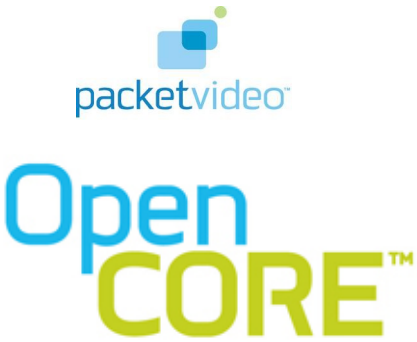

PV Author Engine

Build Version: CORE_9.000.1.1_RC3

May 14, 2010

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Chapter 3

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3.1 File List

Here is a list of all files with brief descriptions:

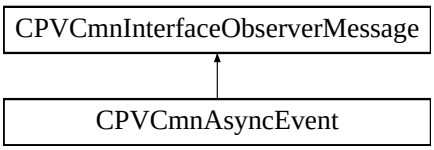
Chapter 4

Data Structure Documentation

4.1 CPVCmnAsyncEvent Class Reference

`#include <pv_common_types.h>`

Inheritance diagram for CPVCmnAsyncEvent:



Public Member Functions

- CPVCmnAsyncEvent (TPVCmnEventType aEventType, TPVCmnExclusivePtr aExclusivePtr, const uint8 *aLocalBuffer=NULL, uint32 aLocalBufSize=0, TPVCmnResponseType aResponseType=NULL)
- ~CPVCmnAsyncEvent ()
- TPVCmnEventType GetEventType () const
- void GetEventData (TPVCmnExclusivePtr &aPtr) const
- uint8 * GetLocalBuffer ()

Protected Attributes

- TPVCmnEventType iEventType
- TPVCmnExclusivePtr iExclusivePtr
- uint8 iLocalBuffer [PV_COMMON_ASYNC_EVENT_LOCAL_BUF_SIZE]

4.1.1 Detailed Description

CPVCmnAsyncEvent Class

CPVCmnAsyncEvent is the base class used to pass unsolicited error and informational indications to the user. Additional information can be tagged based on the specific event

4.1.2 Constructor & Destructor Documentation

4.1.2.1 CPVCmnAsyncEvent::CPVCmnAsyncEvent (TPVCmnEventType *aEventType*, TPVCmnExclusivePtr *aExclusivePtr*, const uint8 * *aLocalBuffer* = `NULL`, uint32 *aLocalBufSize* = `0`, TPVCmnResponseType *aResponseType* = `NULL`) `[inline]`

References iLocalBuffer, and PV_COMMON_ASYNC_EVENT_LOCAL_BUF_SIZE.

4.1.2.2 CPVCmnAsyncEvent::~CPVCmnAsyncEvent () `[inline]`

4.1.3 Member Function Documentation

4.1.3.1 void CPVCmnAsyncEvent::GetEventData (TPVCmnExclusivePtr & *aPtr*) const `[inline]`

Returns

Returns the opaque data asociated with the event.

References iExclusivePtr.

4.1.3.2 TPVCmnEventType CPVCmnAsyncEvent::GetEventType () const `[inline]`

Returns

Returns the Event type that has been received

References iEventType.

4.1.3.3 uint8* CPVCmnAsyncEvent::GetLocalBuffer () `[inline]`

Returns

Returns the local data asociated with the event.

References iLocalBuffer.

4.1.4 Field Documentation

4.1.4.1 TPVCmnEventType CPVCmnAsyncEvent::iEventType `[protected]`

Referenced by GetEventType().

4.1.4.2 TPVCmnExclusivePtr CPVCmnAsyncEvent::iExclusivePtr `[protected]`

Referenced by GetEventData().

4.1.4.3 uint8 CPVCmnAsyncEvent::iLocalBuffer[PV_COMMON_ASYNC_EVENT_LOCAL_BUF_SIZE] `[protected]`

Referenced by CPVCmnAsyncEvent(), and GetLocalBuffer().

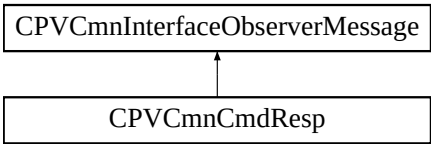
The documentation for this class was generated from the following file:

- pv_common_types.h

4.2 CPVCmnCmdResp Class Reference

`#include <pv_common_types.h>`

Inheritance diagram for CPVCmnCmdResp:



Public Member Functions

- CPVCmnCmdResp (TPVCmnCommandType aType, TPVCmnCommandId aId, void *aContext, TPVCmnCommandStatus aStatus, void *aResponseData=NULL, int aResponseDataSize=0, TPVCmnResponseType aResponseType=NULL)
- TPVCmnCommandType GetCmdType () const
- TPVCmnCommandId GetCmdId () const
- void * GetContext () const
- TPVCmnCommandStatus GetCmdStatus () const
- void * GetResponseData () const
- int GetResponseDataSize () const

Protected Attributes

- TPVCmnCommandType iCmdType
- TPVCmnCommandId iCmdId
- void * iContext
- TPVCmnCommandStatus iStatus
- void * iResponseData
- int iResponseDataSize

4.2.1 Constructor & Destructor Documentation

4.2.1.1 CPVCmnCmdResp::CPVCmnCmdResp (TPVCmnCommandType *aType*, TPVCmnCommandId *aId*, void * *aContext*, TPVCmnCommandStatus *aStatus*, void * *aResponseData* = `NULL`, int *aResponseDataSize* = `0`, TPVCmnResponseType *aResponseType* = `NULL`) `[inline]`

Constructor for CPVCmnCmdResp

4.2.2 Member Function Documentation

4.2.2.1 TPVCmnCommandId CPVCmnCmdResp::GetCmdId () const `[inline]`

Returns

Returns the unique ID associated with a command of this type.

References iCmdId.

4.2.2.2 TPVCmnCommandStatus CPVCmnCmdResp::GetCmdStatus () const [inline]

Returns

Returns the completion status of the command

References iStatus.

4.2.2.3 TPVCmnCommandType CPVCmnCmdResp::GetCmdType () const [inline]

Returns

Returns the command type that is being completed.

References iCmdType.

4.2.2.4 void* CPVCmnCmdResp::GetContext () const [inline]

Returns

Returns the opaque data that was passed in with the command.

References iContext.

4.2.2.5 void* CPVCmnCmdResp::GetResponseData () const [inline]

Returns

Returns additional data asociated with the command. This is to be interpreted based on the command type and the return status

References iResponseData.

4.2.2.6 int CPVCmnCmdResp::GetResponseDataSize () const [inline]

References iResponseDataSize.

4.2.3 Field Documentation

4.2.3.1 TPVCmnCommandId CPVCmnCmdResp::iCmdId [protected]

Referenced by GetCmdId().

4.2.3.2 TPVCmnCommandType CPVCmnCmdResp::iCmdType [protected]

Referenced by GetCmdType().

4.2.3.3 void* CPVCmnCmdResp::iContext [protected]

Referenced by GetContext().

4.2.3.4 void* CPVCmnCmdResp::iResponseData [protected]

Referenced by GetResponseData().

4.2.3.5 int CPVCmnCmdResp::iResponseDataSize [protected]

Referenced by GetResponseDataSize().

4.2.3.6 TPVCmnCommandStatus CPVCmnCmdResp::iStatus [protected]

Referenced by GetCmdStatus().

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

- pv_common_types.h

4.3 CPVCmnInterfaceCmdMessage Class Reference

`#include <pv_interface_cmd_message.h>`

Public Member Functions

- CPVCmnInterfaceCmdMessage (int aType, OsclAny *aContextData)
- CPVCmnInterfaceCmdMessage ()
- virtual ~CPVCmnInterfaceCmdMessage ()
- PVCommandId GetCommandId ()
- int GetType ()
- OsclAny * GetContextData ()
- int compare (CPVCmnInterfaceCmdMessage *a, CPVCmnInterfaceCmdMessage *b) const
- int32 GetPriority () const
- void SetId (PVCommandId aId)

Protected Attributes

- PVCommandId iId
- int iType
- int32 iPriority
- OsclAny * iContextData

Friends

- class PVInterfaceProxy
- int32 operator< (const CPVCmnInterfaceCmdMessage &a, const CPVCmnInterfaceCmdMessage &b)

4.3.1 Detailed Description

CPVInterfaceCmdMessage Class

CPVInterfaceCmdMessage is the interface to the pv2way SDK, which allows initialization, control, and termination of a two-way terminal. The application is expected to contain and maintain a pointer to the CPV2WayInterface instance at all times that a call is active. The CPV2WayFactory factory class is to be used to create and delete instances of this class

4.3.2 Constructor & Destructor Documentation

4.3.2.1 CPVCmnInterfaceCmdMessage::CPVCmnInterfaceCmdMessage (int *aType*, OsclAny * *aContextData*) [inline]

4.3.2.2 CPVCmnInterfaceCmdMessage::CPVCmnInterfaceCmdMessage () [inline]

Referenced by GetType().

4.3.2.3 virtual CPVCmnInterfaceCmdMessage::~CPVCmnInterfaceCmdMessage () [inline, virtual]

4.3.3 Member Function Documentation

4.3.3.1 int CPVCmnInterfaceCmdMessage::compare (CPVCmnInterfaceCmdMessage * *a*, CPVCmnInterfaceCmdMessage * *b*) const [inline]

The algorithm used in OsclPriorityQueue needs a compare function that returns true when A's priority is less than B's

Returns

true if A's priority is less than B's, else false

References iId.

4.3.3.2 PVCommandId CPVCmnInterfaceCmdMessage::GetCommandId () [inline]

4.3.3.3 OsclAny* CPVCmnInterfaceCmdMessage::GetContextData () [inline]

4.3.3.4 int32 CPVCmnInterfaceCmdMessage::GetPriority () const [inline]

References iContextData.

4.3.3.5 int CPVCmnInterfaceCmdMessage::GetType () [inline]

References CPVCmnInterfaceCmdMessage().

4.3.3.6 void CPVCmnInterfaceCmdMessage::SetId (PVCommandId *aId*) [inline]

4.3.4 Friends And Related Function Documentation

4.3.4.1 int32 operator< (const CPVCmnInterfaceCmdMessage & *a*, const CPVCmnInterfaceCmdMessage & *b*) [friend]

4.3.4.2 friend class PVInterfaceProxy [friend]

4.3.5 Field Documentation

4.3.5.1 OsclAny* CPVCmnInterfaceCmdMessage::iContextData [protected]

Referenced by GetPriority().

4.3.5.2 PVCommandId CPVCmnInterfaceCmdMessage::iId [protected]

Referenced by compare(), and operator<().

4.3.5.3 int32 CPVCmnInterfaceCmdMessage::iPriority [protected]

Referenced by operator<().

4.3.5.4 int CPVCmnInterfaceCmdMessage::iType [protected]

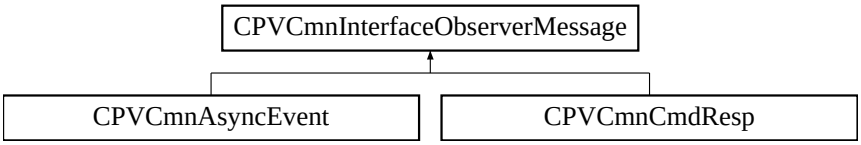
The documentation for this class was generated from the following file:

- pv_interface_cmd_message.h

4.4 CPVCmnInterfaceObserverMessage Class Reference

`#include <pv_common_types.h>`

Inheritance diagram for CPVCmnInterfaceObserverMessage:



Public Member Functions

- CPVCmnInterfaceObserverMessage ()
- CPVCmnInterfaceObserverMessage (TPVCmnResponseType aResponseType)
- virtual ~CPVCmnInterfaceObserverMessage ()
- TPVCmnResponseType GetResponseType () const
- virtual int GetPriority () const

Data Fields

- TPVCmnResponseType iResponseType
- int iPriority
- int iOrder

4.4.1 Detailed Description

CPVCmnInterfaceObserverMessage Class

CPVCmnInterfaceObserverMessage is the interface to the pv2way SDK, which allows initialization, control, and termination of a two-way terminal. The application is expected to contain and maintain a pointer to the CPV2WayInterface instance at all times that a call is active. The CPV2WayFactory factory class is to be used to create and delete instances of this class

4.4.2 Constructor & Destructor Documentation

4.4.2.1 CPVCmnInterfaceObserverMessage::CPVCmnInterfaceObserverMessage () [inline]

4.4.2.2 CPVCmnInterfaceObserverMessage::CPVCmnInterfaceObserverMessage (TPVCmnResponseType *aResponseType*) [inline]

4.4.2.3 virtual CPVCmnInterfaceObserverMessage::~CPVCmnInterfaceObserverMessage () [inline, virtual]

4.4.3 Member Function Documentation

4.4.3.1 virtual int CPVCmnInterfaceObserverMessage::GetPriority () const [inline, virtual]

References iPriority.

Referenced by CPVCmnInterfaceObserverMessageCompare::compare().

4.4.3.2 TPVCmnResponseType CPVCmnInterfaceObserverMessage::GetResponseType () const [inline]

References iResponseType.

4.4.4 Field Documentation

4.4.4.1 int CPVCmnInterfaceObserverMessage::iOrder

Referenced by CPVCmnInterfaceObserverMessageCompare::compare().

4.4.4.2 int CPVCmnInterfaceObserverMessage::iPriority

Referenced by GetPriority().

4.4.4.3 TPVCmnResponseType CPVCmnInterfaceObserverMessage::iResponseType

Referenced by GetResponseType().

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

- pv_common_types.h

4.5 CPVCmnInterfaceObserverMessageCompare Class Reference

`#include <pv_common_types.h>`

Public Member Functions

- int compare (CPVCmnInterfaceObserverMessage *a, CPVCmnInterfaceObserverMessage *b) const

4.5.1 Member Function Documentation

4.5.1.1 int CPVCmnInterfaceObserverMessageCompare::compare (CPVCmnInterfaceObserverMessage * *a*, CPVCmnInterfaceObserverMessage * *b*) const [inline]

References CPVCmnInterfaceObserverMessage::GetPriority(), and CPVCmnInterfaceObserverMessage::iOrder.

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

- pv_common_types.h

4.6 MPVCmnCmdStatusObserver Class Reference

`#include <pv_common_types.h>`

Public Member Functions

- virtual ~MPVCmnCmdStatusObserver ()
- virtual void CommandCompletedL (const CPVCmnCmdResp &aResponse)=0

4.6.1 Constructor & Destructor Documentation

4.6.1.1 virtual MPVCmnCmdStatusObserver::~MPVCmnCmdStatusObserver () [inline, virtual]

4.6.2 Member Function Documentation

4.6.2.1 virtual void MPVCmnCmdStatusObserver::CommandCompletedL (const CPVCmnCmdResp & *aResponse*) [pure virtual]

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

- pv_common_types.h

4.7 MPVCmnErrorEventObserver Class Reference

`#include <pv_common_types.h>`

Public Member Functions

- virtual ~MPVCmnErrorEventObserver ()
- virtual void HandleErrorEventL (const CPVCmnAsyncErrorEvent &aEvent)=0

4.7.1 Constructor & Destructor Documentation

4.7.1.1 virtual MPVCmnErrorEventObserver::~MPVCmnErrorEventObserver () [inline, virtual]

4.7.2 Member Function Documentation

4.7.2.1 virtual void MPVCmnErrorEventObserver::HandleErrorEventL (const CPVCmnAsyncErrorEvent & *aEvent*) [pure virtual]

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

- pv_common_types.h

4.8 MPVCmnInfoEventObserver Class Reference

`#include <pv_common_types.h>`

Public Member Functions

- virtual ~MPVCmnInfoEventObserver ()
- virtual void HandleInformationalEventL (const CPVCmnAsyncInfoEvent &aEvent)=0

4.8.1 Constructor & Destructor Documentation

4.8.1.1 virtual MPVCmnInfoEventObserver::~MPVCmnInfoEventObserver () [inline, virtual]

4.8.2 Member Function Documentation

4.8.2.1 virtual void MPVCmnInfoEventObserver::HandleInformationalEventL (const CPVCmnAsyncInfoEvent & *aEvent*) [pure virtual]

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

- pv_common_types.h

4.9 PVAsyncErrorEvent Class Reference

`#include <pv_engine_observer_message.h>`

Public Member Functions

- PVAsyncErrorEvent (PVEventType aEventType, PVExclusivePtr aEventData=NULL, uint8 *aLocalBuffer=NULL, int32 aLocalBufferSize=0)
- PVAsyncErrorEvent (PVEventType aEventType, OsclAny *aContext, PVInterface *aEventExtInterface, PVExclusivePtr aEventData=NULL, uint8 *aLocalBuffer=NULL, int32 aLocalBufferSize=0)
- ~PVAsyncErrorEvent ()
- PVResponseType GetResponseType () const
- PVEventType GetEventType () const
- void GetEventData (PVExclusivePtr &aPtr) const

4.9.1 Detailed Description

PVAsyncErrorEvent Class

PVAsyncErrorEvent is used to pass unsolicited error indications to the user. Additional information can be tagged based on the specific event

4.9.2 Constructor & Destructor Documentation

4.9.2.1 PVAsyncErrorEvent::PVAsyncErrorEvent (PVEventType *aEventType*, PVExclusivePtr *aEventData* = `NULL`, uint8 * *aLocalBuffer* = `NULL`, int32 *aLocalBufferSize* = `0`) `[inline]`

Constructor for PVAsyncErrorEvent

4.9.2.2 PVAsyncErrorEvent::PVAsyncErrorEvent (PVEventType *aEventType*, OsclAny * *aContext*, PVInterface * *aEventExtInterface*, PVExclusivePtr *aEventData* = `NULL`, uint8 * *aLocalBuffer* = `NULL`, int32 *aLocalBufferSize* = `0`) `[inline]`

Constructor with context and event extension interface

4.9.2.3 PVAsyncErrorEvent::~PVAsyncErrorEvent () `[inline]`

Destructor

4.9.3 Member Function Documentation

4.9.3.1 void PVAsyncErrorEvent::GetEventData (PVExclusivePtr & *aPtr*) const `[inline]`

Returns

Returns the opaque data asociated with the event.

4.9.3.2 PVEventType PVAsyncErrorEvent::GetEventType () const [inline]

Returns

Returns the Event type that has been received

4.9.3.3 PVResponseType PVAsyncErrorEvent::GetResponseType () const [inline]

WILL BE DEPRECATED SINCE IT IS NOT BEING USED. CURRENTLY RETURNING 0.

Returns

Returns the type of Response we get

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

- pv_engine_observer_message.h

4.10 PVAsyncInformationalEvent Class Reference

`#include <pv_engine_observer_message.h>`

Public Member Functions

- PVAsyncInformationalEvent (PVEventType aEventType, PVExclusivePtr aEventData=NULL, uint8 *aLocalBuffer=NULL, int32 aLocalBufferSize=0)
- PVAsyncInformationalEvent (PVEventType aEventType, OsclAny *aContext, PVInterface *aEventExtInterface, PVExclusivePtr aEventData=NULL, uint8 *aLocalBuffer=NULL, int32 aLocalBufferSize=0)
- ~PVAsyncInformationalEvent ()
- PVResponseType GetResponseType () const
- PVEventType GetEventType () const
- void GetEventData (PVExclusivePtr &aPtr) const

4.10.1 Detailed Description

PVAsyncInformationalEvent Class

PVAsyncInformationalEvent is used to pass unsolicited informational indications to the user. Additional information can be tagged based on the specific event

4.10.2 Constructor & Destructor Documentation

4.10.2.1 PVAsyncInformationalEvent::PVAsyncInformationalEvent (PVEventType *aEventType*, PVExclusivePtr *aEventData* = `NULL`, uint8 * *aLocalBuffer* = `NULL`, int32 *aLocalBufferSize* = `0`) `[inline]`

Constructor for PVAsyncInformationalEvent

4.10.2.2 PVAsyncInformationalEvent::PVAsyncInformationalEvent (PVEventType *aEventType*, OsclAny * *aContext*, PVInterface * *aEventExtInterface*, PVExclusivePtr *aEventData* = `NULL`, uint8 * *aLocalBuffer* = `NULL`, int32 *aLocalBufferSize* = `0`) `[inline]`

Constructor with context and event extension interface

4.10.2.3 PVAsyncInformationalEvent::~PVAsyncInformationalEvent () `[inline]`

Destructor

4.10.3 Member Function Documentation

4.10.3.1 void PVAsyncInformationalEvent::GetEventData (PVExclusivePtr & *aPtr*) const `[inline]`

Returns

Returns the opaque data asociated with the event.

4.10.3.2 PVEventType PVAsyncInformationalEvent::GetEventType () const [inline]

Returns

Returns the Event type that has been received

4.10.3.3 PVResponseType PVAsyncInformationalEvent::GetResponseType () const [inline]

WILL BE DEPRECATED SINCE IT IS NOT BEING USED. CURRENTLY RETURNING 0.

Returns

Returns the type of Response we get

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

- pv_engine_observer_message.h

4.11 PVAuthorEngineFactory Class Reference

`#include <pvauthorenginefactory.h>`

Static Public Member Functions

- static OSCL_IMPORT_REF PVAuthorEngineInterface * CreateAuthor (PVCommandStatusObserver *aCmdStatusObserver, PVErrorEventObserver *aErrorEventObserver, PVInformationalEventObserver *aInfoEventObserver)
- static OSCL_IMPORT_REF bool DeleteAuthor (PVAuthorEngineInterface *aAuthor)

4.11.1 Detailed Description

PVAuthorEngineFactory Class

PVAuthorEngineFactory class is a singleton class which instantiates and provides access to pvAuthor engine. It returns an PVAuthorEngineInterface reference, the interface class of the pvAuthor SDK.

The application is expected to contain and maintain a pointer to the PVAuthorEngineInterface instance at all time that pvAuthor engine is active.

4.11.2 Member Function Documentation

4.11.2.1 static OSCL_IMPORT_REF PVAuthorEngineInterface* PVAuthorEngineFactory::CreateAuthor (PVCommandStatusObserver * *aCmdStatusObserver*, PVErrorEventObserver * *aErrorEventObserver*, PVInformationalEventObserver * *aInfoEventObserver*) [static]

Creates an instance of a pvAuthor engine. If the creation fails, this function will leave.

Parameters

aCmdStatusObserver The observer for command status

aErrorEventObserver The observer for unsolicited error events

aInfoEventObserver The observer for unsolicited informational events

Returns

A pointer to an author or leaves if instantiation fails

4.11.2.2 static OSCL_IMPORT_REF bool PVAuthorEngineFactory::DeleteAuthor (PVAuthorEngineInterface * *aAuthor*) [static]

This function allows the application to delete an instance of a pvAuthor and reclaim all allocated resources. An author can be deleted only in the idle state. An attempt to delete an author in any other state will fail and return false.

Parameters

aAuthor The author to be deleted.

Returns

A status code indicating success or failure.

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

- pvauthorenginefactory.h

4.12 PVAuthorEngineInterface Class Reference

`#include <pvauthorengineinterface.h>`

Public Member Functions

- virtual ~PVAuthorEngineInterface ()
- virtual PVCommandId SetLogAppender (const char *aTag, PVLoggerAppender &aAppender, const OsclAny *aContextData=NULL)=0
- virtual PVCommandId RemoveLogAppender (const char *aTag, PVLoggerAppender &aAppender, const OsclAny *aContextData=NULL)=0
- virtual PVCommandId SetLogLevel (const char *aTag, int32 aLevel, bool aSetSubtree=false, const OsclAny *aContextData=NULL)=0
- virtual PVCommandId GetLogLevel (const char *aTag, PVLogLevelInfo &aLogInfo, const OsclAny *aContextData=NULL)=0
- virtual PVCommandId Open (const OsclAny *aContextData=NULL)=0
- virtual PVCommandId Close (const OsclAny *aContextData=NULL)=0
- virtual PVCommandId AddDataSource (const PVMFNodeInterface &aDataSource, const OsclAny *aContextData=NULL)=0
- virtual PVCommandId RemoveDataSource (const PVMFNodeInterface &aDataSource, const OsclAny *aContextData=NULL)=0
- virtual PVCommandId SelectComposer (const PvmfMimeString &aComposerType, PVInterface *&aConfigInterface, const OsclAny *aContextData=NULL)=0
- virtual PVCommandId SelectComposer (const PVUuid &aComposerUuid, PVInterface *&aConfigInterface, const OsclAny *aContextData=NULL)=0
- virtual PVCommandId AddMediaTrack (const PVMFNodeInterface &aDataSource, const PvmfMimeString &aEncoderType, const OsclAny *aComposer, PVInterface *&aConfigInterface, const OsclAny *aContextData=NULL)=0
- virtual PVCommandId AddMediaTrack (const PVMFNodeInterface &aDataSource, const PVUuid &aEncoderUuid, const OsclAny *aComposer, PVInterface *&aConfigInterface, const OsclAny *aContextData=NULL)=0
- virtual PVCommandId AddDataSink (const PVMFNodeInterface &aDataSink, const OsclAny *aComposer, const OsclAny *aContextData=NULL)=0
- virtual PVCommandId RemoveDataSink (const PVMFNodeInterface &aDataSink, const OsclAny *aContextData=NULL)=0
- virtual PVCommandId Init (const OsclAny *aContextData=NULL)=0
- virtual PVCommandId Reset (const OsclAny *aContextData=NULL)=0
- virtual PVCommandId Start (const OsclAny *aContextData=NULL)=0
- virtual PVCommandId Pause (const OsclAny *aContextData=NULL)=0
- virtual PVCommandId Resume (const OsclAny *aContextData=NULL)=0
- virtual PVCommandId Stop (const OsclAny *aContextData=NULL)=0
- virtual PVAEState GetPVAuthorState ()=0
- virtual PVCommandId QueryInterface (const PVUuid &aUuid, PVInterface *&aInterfacePtr, const OsclAny *aContextData=NULL)=0
- virtual PVCommandId GetSDKModuleInfo (PVSDKModuleInfo &aSDKModuleInfo, const OsclAny *aContextData=NULL)=0
- virtual PVCommandId CancelAllCommands (const OsclAny *aContextData=NULL)=0

Static Public Member Functions

- static OSCL_IMPORT_REF void GetSDKInfo (PVSDKInfo &aSDKInfo)

4.12.1 Detailed Description

PVAuthorEngineInterface

4.12.2 Constructor & Destructor Documentation

4.12.2.1 virtual PVAuthorEngineInterface::~PVAuthorEngineInterface () [inline, virtual]

Destructor.

4.12.3 Member Function Documentation

4.12.3.1 virtual PVCommandId PVAuthorEngineInterface::AddDataSink (const PVMFNodeInterface & *aDataSink*, const OsclAny * *aComposer*, const OsclAny * *aContextData* = NULL) [pure virtual]

Adds a media sink where output data from the specified composer will be written to. Currently this API does not cause any action as it is not relevant.

This command is valid only when pvAuthor Engine is in PVAE_STATE_OPENED state. The referenced composer must be previously selected.

This command does not change the pvAuthor Engine engine state.

Parameters

aDataSink Reference to the data sink to be used

aComposer Opaque data identifying the composer to which the data sink will connect to.

aContextData Optional opaque data to be passed back to user with the command response

Returns

A unique command id for asynchronous completion

4.12.3.2 virtual PVCommandId PVAuthorEngineInterface::AddDataSource (const PVMFNodeInterface & *aDataSource*, const OsclAny * *aContextData* = NULL) [pure virtual]

Adds a media source to be used as input to an authoring session.

This command is valid only when pvAuthor Engine is in PVAE_STATE_OPENED state. This command does not change the pvAuthor Engine engine state.

Parameters

aDataSource Reference to the data source

aContextData Optional opaque data to be passed back to user with the command response

Returns

Unique command ID to identify this command in command response

4.12.3.3 virtual PVCommandId PVAuthorEngineInterface::AddMediaTrack (const PVMFNodeInterface & *aDataSource*, const PVUuid & *aEncoderUuid*, const OsclAny * *aComposer*, PVInterface *& *aConfigInterface*, const OsclAny * *aContextData* = NULL) [pure virtual]

Add a media track to the specified composer.

The source data of this media track will come from the specified data source. pvAuthor engine will encoder of the specified Uuid to encode the source data. A media track will be added to the specified composer, and encoded data will be written to the composer during the authoring session.

A configuration object for the selected composer will be saved to the PVInterface pointer provided in aConfigInterface parameter. User should call queryInterface to query for the configuration interfaces supported by the encoder. Before calling Reset(), user must call removeRef on the PVInterface object to remove its reference to the object.

This command is valid only when pvAuthor Engine is in PVAE_STATE_OPENED state. The referenced data source and composer must be already added before this method is called. This command does not change the pvAuthor Engine engine state.

Parameters

aDataSource Data source node to provide input data

aEncoderUuid Uuid of encoder to encode the source data

aComposer Opaque data to identify the composer in which a media track will be added.

aConfigInterface Pointer to configuration object for the selected encoder will be saved to this parameter upon completion of this call

aContextData Optional opaque data to be passed back to user with the command response

Returns

A unique command id for asynchronous completion

4.12.3.4 virtual PVCommandId PVAuthorEngineInterface::AddMediaTrack (const PVMFNodeInterface & *aDataSource*, const PvmfMimeString & *aEncoderType*, const OsclAny * *aComposer*, PVInterface *& *aConfigInterface*, const OsclAny * *aContextData* = NULL) [pure virtual]

Add a media track to the specified composer.

The source data of this media track will come from the specified data source. pvAuthor engine will select the most suitable available encoder of the specified type. A media track will be added to the specified composer, and encoded data will be written to the composer during the authoring session.

A configuration object for the selected composer will be saved to the PVInterface pointer provided in aConfigInterface parameter. User should call queryInterface to query for the configuration interfaces supported by the encoder. Before calling Reset(), user must call removeRef on the PVInterface object to remove its reference to the object.

This command is valid only when pvAuthor Engine is in PVAE_STATE_OPENED state. The referenced data source and composer must be already added before this method is called. This command does not change the pvAuthor Engine engine state.

Parameters

aDataSource Data source node to provide input data

aEncoderType MIME type of encoder to encode the source data

aComposer Opaque data to identify the composer in which a media track will be added.

aConfigInterface Pointer to configuration object for the selected encoder will be saved to this parameter upon completion of this call

aContextData Optional opaque data to be passed back to user with the command response

Returns

A unique command id for asynchronous completion

4.12.3.5 virtual PVCommandId PVAuthorEngineInterface::CancelAllCommands (const OsclAny * *aContextData* = NULL) [pure virtual]

Cancel all pending requests. The current request being processed, if any, will also be aborted. PVAE_CMD_CANCEL_ALL_COMMANDS will be passed to the command observer on completion. Currently this API is NOT SUPPORTED.

Parameters

aContextData Optional opaque data that will be passed back to the user with the command response

Returns

A unique command id for asynchronous completion

4.12.3.6 virtual PVCommandId PVAuthorEngineInterface::Close (const OsclAny * *aContextData* = NULL) [pure virtual]

Closes an authoring session.

All resources added and allocated to the authoring session will be released.

This command is valid only when pvAuthor engine is in PVAE_STATE_OPENED state and Upon completion of this command, pvAuthor Engine will be in PVAE_STATE_IDLE state.

Parameters

aContextData Optional opaque data to be passed back to user with the command response

Returns

Unique command ID to identify this command in command response

4.12.3.7 virtual PVCommandId PVAuthorEngineInterface::GetLogLevel (const char * *aTag*, PVLogLevelInfo & *aLogInfo*, const OsclAny * *aContextData* = NULL) [pure virtual]

Allows the logging level to be queried for a particular logging tag. A larger log level will result in more messages being logged.

In the asynchronous response, this should return the log level along with an indication of where the level was inherited (i.e., the ancestor tag). Currently this API is NOT SUPPORTED.

Parameters

aTag Specifies the logger tree tag where the log level should be retrieved.

aLogInfo An output parameter which will be filled in with the log level information.

aContextData Optional opaque data that will be passed back to the user with the command response

Exceptions

memory_error leaves on memory allocation error.

Returns

A unique command id for asynchronous completion

4.12.3.8 virtual PVAEState PVAuthorEngineInterface::GetPVAuthorState () `[pure virtual]`

This function returns the current state of the pvAuthor Engine. Application may use this info for updating display or determine if the pvAuthor Engine is ready for the next command.

Parameters

aState Output parameter to hold state information

aContextData Optional opaque data to be passed back to user with the command response

Returns

A unique command id for synchronous completion

4.12.3.9 static OSCL_IMPORT_REF void PVAuthorEngineInterface::GetSDKInfo (PVSDKInfo & *aSDKInfo*) `[static]`

Returns SDK version information about author engine.

Parameters

aSDKInfo A reference to a PVSDKInfo structure which contains product name, supported hardware platform, supported software platform, version, part number, and PV UUID. These fields will contain info .for the currently instantiated pvPlayer engine when this function returns success.

4.12.3.10 virtual PVCommandId PVAuthorEngineInterface::GetSDKModuleInfo (PVSDKModuleInfo & *aSDKModuleInfo*, const OsclAny * *aContextData* = `NULL`) `[pure virtual]`

Returns information about all modules currently used by the SDK. Currently this API is NOT SUPPORTED.

Parameters

aSDKModuleInfo A reference to a PVSDKModuleInfo structure which contains the number of modules currently used by pvAuthor Engine and the PV UID and description string for each module. The PV UID and description string for modules will be returned in one string buffer allocated by the client. If the string buffer is not large enough to hold the all the module's information, the information will be written up to the length of the buffer and truncated.

aContextData Optional opaque data that will be passed back to the user with the command response

Returns

A unique command id for asynchronous completion

4.12.3.11 virtual PVCommandId PVAuthorEngineInterface::Init (const OsclAny * *aContextData* = NULL) [pure virtual]

Initialize an authoring session.

Upon calling this method, no more data sources and sinks can be added to the session. Also, all configuration settings will be locked and cannot be modified until the session is reset by calling Reset(). Resources for the session will allocated and initialized to the configuration settings specified. This command is valid only when pvAuthor Engine is in PVAE_STATE_OPENED state.

Upon completion of this command, pvAuthor Engine will be in PVAE_STATE_INITIALIZED state, and the authoring session is ready to start.

Parameters

aContextData Optional opaque data to be passed back to user with the command response

Returns

A unique command id for asynchronous completion

4.12.3.12 virtual PVCommandId PVAuthorEngineInterface::Open (const OsclAny * *aContextData* = NULL) [pure virtual]

Opens an authoring session.

This command is valid only when pvAuthor engine is in PVAE_STATE_IDLE state. Upon completion of this method, pvAuthor engine will be in PVAE_STATE_OPENED state.

Parameters

aContextData Optional opaque data to be passed back to user with the command response

Returns

Unique command ID to identify this command in command response

4.12.3.13 virtual PVCommandId PVAuthorEngineInterface::Pause (const OsclAny * *aContextData* = NULL) [pure virtual]

Pause the authoring session.

The authoring session will be paused and no encoded output data will be sent to the data sink. This function is valid only in the PVAE_STATE_RECORDING state.

Upon completion of this command, pvAuthor Engine will be in PVAE_STATE_PAUSED state.

Parameters

aContextData Optional opaque data to be passed back to user with the command response

Returns

A unique command id for asynchronous completion

4.12.3.14 virtual PVCommandId PVAuthorEngineInterface::QueryInterface (const PVUuid & *aUuid*, PVInterface *&& *aInterfacePtr*, const OsclAny * *aContextData* = NULL) [pure virtual]

This API is to allow for extensibility of the pvAuthor engine interface. It allows a caller to ask for an instance of a particular interface object to be returned. The mechanism is analogous to the COM IUnknown method. The interfaces are identified with an interface ID that is a UUID as in DCE and a pointer to the interface object is returned if it is supported. Otherwise the returned pointer is NULL. TBD: Define the UIID, InterfacePtr structures

Parameters

aUuid The UUID of the desired interface

aInterfacePtr The output pointer to the desired interface

aContextData Optional opaque data to be passed back to user with the command response

Returns

A unique command id for asynchronous completion

4.12.3.15 virtual PVCommandId PVAuthorEngineInterface::RemoveDataSink (const PVMFNodeInterface & *aDataSink*, const OsclAny * *aContextData* = NULL) [pure virtual]

Removes a previously added data sink. Currently this API does not cause any action as it is not relevant.

This command is valid only when pvAuthor Engine is in PVAE_STATE_OPENED state. This command does not change the pvAuthor Engine engine state.

Parameters

aDataSink Reference to the data sink to be removed

aContextData Optional opaque data to be passed back to user with the command response

Returns

A unique command id for asynchronous completion

4.12.3.16 virtual PVCommandId PVAuthorEngineInterface::RemoveDataSource (const PVMFNodeInterface & *aDataSource*, const OsclAny * *aContextData* = NULL) [pure virtual]

Unbinds a previously added data source.

This command is valid only when pvAuthor Engine is in PVAE_STATE_OPENED state. This command does not change the pvAuthor Engine engine state.

Parameters

aDataSource Reference to the data source to be removed

aContextData Optional opaque data to be passed back to user with the command response

Returns

A unique command id for asynchronous completion

4.12.3.17 virtual PVCommandId PVAuthorEngineInterface::RemoveLogAppender (const char * *aTag*, PVLoggerAppender & *aAppender*, const OsclAny * *aContextData* = NULL) [pure virtual]

Allows a logging appender to be removed from the logger tree at the point specified by the input tag. If the input tag is NULL then the appender will be removed from locations in the tree. Currently this API is NOT SUPPORTED.

Parameters

aTag Specifies the logger tree tag where the appender should be removed. Can be NULL to remove at all locations.

aAppender The log appender to remove.

aContextData Optional opaque data that will be passed back to the user with the command response

Exceptions

memory_error leaves on memory allocation error.

Returns

A unique command id for asynchronous completion

4.12.3.18 virtual PVCommandId PVAuthorEngineInterface::Reset (const OsclAny * *aContextData* = NULL) [pure virtual]

Reset an initialized authoring session.

The authoring session will be stopped and all composers and encoders selected for the session will be removed. All data sources and sinks will be reset but will continue to be available for authoring the next output clip.

User must call removeRef() to remove its reference to any PVInterface objects received from SelectComposer() or AddMediaTrack() or QueryInterface() APIs before calling this method. This method would fail otherwise.

This method can be called from ANY state but PVAE_STATE_IDLE. Upon completion of this command, pvAuthor Engine will be in PVAE_STATE_OPENED state.

Parameters

aContextData Optional opaque data to be passed back to user with the command response

Returns

A unique command id for asynchronous completion

4.12.3.19 virtual PVCommandId PVAuthorEngineInterface::Resume (const OsclAny * *aContextData* = NULL) [pure virtual]

Resume a paused authoring session.

The authoring session will be resumed and pvAuthor Engine will resume sending encoded output data to the data sinks. This function is valid only in the PVAE_STATE_PAUSED state.

Upon completion of this command, pvAuthor Engine will be in PVAE_STATE_RECORDING state.

Parameters

aContextData Optional opaque data to be passed back to user with the command response

Returns

A unique command id for asynchronous completion

4.12.3.20 virtual PVCommandId PVAuthorEngineInterface::SelectComposer (const PVUuid & *aComposerUuid*, PVInterface *& *aConfigInterface*, const OsclAny * *aContextData* = NULL) [pure virtual]

Selects an output composer by specifying its Uuid.

pvAuthor engine the composer of the specified Uuid in the authoring session. This command is valid only when pvAuthor Engine is in PVAE_STATE_OPENED state. This command does not change the pvAuthor Engine state.

Upon completion of this command, opaque data to indentify the selected composer is provided in the callback. The user needs to use this opaque data to identify the composer when calling AddMediaTrack(), AddDataSink(). A configuration interface for the selected composer will be saved to the PVInterface pointer provided in aConfigInterface parameter. User should call queryInterface to query for the configuration interfaces supported by the composer. When configuration is complete or before calling Reset(), user must call removeRef on the PVInterface object to remove its reference to the object.

Parameters

aComposerUuid Uuid of output composer to be used

aConfigInterface Pointer to configuration object for the selected composer will be saved to this parameter upon completion of this call

aContextData Optional opaque data to be passed back to user with the command response

Returns

A unique command id for asynchronous completion

4.12.3.21 virtual PVCommandId PVAuthorEngineInterface::SelectComposer (const PvmfMimeString & *aComposerType*, PVInterface *& *aConfigInterface*, const OsclAny * *aContextData* = NULL) [pure virtual]

Selects an output composer by specifying its MIME type.

pvAuthor engine will use the most suitable output composer of the specified MIME type available in the authoring session. This command is valid only when pvAuthor Engine is in PVAE_STATE_OPENED state. This command does not change the pvAuthor Engine state.

Upon completion of this command, opaque data to indentify the selected composer is provided in the callback. The user needs to use this opaque data to identify the composer when calling AddMediaTrack(), AddDataSink(). A configuration interface for the selected composer will be saved to the PVInterface pointer provided in aConfigInterface parameter. User should call queryInterface to query for the configuration interfaces supported by the composer. When configuration is complete or before calling Reset(), user must call removeRef on the PVInterface object to remove its reference to the object.

Parameters

aComposerType MIME type of output composer to be used

aConfigInterface Pointer to configuration object for the selected composer will be saved to this parameter upon completion of this call

aContextData Optional opaque data to be passed back to user with the command response

Returns

A unique command id for asynchronous completion

4.12.3.22 virtual PVCommandId PVAuthorEngineInterface::SetLogAppender (const char * *aTag*, PVLoggerAppender & *aAppender*, const OsclAny * *aContextData* = NULL) [pure virtual]

Allows a logging appender to be attached at some point in the logger tag tree. The location in the tag tree is specified by the input tag string. A single appender can be attached multiple times in the tree, but it may result in duplicate copies of log messages if the appender is not attached in disjoint portions of the tree. A logging appender is responsible for actually writing the log message to its final location (e.g., memory, file, network, etc). Currently this API is NOT SUPPORTED.

Parameters

aTag Specifies the logger tree tag where the appender should be attached.

aAppender The log appender to attach.

aContextData Optional opaque data that will be passed back to the user with the command response

Exceptions

memory_error leaves on memory allocation error.

Returns

A unique command id for asynchronous completion

4.12.3.23 virtual PVCommandId PVAuthorEngineInterface::SetLogLevel (const char * *aTag*, int32 *aLevel*, bool *aSetSubtree* = false, const OsclAny * *aContextData* = NULL) [pure virtual]

Allows the logging level to be set for the logging node specified by the tag. A larger log level will result in more messages being logged. A message will only be logged if its level is LESS THAN or equal to the current log level. The set_subtree flag will allow an entire subtree, with the specified tag as the root, to be reset to the specified value. Currently this API is NOT SUPPORTED.

Parameters

aTag Specifies the logger tree tag where the log level should be set.

aLevel Specifies the log level to set.

aSetSubtree Specifies whether the entire subtree with aTag as the root should be reset to the log level.

aContextData Optional opaque data that will be passed back to the user with the command response

Exceptions

memory_error leaves on memory allocation error.

Returns

A unique command id for asynchronous completion

4.12.3.24 virtual PVCommandId PVAuthorEngineInterface::Start (const OsclAny * *aContextData* = NULL) [pure virtual]

Start the authoring session.

pvAuthor Engine will begin to receive source data, encode them to the specified format and quality, and send the output data to the specified data sinks. This function is valid only in the PVAE_STATE_-INITIALIZED state.

Upon completion of this command, pvAuthor Engine will be in PVAE_STATE_RECORDING state.

Parameters

aContextData Optional opaque data to be passed back to user with the command response

Returns

A unique command id for asynchronous completion

4.12.3.25 virtual PVCommandId PVAuthorEngineInterface::Stop (const OsclAny * *aContextData* = NULL) [pure virtual]

Stops an authoring session.

The authoring session will be stopped and pvAuthor Engine will stop receiving source data from the data sources, and no further encoded data will be sent to the data sinks. This function is valid only in the PVAE_STATE_RECORDING and PVAE_STATE_PAUSED states.

Upon completion of this command, pvAuthor Engine will be in PVAE_STATE_INITIALIZED state.

Parameters

aContextData Optional opaque data to be passed back to user with the command response

Returns

A unique command id for asynchronous completion

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

- pvauthorengineinterface.h

4.13 PVCmdResponse Class Reference

`#include <pv_engine_observer_message.h>`

Public Member Functions

- PVCmdResponse (PVCommandId aId, OsclAny *aContext, PVMFStatus aStatus, OsclAny *aEventData=NULL, int32 aEventDataSize=0)
- PVCmdResponse (PVCommandId aId, OsclAny *aContext, PVMFStatus aStatus, PVInterface *aEventExtInterface=NULL, OsclAny *aEventData=NULL, int32 aEventDataSize=0)
- PVResponseType GetResponseType () const
- PVCommandId GetCmdId () const
- OsclAny * GetContext () const
- PVMFStatus GetCmdStatus () const
- OsclAny * GetResponseData () const
- int32 GetResponseDataSize () const
- PVMFStatus GetExtendedErrorInfoMessage (const PVUuid &auuid, PVInterface *&aface) const

4.13.1 Detailed Description

PVCmdResponse Class

PVCmdResponse class is used to pass completion status on previously issued commands

4.13.2 Constructor & Destructor Documentation

4.13.2.1 PVCmdResponse::PVCmdResponse (PVCommandId *aId*, OsclAny * *aContext*, PVMFStatus *aStatus*, OsclAny * *aEventData* = `NULL`, int32 *aEventDataSize* = `0`) `[inline]`

Constructor for PVCmdResponse

4.13.2.2 PVCmdResponse::PVCmdResponse (PVCommandId *aId*, OsclAny * *aContext*, PVMFStatus *aStatus*, PVInterface * *aEventExtInterface* = `NULL`, OsclAny * *aEventData* = `NULL`, int32 *aEventDataSize* = `0`) `[inline]`

Constructor with event extension interface

4.13.3 Member Function Documentation

4.13.3.1 PVCommandId PVCmdResponse::GetCmdId () const `[inline]`

Returns

Returns the unique ID associated with a command of this type.

4.13.3.2 PVMFStatus PVCmdResponse::GetCmdStatus () const [inline]

Returns

Returns the completion status of the command

4.13.3.3 OsclAny* PVCmdResponse::GetContext () const [inline]

Returns

Returns the opaque data that was passed in with the command.

4.13.3.4 PVMFStatus PVCmdResponse::GetExtendedErrorInfoMessage (const PVUuid & *auuid*, PVInterface *& *aface*) const [inline]

4.13.3.5 OsclAny* PVCmdResponse::GetResponseData () const [inline]

WILL BE DEPRECATED WHEN PVMFCmdResp REMOVES EVENT DATA

Returns

Returns additional data asociated with the command. This is to be interpreted based on the command issued and the return status

4.13.3.6 int32 PVCmdResponse::GetResponseDataSize () const [inline]

4.13.3.7 PVResponseType PVCmdResponse::GetResponseType () const [inline]

WILL BE DEPRECATED SINCE IT IS NOT BEING USED. CURRENTLY RETURNS 0

Returns

Returns the type of Response we get

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

- pv_engine_observer_message.h

4.14 PVCommandStatusObserver Class Reference

`#include <pv_engine_observer.h>`

Public Member Functions

- virtual void CommandCompleted (const PVCmdResponse &aResponse)=0
- virtual ~PVCommandStatusObserver ()

4.14.1 Detailed Description

PVCommandStatusObserver Class

PVCommandStatusObserver is the PV SDK observer class for notifying the status of issued command messages. The API provides a mechanism for the status of each command to be passed back along with context specific information where applicable. Applications using the PV SDKs must have a class derived from PVCommandStatusObserver and implement the pure virtual function in order to receive event notifications from a PV SDK. Additional information is optionally provided via derived classes.

4.14.2 Constructor & Destructor Documentation

4.14.2.1 virtual PVCommandStatusObserver::~PVCommandStatusObserver () [inline, virtual]

4.14.3 Member Function Documentation

4.14.3.1 virtual void PVCommandStatusObserver::CommandCompleted (const PVCmdResponse & *aResponse*) [pure virtual]

Handle an event that has been generated.

Parameters

aResponse "The response to a previously issued command."

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

- pv_engine_observer.h

4.15 PVConfigInterface Class Reference

`#include <pv_config_interface.h>`

4.15.1 Detailed Description

Base interface for all configuration classes

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

- pv_config_interface.h

4.16 PVEngineAsyncEvent Class Reference

`#include <pv_engine_types.h>`

Public Member Functions

- PVEngineAsyncEvent (int32 aAsyncEventType)
- PVEngineAsyncEvent (const PVEngineAsyncEvent &aAsyncEvent)
- int32 GetAsyncEventType () const

Data Fields

- int32 iAsyncEventType

4.16.1 Detailed Description

PVEngineAsyncEvent Class

PVEngineAsyncEvent class is a data class to hold asynchronous events generated by the engine. The class is meant to be used inside the engine and not exposed to the interface layer or above.

4.16.2 Constructor & Destructor Documentation

4.16.2.1 PVEngineAsyncEvent::PVEngineAsyncEvent (int32 *aAsyncEventType*) `[inline]`

The constructor for PVEngineCommand which allows the data values to be set.

Parameters

aCmdType The command type value for this command. The value is an engine-specific 32-bit value.

aCmdId The command ID assigned by the engine for this command.

aContextData The pointer to the passed-in context data for this command.

Returns

None

4.16.2.2 PVEngineAsyncEvent::PVEngineAsyncEvent (const PVEngineAsyncEvent & *aAsyncEvent*) `[inline]`

The copy constructor for PVEngineAsyncEvent. Used mainly for Oscl_Vector.

Parameters

aAsyncEvent The reference to the source PVEngineAsyncEvent to copy the data values from.

Returns

None

References iAsyncEventType.

4.16.3 Member Function Documentation

4.16.3.1 int32 PVEngineAsyncEvent::GetAsyncEventType () const [inline]

This function returns the stored asynchronous event type value.

Returns

The signed 32-bit event type value.

References iAsyncEventType.

4.16.4 Field Documentation

4.16.4.1 int32 PVEngineAsyncEvent::iAsyncEventType

Referenced by GetAsyncEventType(), and PVEngineAsyncEvent().

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

- pv_engine_types.h

4.17 PVEngineCommand Class Reference

`#include <pv_engine_types.h>`

Public Member Functions

- PVEngineCommand (int32 aCmdType, PVCommandId aCmdId, OsclAny *aContextData=NULL, OsclAny *aParam1=NULL, OsclAny *aParam2=NULL, OsclAny *aParam3=NULL)
- PVEngineCommand (const PVEngineCommand &aCmd)
- int32 GetCmdType () const
- PVCommandId GetCmdId () const
- OsclAny * GetContext () const
- OsclAny * GetParam1 () const
- OsclAny * GetParam2 () const
- OsclAny * GetParam3 () const
- const PvmfMimeString & GetMimeType () const
- PVUuid GetUuid () const
- void SetMimeType (const PvmfMimeString &aMimeType)
- void SetUuid (const PVUuid &aUuid)

Data Fields

- int32 iCmdType
- PVCommandId iCmdId
- OsclAny * iContextData
- OsclAny * iParam1
- OsclAny * iParam2
- OsclAny * iParam3
- OSCL_HeapString< OsclMemAllocator > iMimeType
- PVUuid iUuid

4.17.1 Detailed Description

PVEngineCommand Class

PVEngineCommand class is a data class to hold issued commands. The class is meant to be used inside the engine and not exposed to the interface layer or above.

4.17.2 Constructor & Destructor Documentation

4.17.2.1 PVEngineCommand::PVEngineCommand (int32 *aCmdType*, PVCommandId *aCmdId*, OsclAny * *aContextData* = `NULL`, OsclAny * *aParam1* = `NULL`, OsclAny * *aParam2* = `NULL`, OsclAny * *aParam3* = `NULL`) `[inline]`

The constructor for PVEngineCommand which allows the data values to be set.

Parameters

aCmdType The command type value for this command. The value is an engine-specific 32-bit value.

aCmdId The command ID assigned by the engine for this command.

aContextData The pointer to the passed-in context data for this command.

Returns

None

4.17.2.2 PVEngineCommand::PVEngineCommand (const PVEngineCommand & *aCmd*) `[inline]`

The copy constructor for PVEngineCommand. Used mainly for Oscl_Vector.

Parameters

aCmd The reference to the source PVEngineCommand to copy the data values from.

Returns

None

References iCmdId, iCmdType, iContextData, iMimeType, iParam1, iParam2, iParam3, and iUuid.

4.17.3 Member Function Documentation

4.17.3.1 PVCommandId PVEngineCommand::GetCmdId () const `[inline]`

This function returns the stored command ID value.

Returns

The PVCommandId value for this command.

References iCmdId.

4.17.3.2 int32 PVEngineCommand::GetCmdType () const `[inline]`

This function returns the stored command type value.

Returns

The signed 32-bit command type value for this command.

References iCmdType.

4.17.3.3 OsclAny* PVEngineCommand::GetContext () const `[inline]`

This function returns the stored context data pointer.

Returns

The pointer to the context data for this command

References iContextData.

4.17.3.4 const PvmfMimeString& PVEngineCommand::GetMimeType () const [inline]

This function returns Mime type parameter for this command

Returns

The Mime type parameter for this command

References iMimeType.

4.17.3.5 OsclAny* PVEngineCommand::GetParam1 () const [inline]

This function returns the first stored parameter pointer.

Returns

The pointer to the first stored parameter for this command

References iParam1.

4.17.3.6 OsclAny* PVEngineCommand::GetParam2 () const [inline]

This function returns the second stored parameter pointer.

Returns

The pointer to the second stored parameter for this command

References iParam2.

4.17.3.7 OsclAny* PVEngineCommand::GetParam3 () const [inline]

This function returns the third stored parameter pointer.

Returns

The pointer to the third stored parameter for this command

References iParam3.

4.17.3.8 PVUuid PVEngineCommand::GetUuid () const [inline]

This function returns Uuid parameter for this command

Returns

The Uuid parameter for this command

References iUuid.

4.17.3.9 void PVEngineCommand::SetMimeType (const PvmfMimeString & *aMimeType*) [inline]

This function stores Mime type parameter of this command

References iMimeType.

4.17.3.10 void PVEngineCommand::SetUuid (const PVUuid & *aUuid*) [inline]

This function stores the Uuid parameter of this command

References iUuid.

4.17.4 Field Documentation

4.17.4.1 PVCommandId PVEngineCommand::iCmdId

Referenced by GetCmdId(), and PVEngineCommand().

4.17.4.2 int32 PVEngineCommand::iCmdType

Referenced by GetCmdType(), and PVEngineCommand().

4.17.4.3 OsclAny* PVEngineCommand::iContextData

Referenced by GetContext(), and PVEngineCommand().

4.17.4.4 OSCL_HeapString<OsclMemAllocator> PVEngineCommand::iMimeType

Referenced by GetMimeType(), PVEngineCommand(), and SetMimeType().

4.17.4.5 OsclAny* PVEngineCommand::iParam1

Referenced by GetParam1(), and PVEngineCommand().

4.17.4.6 OsclAny* PVEngineCommand::iParam2

Referenced by GetParam2(), and PVEngineCommand().

4.17.4.7 OsclAny* PVEngineCommand::iParam3

Referenced by GetParam3(), and PVEngineCommand().

4.17.4.8 PVUuid PVEngineCommand::iUuid

Referenced by GetUuid(), PVEngineCommand(), and SetUuid().

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

- pv_engine_types.h

4.18 PVErrorEventObserver Class Reference

`#include <pv_engine_observer.h>`

Public Member Functions

- virtual void HandleErrorEvent (const PVAsyncErrorEvent &aEvent)=0
- virtual ~PVErrorEventObserver ()

4.18.1 Detailed Description

PVErrorEventObserver Class

PVErrorEventObserver is the PV SDK event observer class. It is used for communicating unsolicited error events back to the user of the SDK.

Applications using the PV SDKs must have a class derived from PVErrorEventObserver and implement the pure virtual function in order to receive error notifications from a PV SDK.

4.18.2 Constructor & Destructor Documentation

4.18.2.1 virtual PVErrorEventObserver::~PVErrorEventObserver () `[inline, virtual]`

4.18.3 Member Function Documentation

4.18.3.1 virtual void PVErrorEventObserver::HandleErrorEvent (const PVAsyncErrorEvent & *aEvent*) `[pure virtual]`

Handle an error event that has been generated.

Parameters

aEvent "The event to be handled."

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

- pv_engine_observer.h

4.19 PVInformationalEventObserver Class Reference

`#include <pv_engine_observer.h>`

Public Member Functions

- virtual void HandleInformationalEvent (const PVAsyncInformationalEvent &aEvent)=0
- virtual ~PVInformationalEventObserver ()

4.19.1 Detailed Description

PVInformationalEventObserver Class

PVInformationalEventObserver is the PV SDK event observer class. It is used for communicating unsolicited informational events back to the user of the SDK.

Applications using the PV SDKs must have a class derived from PVInformationalEventObserver and implement the pure virtual function in order to receive informational event notifications from a PV SDK.

4.19.2 Constructor & Destructor Documentation

4.19.2.1 virtual PVInformationalEventObserver::~PVInformationalEventObserver () [inline, virtual]

4.19.3 Member Function Documentation

4.19.3.1 virtual void PVInformationalEventObserver::HandleInformationalEvent (const PVAsyncInformationalEvent & *aEvent*) [pure virtual]

Handle an informational event that has been generated.

Parameters

aEvent "The event to be handled."

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

- pv_engine_observer.h

4.20 PVSDKInfo Struct Reference

`#include <pv_engine_types.h>`

Public Member Functions

- PVSDKInfo ()
- PVSDKInfo & operator= (const PVSDKInfo &aSDKInfo)

Data Fields

- OSCL_StackString< 80 > iLabel
- uint32 iDate

4.20.1 Constructor & Destructor Documentation

4.20.1.1 PVSDKInfo::PVSDKInfo () [inline]

References iDate.

4.20.2 Member Function Documentation

4.20.2.1 PVSDKInfo& PVSDKInfo::operator= (const PVSDKInfo & *aSDKInfo*) [inline]

References iDate, and iLabel.

4.20.3 Field Documentation

4.20.3.1 uint32 PVSDKInfo::iDate

Referenced by operator=(), and PVSDKInfo().

4.20.3.2 OSCL_StackString<80> PVSDKInfo::iLabel

Referenced by operator=().

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

- pv_engine_types.h

4.21 TPVCmnSDKInfo Struct Reference

`#include <pv_common_types.h>`

Public Member Functions

- TPVCmnSDKInfo ()
- TPVCmnSDKInfo & operator= (const TPVCmnSDKInfo &aSDKInfo)

Data Fields

- OSCL_StackString< 80 > iLabel
- uint32 iDate

4.21.1 Constructor & Destructor Documentation

4.21.1.1 TPVCmnSDKInfo::TPVCmnSDKInfo () [inline]

References iDate.

4.21.2 Member Function Documentation

4.21.2.1 TPVCmnSDKInfo& TPVCmnSDKInfo::operator= (const TPVCmnSDKInfo & *aSDKInfo*) [inline]

References iDate, and iLabel.

4.21.3 Field Documentation

4.21.3.1 uint32 TPVCmnSDKInfo::iDate

Referenced by operator=(), and TPVCmnSDKInfo().

4.21.3.2 OSCL_StackString<80> TPVCmnSDKInfo::iLabel

Referenced by operator=().

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

- pv_common_types.h

Chapter 5

File Documentation

5.1 pv_common_types.h File Reference

```
#include "oscl_types.h"
#include "oscl_mem.h"
#include "oscl_string_containers.h"
```

Data Structures

- struct TPVCmnSDKInfo
- class CPVCmnInterfaceObserverMessage
- class CPVCmnInterfaceObserverMessageCompare
- class CPVCmnCmdResp
- class CPVCmnAsyncEvent
- class MPVCmnErrorEventObserver
- class MPVCmnInfoEventObserver
- class MPVCmnCmdStatusObserver

Defines

- #define PV_COMMON_ASYNC_EVENT_LOCAL_BUF_SIZE 8

Typedefs

- typedef int32 TPVCmnCommandType
- typedef int32 TPVCmnCommandId
- typedef int32 TPVCmnCommandStatus
- typedef int32 TPVCmnEventType
- typedef void * TPVCmnExclusivePtr
- typedef void * TPVCmnInterfacePtr
- typedef int32 TPVCmnResponseType
- typedef int32 TPVCmnSDKModuleInfo
- typedef uint8 * TPVCmnMIMEType

- typedef uint32 TPVCmnUUID
- typedef int32 CPVCmnVideoCaps
- typedef int32 CPVCmnVideoPrefs
- typedef int32 CPVCmnAudioCaps
- typedef int32 CPVCmnAudioPrefs
- typedef CPVCmnAsyncEvent CPVCmnAsyncInfoEvent
- typedef CPVCmnAsyncEvent CPVCmnAsyncErrorEvent

5.1.1 Define Documentation

5.1.1.1 #define PV_COMMON_ASYNC_EVENT_LOCAL_BUF_SIZE 8

Referenced by CPVCmnAsyncEvent::CPVCmnAsyncEvent().

5.1.2 Typedef Documentation

5.1.2.1 typedef CPVCmnAsyncEvent CPVCmnAsyncErrorEvent

5.1.2.2 typedef CPVCmnAsyncEvent CPVCmnAsyncInfoEvent

5.1.2.3 typedef int32 CPVCmnAudioCaps

5.1.2.4 typedef int32 CPVCmnAudioPrefs

5.1.2.5 typedef int32 CPVCmnVideoCaps

5.1.2.6 typedef int32 CPVCmnVideoPrefs

5.1.2.7 typedef int32 TPVCmnCommandId

5.1.2.8 typedef int32 TPVCmnCommandStatus

5.1.2.9 typedef int32 TPVCmnCommandType

5.1.2.10 typedef int32 TPVCmnEventType

5.1.2.11 typedef void* TPVCmnExclusivePtr

5.1.2.12 typedef void* TPVCmnInterfacePtr

5.1.2.13 typedef uint8* TPVCmnMIMEType

5.1.2.14 typedef int32 TPVCmnResponseType

5.1.2.15 typedef int32 TPVCmnSDKModuleInfo

5.1.2.16 typedef uint32 TPVCmnUUID

5.2 pv_config_interface.h File Reference

```
#include "oscl_base.h"
#include "oscl_vector.h"
```

Data Structures

- class PVConfigInterface

5.3 pv_engine_observer.h File Reference

```
#include "pv_engine_observer_message.h"
#include "oscl_base.h"
#include "oscl_mem.h"
#include "pvmf_return_codes.h"
#include "pvmf_event_handling.h"
#include "oscl_string.h"
#include "oscl_string_containers.h"
#include "pvmf_format_type.h"
#include "pv_uuid.h"
#include "pv_interface.h"
#include "oscl_vector.h"
#include "pvmf_errorinfomessage_extension.h"
```

Data Structures

- class PVErrorEventObserver
- class PVInformationalEventObserver
- class PVCommandStatusObserver

5.4 pv_engine_observer_message.h File Reference

```
#include "oscl_base.h"
#include "oscl_mem.h"
#include "pvmf_return_codes.h"
#include "pvmf_event_handling.h"
#include "pv_engine_types.h"
#include "pvmf_errorinfomessage_extension.h"
```

Data Structures

- class PVCmdResponse
- class PVAsyncInformationalEvent
- class PVAsyncErrorEvent

5.5 pv_engine_types.h File Reference

```
#include "oscl_base.h"
#include "oscl_string.h"
#include "oscl_string_containers.h"
#include "oscl_mem.h"
#include "pvmf_format_type.h"
#include "pv_uuid.h"
#include "pv_interface.h"
#include "oscl_vector.h"
```

Data Structures

- struct PVSDKInfo
- class PVEngineCommand
- class PVEngineAsyncEvent

Typedefs

- typedef int32 PVCommandId
- typedef int32 PVEventType
- typedef OsclAny * PVExclusivePtr
- typedef int32 PVResponseType
- typedef int32 PVLogLevelInfo
- typedef Oscl_Vector< OSCL_HeapString< OsclMemAllocator >, OsclMemAllocator > PVPMetadataList
- typedef int32 PVSDKModuleInfo

5.5.1 Typedef Documentation

5.5.1.1 typedef int32 PVCommandId

5.5.1.2 typedef int32 PVEventType

5.5.1.3 typedef OsclAny* PVExclusivePtr

5.5.1.4 typedef int32 PVLogLevelInfo

5.5.1.5 typedef Oscl_Vector<OSCL_HeapString<OsclMemAllocator>, OsclMemAllocator> PVPMetadataList

5.5.1.6 typedef int32 PVResponseType

5.5.1.7 typedef int32 PVSDKModuleInfo

5.6 pv_interface_cmd_message.h File Reference

```
#include "pv_common_types.h"
#include "oscl_types.h"
#include "oscl_mem.h"
#include "oscl_string_containers.h"
#include "pv_engine_types.h"
```

Data Structures

- class CPVCmnInterfaceCmdMessage

Functions

- int32 operator< (const CPVCmnInterfaceCmdMessage &a, const CPVCmnInterfaceCmdMessage &b)

5.6.1 Function Documentation

5.6.1.1 int32 operator< (const CPVCmnInterfaceCmdMessage & *a*, const CPVCmnInterfaceCmdMessage & *b*) [inline]

References CPVCmnInterfaceCmdMessage::iId, and CPVCmnInterfaceCmdMessage::iPriority.

5.7 pvauthorenginefactory.h File Reference

Data Structures

- class PVAuthorEngineFactory

5.8 pvauthorengineinterface.h File Reference

```
#include "oscl_base.h"
#include "oscl_string.h"
#include "pv_engine_types.h"
```

Data Structures

- class PVAuthorEngineInterface

Enumerations

- enum PVAEState {
  PVAE_STATE_IDLE = 0, PVAE_STATE_OPENED, PVAE_STATE_INITIALIZED, PVAE_-STATE_RECORDING,
  PVAE_STATE_PAUSED, PVAE_STATE_ERROR }
- enum PVAEErrorEvent { PVAE_ENCODE_ERROR }
- enum PVAEInfoEvent { PVAE_OUTPUT_PROGRESS }

5.8.1 Enumeration Type Documentation

5.8.1.1 enum PVAEErrorEvent

Enumeration of errors from pvAuthor Engine.

Enumerator:

PVAE_ENCODE_ERROR

5.8.1.2 enum PVAEInfoEvent

Enumeration of informational events from pvAuthor Engine.

Enumerator:

PVAE_OUTPUT_PROGRESS

5.8.1.3 enum PVAEState

An enumeration of the major states of the pvAuthor Engine.

Enumerator:

PVAE_STATE_IDLE
PVAE_STATE_OPENED
PVAE_STATE_INITIALIZED
PVAE_STATE_RECORDING
PVAE_STATE_PAUSED
PVAE_STATE_ERROR

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