

(Thanks to Brian Cuthie at Systemix for the above info.)

About MpFlowGraphBase and MpCallFlowGraph

The MpFlowGraphBase is a skeleton used by the MpMediaTask for generic media processing. Essentially, it consists a network of media resources, which are generic processing blocks of media operations. The MpCallFlowGraph is derived from that base class, and consists of a particular set of media resources that are each derived from the generic resource base class to perform various media processing functions. The MpFlowGraphBase provides the basic manipulations that the MpMediaTask performs without any inherent knowledge of the processing performed by the flowgraph, while the MpCallFlowGraph provides to the application code an interface for manipulations of the audio processing for a call (for example, add or remove a remote connection, start or stop sending RTP, start or stop playing a tone).