AAMP RDK Media Player Overview

"RDK Media Player" https://code.rdkcentral.com/r/plugins/gitiles/rdk/components/generic/rdkmediaplayer?

- RDK mediaplayer uses rtRemote API and supports both IP and QAM playback based on URL(Uses AAMP and RMF player internally)
- As a plugin, it can be used in wayland supported platforms, like our rdkbrowser. It acts as a common player framework for all RDK devices, like our UVE engine.
- Recipe for rdkmediaplayer is present in all RDK build system. In my knowledge, it getting is compiled for firebolt images and when POPULATE_SDK is enabled. This SDK can be given to people outside RDK development community to develop and test applications in devices like RPi.
- Earlier when working on firebolt images, the preferred video engine was RDK mediaplayer and preferred browser was rdkbrowser as both can be controlled from a root view scene (with pxScene).
- There are rtMethods in rdkmediaplayer (for eg: play, pause, stop, addEventListener, etc..). Based on URL format rdkmediaplayer will create AAMP/RMF player instance
- SetCurrentUrl() -> https://code.rdkcentral.com/r/plugins/gitiles/rdk/components/generic/rdkmediaplayer/+/refs/heads/rdk-next/rdkmediaplayer.cpp#227
- RDKMediaPlayer::startQueuedTune() -> https://code.rdkcentral.com/r/plugins/gitiles/rdk/components/generic/rdkmediaplayer/+/refs/heads/rdk-next/rdkmediaplayer.cpp#211
- doInit() -> https://code.rdkcentral.com/r/plugins/gitiles/rdk/components/generic/rdkmediaplayer/+/refs/heads/rdk-next/aamp/aampplayer.cpp#268