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1 <!DOCTYPE RULES PUBLIC '-//BECOMM//DTD Rules V0.9//EN' '' [  
2  
3 ]>  
4 <RULES>  
5     <DESCRIPTION xml:lang="en">serveraudio.rule</DESCRIPTION>  
6  
7     <RULE>  
8         <DESCRIPTION xml:lang="en">Port 9011 : framed PCM to MP3 to  
... IPAQ</DESCRIPTION>  
9         <PREDICATE value="query:(Content-Type=='TCP/Decode/Output' OR  
... Content-Type=='UDP/Decode/Output') AND Network-Port-Local==9011"/>  
10  
11         <ROUTE>  
12             <STEP>  
13                 <BEAD name="framer"/>  
14                 <EDGE name="decode"/>  
15                 <SEED  
... value="namespace:Content-Type='audio/pcm',AudioContext=pcmcontext:"/>  
16             </STEP>  
17             <STEP>  
18                 <BEAD name="mp3encoder"/>  
19                 <EDGE name="encode"/>  
20                 <SEED  
... value="namespace:mp3encoder/encoder=blademp3encoder:,mp3encoder/context=  
... mp3context:"/>  
21             </STEP>  
22  
23             <STEP>  
24                 <BEAD name="framer"/>  
25                 <EDGE name="encode"/>  
26             </STEP>  
27  
28             <STEP>  
29                 <BEAD name="TCP"/>  
30                 <EDGE name="encode"/>  
31                 <SEED  
... value="namespace:Network-Port-Remote=9003,Network-Address-Remote=ipv4:10.1  
... .1.20,Network-Port-Local=0,Network-Address-Local=0"/>  
32             </STEP>  
33  
34             <STEP>  
35                 <BEAD name="IP"/>  
36                 <EDGE name="Encode"/>  
37             </STEP>  
38         </ROUTE>
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39     </RULE>
40
41     <RULE>
42         <DESCRIPTION xml:lang="en">Port 9014 : framed PCM to MP3 to IPAQ,
... synchronized to slaves</DESCRIPTION>
43         <PREDICATE value="query:(Content-Type=='TCP/Decode/Output' OR
... Content-Type=='UDP/Decode/Output') AND Network-Port-Local==9014"/>
44
45         <ROUTE>
46             <STEP>
47                 <BEAD name="framer"/>
48                 <EDGE name="decode"/>
49                 <SEED
... value="namespace:Content-Type='audio/pcm',AudioContext=pcmcontext:"/>
50             </STEP>
51
52             <STEP>
53                 <BEAD name="fanout"/>
54                 <EDGE name="decode"/>
55                 <SEED
... value="namespace:FanoutCount=3,MasterClock=sampleclock:MASTER"/>
56             </STEP>
57         </ROUTE>
58     </RULE>
59
60     <RULE>
61         <DESCRIPTION xml:lang="en">Fanout0 : local slave
... audio</DESCRIPTION>
62         <PREDICATE value="query:FanoutIndex==0 AND
... Network-Port-Local==9014"/>
63         <ROUTE>
64             <STEP>
65                 <BEAD name="audiosync"/>
66                 <EDGE name="decode"/>
67             <SEED value="namespace:RenderClock=sampleclock:"/>
68             </STEP>
69             <STEP>
70                 <BEAD name="speaker"/>
71                 <EDGE name="encode"/>
72                 <SEED value="namespace:AudioContext=pcmcontext:"/>
73             </STEP>
74         </ROUTE>
75     </RULE>
76
77     <RULE>
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78     <DESCRIPTION xml:lang="en">Fanout1 : remote master
... audio</DESCRIPTION>
79     <PREDICATE value="query:FanoutIndex==1 AND
... Network-Port-Local==9014"/>
80     <ROUTE>
81         <STEP>
82             <BEAD name="mp3encoder"/>
83             <EDGE name="encode"/>
84             <SEED
... value="namespace:mp3encoder/encoder=blademp3encoder:,mp3encoder/context=
... mp3context:"/>
85         </STEP>
86         <STEP>
87             <BEAD name="clocksync"/>
88             <EDGE name="masterencode"/>
89             <SEED value="namespace:RenderClock=sampleclock:MASTER"/>
90         </STEP>
91         <STEP>
92             <BEAD name="framer"/>
93             <EDGE name="encode"/>
94         </STEP>
95         <STEP>
96             <BEAD name="TCP"/>
97             <EDGE name="encode"/>
98             <SEED
... value="namespace:Network-Port-Remote=9004,Network-Address-Remote=ipv4:10.1
... .1.20,Network-Port-Local=0,Network-Address-Local=0"/>
99         </STEP>
100        <STEP>
101            <BEAD name="IP"/>
102            <EDGE name="Encode"/>
103        </STEP>
104    </ROUTE>
105 </RULE>
106
107 <RULE>
108     <DESCRIPTION xml:lang="en">Fanout2 : remote slave
... audio</DESCRIPTION>
109     <PREDICATE value="query:FanoutIndex==2 AND
... Network-Port-Local==9014"/>
110     <ROUTE>
111         <STEP>
112             <BEAD name="clocksync"/>
113             <EDGE name="encode"/>
114             <SEED value="namespace:RenderClock=sampleclock:"/>
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115         </STEP>
116     <STEP>
117         <BEAD name="framer"/>
118         <EDGE name="encode"/>
119     </STEP>
120 <STEP>
121     <BEAD name="UDP"/>
122     <EDGE name="encode"/>
123     <SEED
... value="namespace:Network-Port-Remote=9002,Network-Address-Remote=ipv4:10.1
... .1.55,Network-Port-Local=0,Network-Address-Local=0"/>
124 </STEP>
125 <STEP>
126     <BEAD name="IP"/>
127     <EDGE name="Encode"/>
128 </STEP>
129 </ROUTE>
130 </RULE>
131
132
133 </RULES>
134
```