

## **Premiere SDK Headers**

This folder contains all the SDK headers. There are considerably more header files included with the Premiere 5 SDK than in previous versions. While this may at first be somewhat confusing, we believe this is an improvement as the API is more encapsulated.

In general, all plug-ins should include `prTypes.h`, and `prStruct.h` if necessary. Windows plug-ins should also include `prWinEnv.h`. You then only need to include the main interface header for your particular plug-in type – `prCompile.h`, `prDevice.h`, `prEffect.h`, `prExort.h`, `prImport.h`, `prPlaymod.h`, or `prRecmod.h`. The other dependent headers should automatically be included as needed by the main interface headers.

<b>PiPLVer.h</b>	Should be included by all PiPL files, it defines various resource types that can be used in a PiPL.
<b>prClassData.h</b>	Defines the classdata callback suite, this is included by the media abstraction headers ( <code>prCompile.h</code> , <code>prImport.h</code> , <code>prPlaymod.h</code> , and <code>prRecmod.h</code> ) as necessary.
<b>prCompile.h</b>	API for plug-in movie compilers.
<b>prDevice.h</b>	API for device control modules.
<b>prEffect.h</b>	API for Filter (audio and video) and Transition plug-ins.
<b>prExport.h</b>	API for EDL export modules.
<b>prImport.h</b>	API for plug-in importers (both file and synthetic).
<b>prPlaymod.h</b>	API for plug-in, playback from the timeline, modules.
<b>prPlugMem.h</b>	Defines the memory & handle callback suites, included by <code>prPlugSuites.h</code> .
<b>prPlugPPix.h</b>	Defines the ppix callback suite, included by <code>prPlugSuites.h</code> .
<b>prPlugSuites.h</b>	Container for all the callback suites, included by the interface headers as necessary.
<b>prPlugTimeline.h</b>	Defines the new timeline callback suite, included by <code>prPlugSuites.h</code> . This was added for use with Premiere RT 5.1.
<b>prPlugUtil.h</b>	Defines the new utility callback suite, included by <code>prPlugSuites.h</code> . This was added for Premiere 5.1.
<b>prPlugWind.h</b>	Defines the window handler callback suite, included by <code>prPlugSuites.h</code> .
<b>prRecmod.h</b>	API for plug-in record (capture) modules.

<b>prResetEnv.h</b>	Resets various compiler options, included at the end of all the main interface headers.
<b>prRT.h</b>	API for the real-time extensions, this was added for Premiere RT 5.1.
<b>prRTFilter.h</b>	Real-time effects playback and internal Premiere filter definitions, this was added for Premiere RT 5.1.
<b>prSetEnv.h</b>	An environmental setup header which is included by all the main interface headers.
<b>prStructs.h</b>	Defines various standard Premiere structures. This only needs to be included if necessary.
<b>prTypes.h</b>	Defines various standard Premiere types. All plug-ins will probably need to include this header.
<b>prWinEnv.h</b>	Defines various Mac types for use by Win plug-ins. This is automatically included by prTypes.h if compiling on Windows.