWARE DEVELOPMENT KIT
API Reference

Index

set_stream_event_data_s, 139

pMetadata

- media_record_info_s, 136

PopBack

- SimpleList, 141
- SimpleVector, 147

PopFront

- SimpleList, 141

Position

- CNetStream, 70
- IInputStream, 116

pPlaylistEntry

- set_stream_event_data_s, 139

press_map

- ir_map_s, 131
- key_map_s, 135

PreviousTrack

- CPlayManager, 79

PushBack

- SimpleList, 141
- SimpleVector, 147

PushFront

- SimpleList, 141

RANDOM

- IPlaylist, 123

Read

- CCDDDataSource, 31
- CFatFile, 42
- CNetStream, 70
- IInputStream, 116

RefreshAllContent

- CPlayManager, 79

RefreshContent

- CDataSourceManager, 37
- CPlayManager, 79
- RefreshMode
- IDataSource, 109
- REGISTER_CODEC

 - CodecRegistration, 5

- REGISTER_FILTER

 - FilterRegistration, 17

- REGISTER_INPUTSTREAM

 - InputStreams, 18

- REGISTER_OUTPUTSTREAM

 - OutputStreams, 20

- REGISTER_PLAYLIST_FORMAT

 - PlaylistFormat, 24

release_map

- key_map_s, 135

Remove

- SimpleList, 141
- SimpleVector, 147

RemoveAllAttributes

- CConfigurableMetadata, 34

RemoveDataSource

- CDataSourceManager, 37

RemoveEntryAtIndex

- SimpleMap, 145

RemoveEntryByKey

- SimpleMap, 145

RemoveNode

- CMediaPlayer, 56

REPEAT_ALL

- IPlaylist, 123

repeat_flags

- ir_map_s, 131

key_map_s, 135	SetAttribute
REPEAT_RANDOM	IMetadata, 119
IPlaylist, 123	SetBass
repeat_rate	CVolumeControl, 95
key_map_s, 135	SetBassRange
REPEAT_TRACK	CVolumeControl, 95
IPlaylist, 123	SetContentManager
ReshuffleRandomEntries	CPlayManager, 79
CSimplePlaylist, 90	SetCreateMetadataFunction
IPlaylist, 125	CMediaPlayer, 56
SamplingFrequency	SetCurrentEntry
stream_info_s, 149	CSimplePlaylist, 90
SavePlaylist	IPlaylist, 125
CPlaylistFormatManager, 75	SetDefaultRefreshMode
SaveStateToStream	CCDDDataSource, 32
CMetakitContentManager, 66	CFatDataSource, 39
sec	CLineInDataSource, 51
drive_geometry_s, 98	CNetDataSource, 68
Seek	IDataSource, 110
CFatFile, 42	SetDefaultUpdateChunkSize
CMediaPlayer, 56	CCDDDataSource, 32
CPlayManager, 79	CFatDataSource, 40
ICodec, 101	CLineInDataSource, 51
IInputStream, 116	CNetDataSource, 68
IOutputStream, 121	IDataSource, 110
serial_num	SetInstanceID
drive_geometry_s, 98	IDataSource, 111
set_stream_event_data_s, 139	SetIRMap
pMediaPlayerMetadata, 139	CIR, 47
pPlaylistEntry, 139	SetKeymap
streamInfo, 139	CKeyboard, 49
set_stream_event_data_t	SetNextEntry
CodecInterface, 4	CSimplePlaylist, 90

IPlaylist, 125	Clear, 140
SetPlaylist	GetEnd, 140
CPlayManager, 79	GetHead, 141
SetPlaylistMode	GetTail, 141
CPlayManager, 79	Insert, 141
SetPlaystream	IsEmpty, 141
CMediaPlayer, 56	operator=, 141
SetPreviousEntry	PopBack, 141
CSimplePlaylist, 91	PopFront, 141
IPlaylist, 125	PushBack, 141
SetReadBuf	PushFront, 141
IFilter, 113	Remove, 141
SetSong	Size, 141
CMediaPlayer, 56	SimpleListIterator, 142
CPCMCodec, 74	operator-, 143
ICodec, 101	operator--, 143
SetStatus	operator *, 142
IContentRecord, 107	operator!=, 142
SetTreble	operator+, 143
CVolumeControl, 95	operator++, 142
SetTrebleRange	operator+=, 142
CVolumeControl, 95	operator-=, 143
SetVerified	operator==, 143
IContentRecord, 107	SimpleMap, 144
SetVolume	AddEntry, 144
CVolumeControl, 95	Clear, 144
SetVolumeRange	FindEntry, 144
CVolumeControl, 95	GetEntry, 145
SetWriteBuf	RemoveEntryAtIndex, 145
ICodec, 101	RemoveEntryByKey, 145
IFilter, 113	SimpleVector, 146
SimpleList, 140	Clear, 147
Append, 140	CompareDataFunction, 147

Find, 147	media_record_info_s, 136
Insert, 147	playlist_record_s, 137
IsEmpty, 147	tchar, 26
Move, 147	CharToTchar, 26
operator[], 148	CharToTcharN, 27
operator=, 148	TcharToChar, 27
PopBack, 147	TcharToCharN, 27
PushBack, 147	tstrcat, 27
Remove, 147	tstrcmp, 27
SimpleVector, 146, 147	tstrcpy, 27
Size, 147	tstrdup, 27
Sort, 148	tstrlen, 27
Size	tstrncat, 27
SimpleList, 141	tstrncmp, 27
SimpleVector, 147	tstrncpy, 27
Sort	TcharToChar
SimpleVector, 148	tchar, 27
Stats	TcharToCharN
ICodec, 101	tchar, 27
Stop	tick_length
CMediaPlayer, 57	key_map_s, 135
CPlayManager, 79	TrebleDown
stream_info_s, 149	CVolumeControl, 95
Bitrate, 149	TrebleUp
Channels, 149	CVolumeControl, 95
Duration, 149	TryCodec
OutputChannels, 149	CCodecManager, 33
SamplingFrequency, 149	tstrcat
stream_info_t	tchar, 27
CodecInterface, 4	tstrcmp
streamInfo	tchar, 27
set_stream_event_data_s, 139	tstrcpy
szURL	tchar, 27

DADIO SOFTWARE DEVELOPMENT KIT
API Reference

Index

tstrdup	IMetadata, 119
tchar, 27	VolumeDown
tstrlen	CVolumeControl, 96
tchar, 27	VolumeUp
tstrncat	CVolumeControl, 96
tchar, 27	Wave Output, 20
tstrncmp	WaveOut
tchar, 27	KEY_WAVEOUT_SET_SAMPLERATE,
tstrncpy	21
tchar, 27	WAVEOUT_KEY, 21
UnlockIR	WAVEOUT_KEY
CIR, 47	WaveOut, 21
UnlockKeyboard	Write
CKeyboard, 49	CFatFile, 42
UnsetAttribute	CNetStream, 70
IMetadata, 119	IOutputStream, 121
UsesAttribute	