ANDROID PROGRAMSKA KOMPONENTA ZA REPRODUKCIJU MULTIMEDIJALNOG SADRŽAJA ZASNOVANOG NA OPENMAX-u

Diplomski rad

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Osijek, 2015.
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Sažetak

Cilj ovog rada bio je napraviti aplikaciju koja će na Android platformi putem OpenMax protokola pružati mogućnost reprodukcije multimedijskih sadržaja. Korištene tehnologije su Android, OpenMax i C programski jezik. Program je testiran na KAON BG2Q-4K razvojnoj ploči na kojoj je postavljen oprativni sustav Android verzija 5.1 Lolipop. U radu su predstavljene osnove rada sa Media servisom unutar operativnog sustavava Android te rad s OpenMax protkolom. U testovima je vidljivo kako gotovo nema razlike u korištenju OpenMax protokola.

Ključne riječi:

Android, FFmpeg, JNI, Media servisi na Android platformi, OpenMax.
Android multimedia program based on OpenMax

Abstract

The aim of this work was to make the application for the Android platform which will through OpenMax protocol be able to play multimedia content. Technologies used are Android, OpenMax and the C programming language. The program was tested on KAON BG2Q-4K evaluation board which is owned by the Institute RT-RK which had Android version 5.1 Lolipop. This paper presents the basics of working with the media services on the Android platform and work with OpenMax protocol. With results of tests we come to the conclusion that there is almost no difference in use of different protocols.

Keywords:

Android, FFmpeg, JNI, MediaServices on Android, OpenMax.