

16.4 Quality control

The Quality Control is an interface that may be implemented by those JMF classes such as Codecs that want to offer control to the user on the quality of the output generated by it. The quality is specified by a data of type float. The value of quality ranges from 0.0 signifying minimum quality to 1.0 signifying the maximum quality. Quality control can be used to fix the tradeoff between the quality of the media and the processing power required to get that quality. For example setting the quality factor to a lower value of an encoder implies lower quality, demanding lower processing power and may be lower bandwidth. Figure 16.5 shows the definition of the interface QualityControl.

<<interface>> javax.media.control.QualityControl
<pre> public float getQuality() public float setQuality(float newQuality) public float getPreferredQuality() public boolean isTemporalSpatialTradeoffSupported() </pre>

Figure 16.5 The interface QualityControl

The example `qualityControlDemo.java` shown below illustrates how the quality of a JPEG video encoder can be controlled.

/ The program `qualityControlDemo.java` illustrates the use of quality control in making a suitable tradeoff between the media quality and the amount of processing required to encode the media or the bandwidth occupied by the media.*

```

*/
import JMFUtil.*;
import javax.media.*;
import javax.media.protocol.*;
import java.io.*;
import javax.media.format.*;
import java.util.*;
import javax.media.control.*;
import javax.swing.*;
import java.awt.*;
import java.awt.event.*;

public class qualityControlDemo {

    DataSource ds = null;
    Processor processor = null;
    java.awt.Component QCcomp;

    public qualityControlDemo() {

        MediaLocator ml = captureDev.getVideoML();
        try{

```

```

processor = Manager.createProcessor( ml );

} catch (NoProcessorException npe ) {
    System.out.println( "Couldn't create processor : " + npe );
} catch (IOException ioe) {
    System.out.println( "IOException creating processor : " + ioe);
}

procUtil util = new procUtil(processor);

boolean result = util.syncConfigure();
if (result == false)
{ System.out.println( "Couldn't configure processor \n" );
  System.exit(0);
}

processor.setContentDescriptor( null );

VideoFormat vFormat = new VideoFormat( VideoFormat.JPEG);
Format setFormat = util.setVideoFormat(vFormat);
System.out.println( "The video format set is : " + setFormat );

result = util.syncRealize();
if (result == false)
{ System.out.println( "Couldn't realize processor \n" );
  System.exit(0);
}

QualityControl qc = (QualityControl) processor.getControl
                    ("javax.media.control.QualityControl");
if( qc != null )
{
    float prequality = qc.getPreferredQuality();
    System.out.println("Encoder preferred quality is : " +prequality);
    float quality = qc.setQuality(0.3f);
    System.out.println("Video Quality value set to : "+quality);
    QCcomp = qc.getControlComponent();
}

JFrame frame = util.displayGUI();
frame.setTitle("Quality Control Demo");
if( QCcomp != null)
{
    frame.getContentPane().add( QCcomp, BorderLayout.NORTH);
}
Dimension d = Toolkit.getDefaultToolkit().getScreenSize();
frame.setLocation( d.width/2, d.height/2);
frame.setVisible( true);
processor.start();
}

public static void main( String args[] ) {

```

```
qualityControlDemo proc = new qualityControlDemo();  
}  
}
```

The explanation of the example `qualityControlDemo` is as follows. By using the `captureDev` utility we get the `MediaLocator` of the video capture device. We then create a `Processor` for the video `DataSource` using the `Manager`. The `Processor` is configured and realized using the `procUtil` utility. The video `Format` is set to `JPEG` format. We check whether the `Processor` offers the `QualityControl` using the method,

```
QualityControl qc = (QualityControl) processor.getControl  
("javax.media.control.QualityControl");
```

A null is returned if `QualityControl` is not offered by the `Processor`. We assume that this `QualityControl` if offered by the `Processor` corresponds to the `QualityControl` of the video `Codec`. We set the quality to 0.3. As it is true for all objects implementing the control interface, the `QualityControl` object may offer a GUI to let the user to exercise the control. We check whether a `Qualitycontrol` component is offered by the specific encoder we are using. If so the `QualityControl` Component is presented to the user along with the visual and the `controlPanel` Component of the `Processor`.



Figure 16.6 The screen shot of `QualityControlDemo.java`