

Change Log for JSR 234

This page details the proposed, accepted and deferred changes to JSR 234, documenting the changes that will go into the next revision, per [Section 4.2 of the JCP 2.6 document](#).

Last update: 19 May 2006

#	Issue	Change	Status
1	The behavior of get/setEnforced() in case of a MediaProcessor is unclear	ADD to the end of EffectControl class description: “; that is, status changes are allowed and last value set is returned, but the value is ignored in processing.”	PROPOSED
2	FormatControl.PARAM_QUALITY “both string and integer” causes confusion	REPLACE: “This parameter can be both integer and String.” => “This parameter can be either integer or String.”	PROPOSED
3	It is unclear if MediaProcessor.abort is synchronous	REPLACE in MediaProcessor.abort: “A PROCESSING_ABORTED event is posted and the MediaProcessor is moved into <i>UNREALIZED</i> state.” => “When this method returns, a PROCESSING_ABORTED event has been posted and the MediaProcessor has been moved into <i>UNREALIZED</i> state.”	PROPOSED
4	MediaException of MediaProcessor.abort is not declared	REMOVE “On failure: Throws MediaException” from the table	PROPOSED
5	It is unclear if VolumeControls of the GlobalManager should send VOLUME_CHANGED events	ADD to GlobalManager: “Global VolumeControl fetched from GlobalManager does not send any VOLUME_CHANGED events to PlayerListeners (since no global listener mechanism exists).”	PROPOSED
6	It is unclear if global effects affect other applications in Multitasking environments	REPLACE in GlobalManager: “These effects will be treated as global effects concerning all Players.” => “These effects will be treated as global effects concerning all the Players of the application. ”	PROPOSED
7	There are no mandatory SCOPEs for global effects in Media Capabilities	ADD “At least one of the scopes LIVE_ONLY and LIVE_AND_RECORD must be supported for this EqualizerControl/ReverbControl.” To the music and 3D audio capabilities.	PROPOSED
8	It is unclear if the return values of SoundSource3D.getControl and getControls change over time.	ADD to SoundSource3d: “getControl or getControls of SoundSource3D MUST NOT throw IllegalStateException in case of SoundSource3D. That is, SoundSource3D will always support the same set of Controls independently of how many and which Players are connected to it. “	PROPOSED
9	It is not clear how to support a limited amount of SoundSource3Ds	ADD to SoundSource3D: “In general, the application can create as many SoundSource3Ds as it needs, but the application cannot PREFETCH or START necessarily the Players connected to them.	PROPOSED

		That is, the implementation might limit the amount of active 3D sources by limiting how many Players connected to SoundSource3Ds can be PREFETCHED or STARTED simultaneously.”	
10	Setting video resolution during playing or recording	Document IllegalStateException to CameraControl if not supported by the implementation	PROPOSED
11	Rounding of the exposure time	Document in ExposureControl.setExposureTime: “The implementation will round the given value to the nearest supported one” And Change its MediaException: “if the given value is not supported” => “if the given time > getMaxExposureTime or the given time < getMinExposureTime	PROPOSED
12	SnapshotControl.start method's IllegalArgumentException thrown with constants	“java.lang.IllegalArgumentException – if maxShots is less than one and not FREEZE and not FREEZE_AND_CONFIRM ”.	PROPOSED
13	It is unclear what happens if SnapshotControl.start is called twice	ADD: “A second call of the start method overrides the previous one.”	PROPOSED
14	Directory change while shooting	ADD: “Changes in directory, prefix or suffix are not effective until the next start call.”	PROPOSED
15	FocusControl: NEXT/PREVIOUS while in AUTO	if we issue NEXT/PREVIOUS while in AUTO mode, the camera will switch to manual mode and move “one step” from the current (autofocused) distance in a given direction.	PROPOSED
16	PriorityControl's Player state transitions PriorityControl describes that DEVICE_UNAVAILABLE will be sent in both transitions from STARTED to PREFETCHED and from PREFETCHED to REALIZED. However, PlayerListener in JSR-135 describes DEVICE_UNAVAILABLE as follows: “The Player will be in the <i>REALIZED</i> state when this event is received.”	Address only transitions between REALIZED and PREFETCHED/STARTED, not between PREFETCHED and STARTED in PriorityControl.	PROPOSED
17	GlobalManager's methods getSupportedSoundSource3DplayerTypes, createMediaProcessor and getSupportedMediaProcessorInputTypes refer to AudioFormatControl for format types and it should refer to the external formats definition document.	Add a link to the external “Format Definitions for JSR-234” document from GlobalManager.	PROPOSED
18	It is unclear if GlobalManager.createEffectModule can limit the amount of EffectModules.	Document that MediaException of createEffectModule is thrown if the implementation doesn't support EffectModules at all. If you need to limit	PROPOSED

		the amount of concurrently active EffectModules, do it instead by limiting the amount of concurrently PREFETCHED Players connected to EffectModules.	
19	MediaProcessor's code example is missing <code>imageEffect.setEnabled(true)</code>	ADD " <code>imageEffect.setEnabled(true);</code> " after " <code>imageEffect.setPreset("monochrome");</code> "	PROPOSED
20	Documentation describing in which states <code>getControl</code> and <code>getControls</code> of MediaProcessor can be called is partially missing	ADD " <code>getControl</code> and <code>getControls</code> cannot be called when the MediaProcessor is in the UNREALIZED state; an <code>IllegalStateException</code> will be thrown."	PROPOSED
21	DopplerControl: the default <code>enabled</code> value of Spectator's DopplerControl is documented in a contradictory way	Document in Default Values section that the default <code>enabled</code> value of Spectator's DopplerControl is true	PROPOSED
22	The definition of OrientationControl's axes could be clearer.	Add additional clarification that the axes are the axes of the object, not of the world. Add the formulae to describe the transformation from heading, pitch and roll to <code>frontVector</code> and <code>upVector</code> .	PROPOSED
23	Posting of the event <code>ShootingControl.SHOOTING_STOPPED</code> in case of <code>unfreeze(false)</code> isn't clear.	REPLACE: "save – true to save the snapshot, false not to save the snapshot" => "save – true to save the snapshot; false not to save the snapshot (and not to post the SHOOTING_STOPPED event)"	PROPOSED
24	Exception should be thrown if the player is not in STARTED state when <code>start()</code> is called in SnapshotControl.	REPLACE: " <code>java.lang.IllegalStateException</code> – if prefix and suffix have not been set" => " <code>java.lang.IllegalStateException</code> – if prefix and suffix have not been set or the player is not in STARTED state"	PROPOSED
25	Default format of SnapshotControl is unclear.	Document in SnapshotControl that <code>ImageFormatControl</code> should be used for setting the format. Document that the default format in <code>ImageFormatControl</code> should be JPEG if the Java Virtual Machine supports JPEG.	PROPOSED
26	It is unclear if the file suffix string in the SnapshotControl contains the filename format (e.g. ".jpg") or not?	Document that the file extension is part of the suffix.	PROPOSED
27	FormatControls' documentation is not really clear.	Improve the documentation of <code>FormatControl</code>	PROPOSED
28	CDC security definitions for other profiles than MIDP are missing	Add CDC security definitions for other profiles than MIDP.	PROPOSED
29	It could be said clearer that implementations of 3D Audio Capability are allowed to enable having more than one <code>3DsoundSource</code> active at time.	Add a clarification.	PROPOSED
30	<code>DopplerControl.setVelocitySpherical</code> should	Add "The azimuth is measured from the	PROPOSED

	have the same additional clarification of azimuth and elevation angles as LocationControl.setSpherical has.	negative z-axis in the direction of the x-axis.” To the azimuth parameter. Add “The elevation is measured from the x-z-plane in the direction of the y-axis.” To the elevation parameter.	
31	OverlayControl: it is unclear what happens if the same Image instance is inserted multiple times.	Specify that remove method will remove all occurrences of the Image instance.	PROPOSED
32	RDSControl: not all RDS receivers support EON and this is not well documented in methods getFreqsByPTY, getFreqsByTA, getPSByPTY and getPSByTA.	Document that getFreqsByPTY, getFreqsByTA, getPSByPTY and getPSByTA can return null also in case the functionality is not supported.	PROPOSED
33	LocationControl.setSpherical: At large radii, this method of representation becomes quite imprecise, due to the fact that azimuth and elevation are specified in integer numbers of degrees. This could particularly be a problem if both the spectator and a sound source are specified via spherical coordinates and are a very long distance from the origin (but close to each other). The result would be that the location of the sound source relative to the spectator could be considerably different from that which would be obtained if fractional angles were available to represent the positions. In other words, the sound will be heard in the wrong position.	Add a recommendation that to maximize the precision of the representation, the Spherical mode of the LocationControl should only be used at relatively small radius values.	PROPOSED
34	CommitControl, Details section: The sentence “The CommitControl affects the parameters for these controls on the GlobalManager and all the SoundSource3D objects.” Should mention Spectator instead of GlobalManager.	Replace “GlobalManager” with “Spectator”.	PROPOSED
35	Overview: it is customary nowadays for JSRs to list the contributors in the overview section.	Add a section listing individuals that contributed to the specification work.	PROPOSED