

## Public Support - Support Request #7981

### How to get SampleTypeName

2019-07-30 16:19 - hidden

<b>Status:</b>	Closed	
<b>Priority:</b>	Normal	
<b>Category:</b>		
<b>Customer:</b>	DIGITEQ	<b>Product Issue Numbers:</b>
<b>Department:</b>		<b>Affected Products:</b> ADTF 2.14.3
<b>Requester's Priority:</b>	Normal	<b>Platform:</b>
<b>Support Level:</b>	2nd Level	<b>Topic:</b> ADTF::FilterSDK
<b>Resolution:</b>	Solved Issue	<b>FAQ Links:</b>

#### Description

##### Supportanfrage

Sorry, I did not find any function that can readback "strSampleTypeName". Please help how to get this value.

The only workaround seems to me to have same pin name and sample type name and it is not good.

```
// Set typing for output pin
ucom::cObjectPtr<adtf::IMediaType> pType = NULL;
RETURN_IF_FAILED(m_oOutputEnvironment.GetMediaType(&pType));
ucom::cObjectPtr<adtf::IMediaTypeDescription> pTypeDescription = NULL;
if (IS_OK(pType->GetInterface(IID_ADTF_MEDIA_TYPE_DESCRIPTION, (tVoid**) &pTypeDescription
)))
{
    //if you are not sure your description works!
    //react on this return value!
    RETURN_IF_FAILED(pTypeDescription->SetMediaSampleDescription("tVehicleModelEnvironment
", //strTypeName,
                                                                    strMyDescription.GetPtr()
',
                                                                    IMediaDescription::MDF_DD
L020000));
}
```

*(I will be on vacation till 11.8. so no response needed sooner)*

##### Lösung

Just hit pTypeDescription->GetMediaSampleName to retrieve SampleTypeName

For an example please have a look at [Demo Qt Media Description Display Filter](#) to adapt for your use case.

#### History

##### #1 - 2019-07-31 10:46 - hidden

- Project changed from Public Support to 27
- Status changed from New to In Progress
- Topic set to ADTF::FilterSDK
- Customer set to DIGITEQ

##### #2 - 2019-08-01 09:17 - hidden

- Status changed from In Progress to Customer Feedback Required

Hi Jaroslav,

I am not sure what you really want to do and if I understand the use case by far, but with

pTypeDescription->GetMediaSampleDescription you can read it out again.

Just define your IMediaTypeDescription Pointer as private class member instead of scope above -> than you can access anywhere.

Just have a look at our examples, they will define it that way

### #3 - 2019-08-12 11:06 - hidden

Unfortunately `const tChar* GetMediaSampleDescription();` cannot read **SampleTypeName**. So this function is useless. I need to get **SampleTypeName** from another filter, when IMediaTypeDescription can be obtained.

Please note that **SampleTypeName** is NOT **MediaSampleDescription**. Sample type name is a structure inside Media sample description.

```
/** protect the @ref IMediaTypeDescription to sets the media sample description.
 *
 * If the strSampleTypeName is set to "tMySampleTypeName" and the description of this type is within
 * strSampleTypeDescription the description will look like:
 *
 * \code
 * <stream name="generated_name" type="tMyMediaTypeName">
 *   <struct type="tMySampleTypeName" bytupos="0"/>
 * </stream>
 * \endcode
 *
 * @copydoc IMediaTypeDescription::SetMediaSampleDescription
 * @attention This implementation can only handle descriptions with one struct (complex type) within stre
am.
 *
 * To use more than one complex type you need to define a complex type with you complex types
as elements.
 */
tResult SetMediaSampleDescription(const tChar* strSampleTypeName,
                                const tChar* strSampleTypeDescription,
                                ucom::IException** __exception_ptr=NULL);
```

### #4 - 2019-08-12 11:40 - hidden

- File *VehicleModelOutputBehaviour.cpp* added

### #5 - 2019-08-12 13:17 - hidden

Hi Jaroslav,

sorry for misunderstanding your achievement...

Just hit pTypeDescription->GetMediaSampleName to retrieve SampleTypeName

For an example please have a look at [Demo Qt Media Description Display Filter](#) to adapt for your use case.

### #6 - 2019-08-12 16:50 - hidden

Thanks it is OK, you could close this ticket.

Please update your comment in ADTF headers to make clear that "\_MediaSampleName\_" equals "\_SampleTypeName\_".

### #7 - 2019-08-12 18:11 - hidden

- Project changed from 27 to Public Support

- Subject changed from Please help me, how to read back "SampleTypeName" to How to get SampleTypeName

- Description updated

- Status changed from Customer Feedback Required to To Be Closed

- Private changed from Yes to No

- Resolution set to Solved Issue

Thanks for feedback, there is no new release in adtf 2.x universe planned so this will be a known issue so far

### #8 - 2020-07-07 12:45 - hidden

- Status changed from To Be Closed to Closed

## Files

VehicleModelOutputBehaviour.cpp	34.1 KB	2019-08-12	hidden
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