

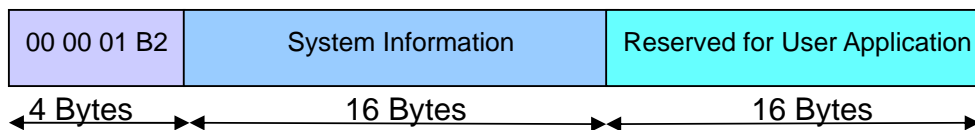
[Support Package]

ID	TS-00075	Created Updated	Mar 17, 2006
Category	SDK	Sub Category	MPEG-4
Product	SDK-2000		
Purpose	How to store private data into video stream?		
Support URL	http://www.acti.com/support		
Tech Support	Customer.service@acti.com		
MSN Messenger ID	Customer.service@acti.com		

How to make a private data into video stream?

TCP 2.0

Data Structure of private data (TCP 2.0/RTP):



We can put any data of user application into the video stream. It can be put 16bytes of user data. Below is the detail of data structure.

1. **00 00 01 B2 :**
 - i. It is the User data start code and must be in front of private data.
 - ii. Total Length : 4 Bytes
2. **System Information :**
 - i. Follow the User data start code (00 00 01 B2). We define 16 Bytes for system information.
 - ii. Total Length : 16 Bytes
 - iii. time_t : DateTime;
 - iv. unsigned char : TimeZone
 - v. unsigned char : VideoLoss
 - vi. unsigned char : Motion
 - vii. unsigned char : DIO
 - viii. unsigned int : Count
 - ix. unsigned char : Resolution
 - x. unsigned char : Bitrate
 - xi. unsigned char : FpsMode
 - xii. unsigned char : FpsNumber
3. **Reserved for User Application**
 - i. Here have 16 Bytes can be fill any data of user application.
 - ii. Total Length : 16 Bytes

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4. The data struct of C/C++(It does not include the User data start code)

```
typedef struct framestatus_header{
    time_t DateTime;
    unsigned char TimeZone;
    unsigned char VideoLoss;
    unsigned char Motion;
    unsigned char DIO;
    unsigned int Count;
    unsigned char Resolution;
    unsigned char Bitrate;
    unsigned char FpsMode;
    unsigned char FpsNumber;
    unsigned char reserved[16];
} NVDK_STRUCTURE_FRAMESTATUS_HEADER;
```