EasyPlayer-RTSP-OCX接口文档

API接口函数定义

函数说明：打开网络流

int Start(char\* szURL, HWND hShowWnd, RENDER\_FORMAT eRenderFormat, int rtpovertcp, const char \*username, const char \*password, int bHardDecode, MediaSourceCallBack callback=NULL, void \*userPtr=NULL) ;

参数说明：szURL：RTSP地址，hShowWnd：句柄，eRenderFormat：渲染模式，rtpovertcp：连接方式，bHardDecode：1=硬解，0=软解

typedef enum \_\_RENDER\_FORMAT

{

DISPLAY\_FORMAT\_YV12 = 842094169,

DISPLAY\_FORMAT\_YUY2 = 844715353,

DISPLAY\_FORMAT\_UYVY = 1498831189,

DISPLAY\_FORMAT\_A8R8G8B8 = 21,

DISPLAY\_FORMAT\_X8R8G8B8 = 22,

DISPLAY\_FORMAT\_RGB565 = 23,

DISPLAY\_FORMAT\_RGB555 = 25,

DISPLAY\_FORMAT\_RGB24\_GDI= 26

}RENDER\_FORMAT;

函数说明：配置

void Config(int nFrameCache, BOOL bPlaySound, BOOL bShowToScale = TRUE, BOOL bShowStatisticInfo = FALSE);

参数说明：nFrameCache：缓存大小，bPlaySound：是否播放声音

函数说明：设置OSD

void SetOSD(int show, EASY\_PALYER\_OSD osd);

参数说明：Show 0=不显示，1=显示

typedef struct tagEASY\_PALYER\_OSD{ char stOSD[1024]; DWORD alpha; //0-255 DWORD color; //RGB(0xf9,0xf9,0xf9) DWORD shadowcolor; //RGB(0x4d,0x4d,0x4d) 全为0背景透明 RECT rect; //OSD基于图像右上角显示区域 int size; //just D3D Support}EASY\_PALYER\_OSD;