

# Video Recording and Video Playing APIs

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Using **CVideoRecorderUtility** and **CVideoPlayerUtility** we can record the video and play the video file. Following are steps to record and playing video files:

## Video Recording

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**CVideoRecorderUtility** provides the features to record video clips to files, descriptor or URL's and manipulate embedded meta data. Following steps are to record the video file

### Opening Video

In the first step, we need to specify the handler to the camera, the controller UID and the video formats and codecs used for video. Following are different functions to open the video file:

- **CVideoRecorderUtility::OpenFileL()**: This function is used to record video clips to files.
- **CVideoRecorderUtility::OpenDesL()**: This function is used to record video clips into descriptor.
- **CVideoRecorderUtility::OpenURL()**: This function is used to record video clips into URLs

### Configuring Video

After opening the video, we need to configure it. In this configuration part, we need to set the priority, MIME types and codecs, Bits and frame rates and finally set gain settings using **GainL()** or **SetGainL()** or **MaxGainL()**.

### Recording

While creating the Video recording applications we need to use the observer class **MVideoRecorderUtilityObserver**. It has following callback functions:

- **MvrucOpenComplete**: Once after calling **OpenFileL()** or **OpenDesL()** or **OpenURL()** function, if the opening video complete then this callback function will be called.
- **MvrucPrepareComplete**: After Opening of the video completes, we need to call **Prepare()** function. Once preparing video completes then this callback will be called
- **MvrucRecordComplete**: After the Preparing video completes, we need to call **Record()** function. Once recording completes this callback will be called.
- **MvrucEvent**: This is the general event notification from the controller.

## Video Playing

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**CVideoPlayerUtility** provides the features to play video files or play video from descriptors or play video from URL. Following steps are used to play video:

### Opening Video

**CVideoPlayerUtility** provides following methods to open the video

- **CVideoPlayerUtility::OpenFileL()**: This method is used to play video from file.
- **CVideoPlayerUtility::OpenDesL()**: This method is used to play video from descriptor
- **CVideoPlayerUtility::OpenURL()**: This method is used to play video from URL.

### Configure Video

While configuring the video, we need to set the priority, MIME type and codecs, Bit and framerates, Volume settings like **Volume()** or **SetVolumeL()** or **MaxVolume()**, and audio playback balance settings using **SetBalanceL()**.

### Playing Video

While creating video playing applications, we need to use the observer class **MVideoPlayerUtilityObserver**. And observer class has following callback functions:

- **MvpuoOpenComplete**: After opening the video file completes, this callback function will be called.
- **MvpuoPrepareComplete**: After opening the video file completes, we need to call **Prepare()** function, if the prepare completes then this callback will be called.
- **MvpuoPlayComplete**: After preparing the video file completes, then we need to call **Play()** function, after playing completes this callback will be called.

- **MvpuoEvent:** This is the general event notification from controller.
- **MvpuoFrameReady:** This callback function will be called when the frame for which the request was made will be ready to use.

We can also Pause the video playing using `CVideoPlayerUtility::Pause()` and Stop the video playing using `CVideoPlayerUtility::Stop()`