

# TimeShiftAPI v3

## Using functionality of Timeshift

To be able to fully use **TimeShift** functions:

- **1.** Set directory, where temporally files will be stored using `SetTimeShiftFolder`. This is main step to initiate timeshift.

It is enough to done this one time after start.

- **2.** If it is necessary, change max duration of timeshift using `SetTimeShiftDurationMax`. By default 7200 seconds.
- **3.** Start playback with solution `extTimeShift`.

All actions with timeshift are done using global object `TimeShift`

Command `Stop` or launching other content to play automatically frees timeshift buffer.

## Events

During playback using `extTimeShift` event `0x24` can appear. If it is so then in `stbEvent.onEvent` are transferred 2 parameters: event code and additional string `json` with next contain:

```
{"event_code":1,"ident":"TimeShift","event_data":""}
```

In this case `event_code` can take next values:

event_code	Description
1	playback
2	stop
3	<code>SetSlidingMode(1)</code> , when playback was in timeshift mode on pause and current position differs from realtime position more that on maximum buffer duration of timeshift. If in pause mode event 3 appeared, then it is necessary to send <code>Continue</code>
4	When timeshift buffer is full. After this event in <code>SetSlidingMode(0)</code> mode, new data are lost and navigation is available only in buffer or switch to real time mode (saving with resume is impossible). Event 4 while <code>SetSlidingMode(1)</code> means that timeshift buffer is full and old data will start to erase itself
5	Comes before 1 minute before buffer turns full (1 minute before event 4 )
6	Comes while playback if storage device is not available ( <code>event_data=1</code> ) or there is no free space ( <code>event_data=2</code> ). After this event playback will automaticly switch in real time

## Method of object TimeShift

### TimeShift.SetTimeShiftFolder

```
void SetTimeShiftFolder(string folderPath)
```

Set working directory for module TimeShift. In this directory production and reserve files will be stored.

#### Parameters:

Parameters	Available values	Description
folderPath		Path to store timeshift files

#### Return value:

No.

### TimeShift. SetMaxDuration

```
void SetMaxDuration (int duration)
```

Set maximum timeshift buffer duration.

#### Parameters:

Parameters	Available values	Description
duration		Max duration in seconds

#### Return value:

No.

### TimeShift.EnterTimeShift

```
void EnterTimeShift()
```

Switch to timeshift mode. After switch pause and positioning on current buffer will be available.

#### Parameters: No.

#### Return value:

Parameters	Valid values	Description
error	int	0 - success In other variant - false.

**Note:** Works only if playback was started using solution extTimeShift.

## TimeShift.ExitTimeShift

```
void ExitTimeShift()
```

Exit timeshift mode and switch back to real time. Timeshift buffer will not be saved.

### Parameters:

No.

### Return value:

Parameters	Available values	Description
error	int	0 - success In other variant - false.

### Note:

Works only if playback was started using solution extTimeShift.

## TimeShift.ExitTimeShiftAndSave

```
void ExitTimeShiftAndSave(string name)
```

Exit in timeshift mode and switch to real time. Current buffer will save as PVR task in file with special extension.

### Parameters:

Parameters	Available values	Description
name		Sub directory name, where all saved data for current timeshift will be stored

### Return value:

Parameters	Available values	Description
error	int	0 - success In other variant - false.

## TimeShift. ExitTimeShiftAndSaveDuration

```
void ExitTimeShiftAndSaveDuration(string name, int duration)
```

Exit from timeshift mode and stop playback. Current timeshift buffer will be saved as PVR task in file with special extension. If parameter duration is set, then in addition to PVR task during duration seconds will be saved current stream.

**Parameters:**

Parameters	Available values	Description
name		Sub directory name, where all saved data for current timeshift will be stored
duration	>= 0	Time in seconds, while what it is necessary to save stream.

**Return value:**

Parameters	Available values	Description
error	int	0 - success In other variant - false.

**TimeShift. SetSlidingMode**

```
void SetSlidingMode(bool OnOff);
```

**Parameters:**

Parameters	Available values	Description
On/off		If «TRUE», timeshift buffer after reaching its end will loose old data. If «FALSE», timeshift buffer after reaching its end will loose new data.

**Return value:**

**No.**

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