



## Open Source Used In Jabber for Windows 12.5

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```

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Igor Pavlov

## 1.2 base64.cpp 1.0

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## 1.3 boost 1.52.0

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"http://www.boost.org/tools/boostbook/dtd/boostbook.dtd">

```
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xmlns:xi="http://www.w3.org/2001/XInclude">
<title>Copyright Test</title>
<articleinfo>
  <copyright>
    <year>1963</year> <year>1964</year> <year>1965</year> <holder>Jane Doe</holder>
  </copyright>
  <copyright>
    <year>2018</year> <holder>Joe Blow, John Coe</holder>
  </copyright>
  <copyright>
    <year>1977</year> <year>1985</year> <holder>Someone else</holder>
  </copyright>
</articleinfo>
</article>
```

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# 1.5 bootstrap 4.1.3

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layout: docs

title: License FAQs

description: Commonly asked questions about Bootstrap's open source license.

group: about

---

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### 3.3440.1806.g65046b7

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buffer.h, buffer.c, chunk.h

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## 1.9 cpprest 2.9.1

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## 1.14 glib 2.27.1

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b) You must cause the files modified to carry prominent notices stating that you changed the files and the date of any change.

c) You must cause the whole of the work to be licensed at no charge to all third parties under the terms of this License.

d) If a facility in the modified Library refers to a function or a table of data to be supplied by an application program that uses the facility, other than as an argument passed when the facility is invoked, then you must make a good faith effort to ensure that, in the event an application does not supply such function or table, the facility still operates, and performs whatever part of its purpose remains meaningful.

(For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)

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Thus, it is not the intent of this section to claim rights or contest your rights to work written entirely by you; rather, the intent is to exercise the right to control the distribution of derivative or collective works based on the Library.

In addition, mere aggregation of another work not based on the Library with the Library (or with a work based on the Library) on a volume of a storage or distribution medium does not bring the other work under the scope of this License.

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that version instead if you wish.) Do not make any other change in these notices.

Once this change is made in a given copy, it is irreversible for that copy, so the ordinary GNU General Public License applies to all subsequent copies and derivative works made from that copy.

This option is useful when you wish to copy part of the code of the Library into a program that is not a library.

4. You may copy and distribute the Library (or a portion or derivative of it, under Section 2) in object code or executable form under the terms of Sections 1 and 2 above provided that you accompany it with the complete corresponding machine-readable source code, which must be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange.

If distribution of object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place satisfies the requirement to distribute the source code, even though third parties are not compelled to copy the source along with the object code.

5. A program that contains no derivative of any portion of the Library, but is designed to work with the Library by being compiled or linked with it, is called a "work that uses the Library". Such a work, in isolation, is not a derivative work of the Library, and therefore falls outside the scope of this License.

However, linking a "work that uses the Library" with the Library creates an executable that is a derivative of the Library (because it contains portions of the Library), rather than a "work that uses the library". The executable is therefore covered by this License. Section 6 states terms for distribution of such executables.

When a "work that uses the Library" uses material from a header file that is part of the Library, the object code for the work may be a derivative work of the Library even though the source code is not. Whether this is true is especially significant if the work can be linked without the Library, or if the work is itself a library. The threshold for this to be true is not precisely defined by law.

If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

Otherwise, if the work is a derivative of the Library, you may distribute the object code for the work under the terms of Section 6. Any executables containing that work also fall under Section 6, whether or not they are linked directly with the Library itself.

6. As an exception to the Sections above, you may also compile or link a "work that uses the Library" with the Library to produce a work containing portions of the Library, and distribute that work under terms of your choice, provided that the terms permit modification of the work for the customer's own use and reverse engineering for debugging such modifications.

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- a) Accompany the work with the complete corresponding machine-readable source code for the Library including whatever changes were used in the work (which must be distributed under Sections 1 and 2 above); and, if the work is an executable linked with the Library, with the complete machine-readable "work that uses the Library", as object code and/or source code, so that the user can modify the Library and then relink to produce a modified executable containing the modified Library. (It is understood that the user who changes the contents of definitions files in the Library will not necessarily be able to recompile the application to use the modified definitions.)
- b) Accompany the work with a written offer, valid for at least three years, to give the same user the materials specified in Subsection 6a, above, for a charge no more than the cost of performing this distribution.
- c) If distribution of the work is made by offering access to copy from a designated place, offer equivalent access to copy the above specified materials from the same place.
- d) Verify that the user has already received a copy of these materials or that you have already sent this user a copy.

For an executable, the required form of the "work that uses the Library" must include any data and utility programs needed for reproducing the executable from it. However, as a special exception,

the source code distributed need not include anything that is normally distributed (in either source or binary form) with the major components (compiler, kernel, and so on) of the operating system on which the executable runs, unless that component itself accompanies the executable.

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#### END OF TERMS AND CONDITIONS

#### Appendix: How to Apply These Terms to Your New Libraries

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redistribution under these terms (or, alternatively, under the terms of the ordinary General Public License).

To apply these terms, attach the following notices to the library. It is safest to attach them to the start of each source file to most effectively convey the exclusion of warranty; and each file should have at least the "copyright" line and a pointer to where the full notice is found.

```
<one line to give the library's name and a brief idea of what it does.>  
Copyright (C) <year> <name of author>
```

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Also add information on how to contact you by electronic and paper mail.

You should also get your employer (if you work as a programmer) or your school, if any, to sign a "copyright disclaimer" for the library, if necessary. Here is a sample; alter the names:

Yoyodyne, Inc., hereby disclaims all copyright interest in the library `Frob' (a library for tweaking knobs) written by James Random Hacker.

```
<signature of Ty Coon>, 1 April 1990  
Ty Coon, President of Vice
```

That's all there is to it!

```
<sect1 id="chapter-legal">  
<title id="title-legal">GStreamer Legal Issues</title>  
<para>
```

This part of the FAQ is based on a series of questions we asked the FSF to understand how the GPL works and how patents affects the GPL. These questions were answered by the <http://www.fsf.org/> FSF lawyers, so we view them as the final interpretation on how the GPL and LGPL interact with patents in our opinion. This consultancy was paid for by <http://www.fluendo.com/> Fluendo



in order to obtain clear and quotable answers. These answers were certified by the FSF lawyer team and verified by FSF lawyer and law professor Eben Moglen.

</para>

<qandaset defaultlabel="qanda">

<qandaentry>

<question id="legal-distribute-three">

<para>

Can someone distribute the combination of

<itemizedlist>

<listitem><para>GStreamer, the LGPL library</para></listitem>

<listitem><para>MyPlayer, a GPL playback application</para></listitem>

<listitem><para>The binary-only Sorenson decoder</para></listitem>

</itemizedlist>

together in one distribution/operating system ? If not, what needs to be changed to make this possible ?

</para>

</question>

<answer>

<para>

This would be a problem, because the GStreamer and MyPlayer licenses would forbid it. In order to link GStreamer to MyPlayer, you need to use section 3 of the LGPL to convert GStreamer to GPL. The GPL version of GStreamer forbids linking to the Sorenson decoder. Anyway, the MyPlayer GPL license forbids this.

</para>

<para>

If the authors of MyPlayer want to permit this, we have an exception for them: the controlled interface exception from the FAQ. The idea of this is that you can't get around the GPL just by including a LGPL bit in the middle.

</para>

<para>

Note: MyPlayer is a completely fictitious application at the time of writing.

</para>

</answer>

</qandaentry>

<qandaentry>

<question id="legal-binary-plugin">

<para>

Suppose Apple wants to write a binary-only proprietary plugin for GStreamer to decode Sorenson video, which will be shipped

stand-alone, not part of a package like in the question above.

Can Apple distribute this binary-only plugin ?

</para>

</question>

<answer>

<para>

Yes, modulo certain reverse engineering requirements in section 6 of the LGPL.

</para>

</answer>

</qandaentry>

<qandaentry>

<question id="legal-gpl-program">

<para>

If a program released under the GPL uses a library that is LGPL, and this library can dlopen plug-ins at runtime, what are the requirements for the license of the plug-in ?

</para>

</question>

<answer>

<para>

You may not distribute the plug-in with the GPL application.

Distributing the plug-in alone, with the knowledge that it will be used primarily by GPL software is a bit of an edge case. We will not advise you that it would be safe to do so, but we also will not advise you that it would be absolutely forbidden.

</para>

</answer>

</qandaentry>

<qandaentry>

<question id="legal-safe-countries">

<para>

Can someone in a country that does not have software patents distribute code covered by US patents under the GPL to people in, for example, Norway ?

If he/she visits the US, can he/she be arrested ?

</para>

</question>

<answer>

<para>

Yes, he can.

No, there are no criminal penalties for patent infringement in the US.

</para>

</answer>

</qandaentry>

<qandaentry>

<question id="legal-unsafe-countries">

<para>

Can someone from the US distribute software covered by US patents under the GPL to people in Norway ? To people in the US ?

</para>

</question>

<answer>

<para>

This might infringe some patents, but the GPL would not forbid it absent some actual restriction, such as a court judgement or agreement. The US government is empowered to refuse importation of patent infringing devices, including software.

</para>

</answer>

</qandaentry>

<qandaentry>

<question id="legal-gpl-library-patents">

<para>

There are a lot of GPL- or LGPL-licensed libraries that handle media codecs which have patents. Take mad, an mp3 decoding library, as an example. It is licensed under the GPL. In countries where patents are valid, does this invalidate the GPL license for this project ?

</para>

</question>

<answer>

<para>

The mere existence of a patent which might read on the program does not change anything. However, if a court judgement or other agreement prevents you from distributing libmad under GPL terms, you can not distribute it at all.

</para>

<para>

The GPL and LGPL say (sections 7 and 11):

<quote>If you cannot distribute so as to satisfy simultaneously your obligations under this License and any other pertinent obligations, then as a consequence you may not distribute the Library at all.</quote>

</para>

</answer>

</qandaentry>

<qandaentry>

<question id="legal-gpl-court-judgment">

<para>

So let's say there is a court judgement. Does this mean that the GPL license is invalid for the project everywhere, or only in the countries where it conflicts with the applicable patents ?

</para>

</question>

<answer>

<para>

The GPL operates on a per-action, not per-program basis. That is, if you are in a country which has software patents, and a court tells you that you cannot distribute (say) libmad in source code form, then you cannot distribute libmad at all. This doesn't affect anyone else.

</para>

</answer>

</qandaentry>

<qandaentry>

<question id="legal-gpl-and-binary">

<para>

Patented decoding can be implemented in GStreamer either by having a binary-only plugin do the decoding, or by writing a plugin (with any applicable license) that links to a binary-only library.

Does this affect the licensing issues involved in regards to GPL/LGPL?

</para>

</question>

<answer>

<para>

No.

</para>

</answer>

</qandaentry>

<qandaentry>

<question id="legal-gpl-patent-distribution">

<para>

Is it correct that you cannot distribute the GPL mad library to decode mp3's, \*even\* in the case where you have obtained a valid license for decoding mp3 ?

</para>

</question>

<answer>

<para>

The only GPL-compatible patent licenses are those which are open to all parties possessing copies of GPL software which practices the

teachings of the patent.

</para>

<para>

If you take a license which doesn't allow others to distribute original or modified versions of libmad practicing the same patent claims as the version you distribute, then you may not distribute at all.

</para>

</answer>

</qandaentry>

</qandaset>

</sect1>

/\* GStreamer

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\*

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\* Boston, MA 02111-1307, USA.

\*/

/\* GStreamer

\* Copyright (C) 1999,2000 Erik Walthinsen <omega@cse.ogi.edu>

\*

2000 Wim Taymans <wtay@chello.be>

\*

\* gstpadtemplate.c: Templates for pad creation

\*

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```

* License along with this library; if not, write to the
* Free Software Foundation, Inc., 59 Temple Place - Suite 330,
* Boston, MA 02111-1307, USA.
*/

/**
* SECTION:gstpadtemplate
* @short_description: Describe the media type of a pad.
* @see_also: #GstPad, #GstElementFactory
*
* Padtemplates describe the possible media types a pad or an elementfactory can
* handle. This allows for both inspection of handled types before loading the
* element plugin as well as identifying pads on elements that are not yet
* created (request or sometimes pads).
*
* Pad and PadTemplates have #GstCaps attached to it to describe the media type
* they are capable of dealing with. gst_pad_template_get_caps() or
* GST_PAD_TEMPLATE_CAPS() are used to get the caps of a padtemplate. It's not
* possible to modify the caps of a padtemplate after creation.
*
* PadTemplates have a #GstPadPresence property which identifies the lifetime
* of the pad and that can be retrieved with GST_PAD_TEMPLATE_PRESENCE(). Also
* the direction of the pad can be retrieved from the #GstPadTemplate with
* GST_PAD_TEMPLATE_DIRECTION().
*
* The GST_PAD_TEMPLATE_NAME_TEMPLATE () is important for GST_PAD_REQUEST pads
* because it has to be used as the name in the gst_element_get_request_pad()
* call to instantiate a pad from this template.
*
* Padtemplates can be created with gst_pad_template_new() or with
* gst_static_pad_template_get (), which creates a #GstPadTemplate from a
* #GstStaticPadTemplate that can be filled with the
* convenient GST_STATIC_PAD_TEMPLATE() macro.
*
* A padtemplate can be used to create a pad (see gst_pad_new_from_template()
* or gst_pad_new_from_static_template ()) or to add to an element class
* (see gst_element_class_add_pad_template ()).
*
* The following code example shows the code to create a pad from a padtemplate.
* <example>
* <title>Create a pad from a padtemplate</title>
* <programlisting>
* GstStaticPadTemplate my_template =
* GST_STATIC_PAD_TEMPLATE (
* "sink", // the name of the pad
* GST_PAD_SINK, // the direction of the pad
* GST_PAD_ALWAYS, // when this pad will be present
* GST_STATIC_CAPS ( // the capabilities of the padtemplate

```

```

*   "audio/x-raw-int, "
*   "channels = (int) [ 1, 6 ]"
*   )
*   );
*   void
*   my_method (void)
*   {
*   GstPad *pad;
*   pad = gst_pad_new_from_static_template (&my_template, "sink");
*   ...
*   }
* </programlisting>
* </example>

```

\* The following example shows you how to add the padtemplate to an element class, this is usually done in the base\_init of the class:

```

* <informalexample>
* <programlisting>
*   static void
*   my_element_base_init (gpointer g_class)
*   {
*   GstElementClass *gstelement_class = GST_ELEMENT_CLASS (g_class);
*
*   gst_element_class_add_pad_template (gstelement_class,
*   gst_static_pad_template_get (&my_template));
*   }
* </programlisting>
* </informalexample>
*
* Last reviewed on 2006-02-14 (0.10.3)
*/

```

```
#include "gst_private.h"
```

```
#include "gstpad.h"
```

```
#include "gstpadtemplate.h"
```

```
#include "gstenumtypes.h"
```

```
#include "gstmarshal.h"
```

```
#include "gstutils.h"
```

```
#include "gstinfo.h"
```

```
#include "gsterror.h"
```

```
#include "gstvalue.h"
```

```
#define GST_CAT_DEFAULT GST_CAT_PADS
```

```
enum
```

```
{
```

```
PROP_NAME_TEMPLATE = 1,
```

```

PROP_DIRECTION,
PROP_PRESENCE,
PROP_CAPS
};

enum
{
    TEMPL_PAD_CREATED,
    /* FILL ME */
    LAST_SIGNAL
};

static GObject *parent_class = NULL;
static guint gst_pad_template_signals[LAST_SIGNAL] = { 0 };

static void gst_pad_template_dispose (GObject * object);
static void gst_pad_template_set_property (GObject * object, guint prop_id,
    const GValue * value, GParamSpec * pspec);
static void gst_pad_template_get_property (GObject * object, guint prop_id,
    GValue * value, GParamSpec * pspec);

G_DEFINE_TYPE (GstPadTemplate, gst_pad_template, GST_TYPE_OBJECT);

static void
gst_pad_template_class_init (GstPadTemplateClass * klass)
{
    GObjectClass *gobject_class;
    GstObjectClass *gstobject_class;

    gobject_class = (GObjectClass *) klass;
    gstobject_class = (GstObjectClass *) klass;

    parent_class = g_type_class_peek_parent (klass);

    /**
     * GstPadTemplate::pad-created:
     * @pad_template: the object which received the signal.
     * @pad: the pad that was created.
     *
     * This signal is fired when an element creates a pad from this template.
     */
    gst_pad_template_signals[TEMPL_PAD_CREATED] =
        g_signal_new ("pad-created", G_TYPE_FROM_CLASS (klass), G_SIGNAL_RUN_LAST,
            G_STRUCT_OFFSET (GstPadTemplateClass, pad_created),
            NULL, NULL, gst_marshal_VOID__OBJECT, G_TYPE_NONE, 1, GST_TYPE_PAD);

    gobject_class->dispose = gst_pad_template_dispose;

```



```

gobject_class->get_property = gst_pad_template_get_property;
gobject_class->set_property = gst_pad_template_set_property;

/**
 * GstPadTemplate:name-template
 *
 * The name template of the pad template.
 *
 * Since: 0.10.21
 */
g_object_class_install_property (gobject_class, PROP_NAME_TEMPLATE,
    g_param_spec_string ("name-template", "Name template",
        "The name template of the pad template", NULL,
        G_PARAM_READWRITE | G_PARAM_CONSTRUCT_ONLY | G_PARAM_STATIC_STRINGS));

/**
 * GstPadTemplate:direction
 *
 * The direction of the pad described by the pad template.
 *
 * Since: 0.10.21
 */
g_object_class_install_property (gobject_class, PROP_DIRECTION,
    g_param_spec_enum ("direction", "Direction",
        "The direction of the pad described by the pad template",
        GST_TYPE_PAD_DIRECTION, GST_PAD_UNKNOWN,
        G_PARAM_READWRITE | G_PARAM_CONSTRUCT_ONLY | G_PARAM_STATIC_STRINGS));

/**
 * GstPadTemplate:presence
 *
 * When the pad described by the pad template will become available.
 *
 * Since: 0.10.21
 */
g_object_class_install_property (gobject_class, PROP_PRESENCE,
    g_param_spec_enum ("presence", "Presence",
        "When the pad described by the pad template will become available",
        GST_TYPE_PAD_PRESENCE, GST_PAD_ALWAYS,
        G_PARAM_READWRITE | G_PARAM_CONSTRUCT_ONLY | G_PARAM_STATIC_STRINGS));

/**
 * GstPadTemplate:caps
 *
 * The capabilities of the pad described by the pad template.
 *
 * Since: 0.10.21
 */

```

```

g_object_class_install_property (gobject_class, PROP_CAPS,
    g_param_spec_boxed ("caps", "Caps",
        "The capabilities of the pad described by the pad template",
        GST_TYPE_CAPS,
        G_PARAM_READWRITE | G_PARAM_CONSTRUCT_ONLY | G_PARAM_STATIC_STRINGS));

```

```

gstobject_class->path_string_separator = "*";
}

```

```

static void
gst_pad_template_init (GstPadTemplate * templ)
{
    /* FIXME 0.11: Does anybody remember why this is here? If not, let's
     * change it for 0.11 and let gst_element_class_add_pad_template() for
     * example ref/sink the pad templates.
     */
    /* We ensure that the pad template we're creating has a sunken reference.
     * Inconsistencies in pad templates being floating or sunken has caused
     * problems in the past with leaks, etc.
     *
     * For consistency, then, we only produce them with sunken references
     * owned by the creator of the object
     */
    if (GST_OBJECT_IS_FLOATING (templ)) {
        gst_object_ref_sink (templ);
    }
}

```

```

static void
gst_pad_template_dispose (GObject * object)
{
    GstPadTemplate *templ = GST_PAD_TEMPLATE (object);

    g_free (GST_PAD_TEMPLATE_NAME_TEMPLATE (templ));
    if (GST_PAD_TEMPLATE_CAPS (templ)) {
        gst_caps_unref (GST_PAD_TEMPLATE_CAPS (templ));
    }

    G_OBJECT_CLASS (parent_class)->dispose (object);
}

```

```

/* ALWAYS padtemplates cannot have conversion specifications (like src_%d),
 * since it doesn't make sense.
 * SOMETIMES padtemplates can do whatever they want, they are provided by the
 * element.
 * REQUEST padtemplates can be reverse-parsed (the user asks for 'sink1', the
 * 'sink%d' template is automatically selected), so we need to restrict their
 * naming.

```

```

*/
static gboolean
name_is_valid (const gchar * name, GstPadPresence presence)
{
    const gchar *str;

    if (presence == GST_PAD_ALWAYS) {
        if (strchr (name, '%')) {
            g_warning ("invalid name template %s: conversion specifications are not"
                " allowed for GST_PAD_ALWAYS padtemplates", name);
            return FALSE;
        }
    } else if (presence == GST_PAD_REQUEST) {
        if ((str = strchr (name, '%')) && strchr (str + 1, '%')) {
            g_warning ("invalid name template %s: only one conversion specification"
                " allowed in GST_PAD_REQUEST padtemplate", name);
            return FALSE;
        }
        if (str && (*(str + 1) != 's' && *(str + 1) != 'd' && *(str + 1) != 'u')) {
            g_warning ("invalid name template %s: conversion specification must be of"
                " type '%d', '%u' or '%s' for GST_PAD_REQUEST padtemplate", name);
            return FALSE;
        }
        if (str && *(str + 2) != '\0') {
            g_warning ("invalid name template %s: conversion specification must"
                " appear at the end of the GST_PAD_REQUEST padtemplate name", name);
            return FALSE;
        }
    }

    return TRUE;
}

GType
gst_static_pad_template_get_type (void)
{
    static GType staticpadtemplate_type = 0;

    if (G_UNLIKELY (staticpadtemplate_type == 0)) {
        staticpadtemplate_type =
            g_pointer_type_register_static ("GstStaticPadTemplate");
    }
    return staticpadtemplate_type;
}

/**
 * gst_static_pad_template_get:
 * @pad_template: the static pad template

```

```

*
* Converts a #GstStaticPadTemplate into a #GstPadTemplate.
*
* Returns: (transfer full): a new #GstPadTemplate.
*/
/* FIXME0.11: rename to gst_pad_template_new_from_static_pad_template() */
GstPadTemplate *
gst_static_pad_template_get (GstStaticPadTemplate * pad_template)
{
    GstPadTemplate *new;
    GstCaps *caps;

    if (!name_is_valid (pad_template->name_template, pad_template->presence))
        return NULL;

    caps = gst_static_caps_get (&pad_template->static_caps);

    new = g_object_new (gst_pad_template_get_type (),
        "name", pad_template->name_template,
        "name-template", pad_template->name_template,
        "direction", pad_template->direction,
        "presence", pad_template->presence, "caps", caps, NULL);

    gst_caps_unref (caps);

    return new;
}

/**
 * gst_pad_template_new:
 * @name_template: the name template.
 * @direction: the #GstPadDirection of the template.
 * @presence: the #GstPadPresence of the pad.
 * @caps: (transfer full): a #GstCaps set for the template. The caps are
 *   taken ownership of.
 *
 * Creates a new pad template with a name according to the given template
 * and with the given arguments. This functions takes ownership of the provided
 * caps, so be sure to not use them afterwards.
 *
 * Returns: (transfer full): a new #GstPadTemplate.
 */
GstPadTemplate *
gst_pad_template_new (const gchar * name_template,
    GstPadDirection direction, GstPadPresence presence, GstCaps * caps)
{
    GstPadTemplate *new;

```

```

g_return_val_if_fail (name_template != NULL, NULL);
g_return_val_if_fail (caps != NULL, NULL);
g_return_val_if_fail (direction == GST_PAD_SRC
    || direction == GST_PAD_SINK, NULL);
g_return_val_if_fail (presence == GST_PAD_ALWAYS
    || presence == GST_PAD_SOMETIMES || presence == GST_PAD_REQUEST, NULL);

if (!name_is_valid (name_template, presence)) {
    gst_caps_unref (caps);
    return NULL;
}

new = g_object_new (gst_pad_template_get_type (),
    "name", name_template, "name-template", name_template,
    "direction", direction, "presence", presence, "caps", caps, NULL);

gst_caps_unref (caps);

return new;
}

/**
 * gst_static_pad_template_get_caps:
 * @templ: a #GstStaticPadTemplate to get capabilities of.
 *
 * Gets the capabilities of the static pad template.
 *
 * Returns: (transfer full): the #GstCaps of the static pad template.
 * Unref after usage. Since the core holds an additional
 * ref to the returned caps, use gst_caps_make_writable()
 * on the returned caps to modify it.
 */
GstCaps *
gst_static_pad_template_get_caps (GstStaticPadTemplate * templ)
{
    g_return_val_if_fail (templ, NULL);

    return (GstCaps *) gst_static_caps_get (&templ->static_caps);
}

/**
 * gst_pad_template_get_caps:
 * @templ: a #GstPadTemplate to get capabilities of.
 *
 * Gets the capabilities of the pad template.
 *
 * Returns: (transfer none): the #GstCaps of the pad template. If you need to
 * keep a reference to the caps, take a ref (see gst_caps_ref ()).

```

```

*/
GstCaps *
gst_pad_template_get_caps (GstPadTemplate * templ)
{
    g_return_val_if_fail (GST_IS_PAD_TEMPLATE (templ), NULL);

    return GST_PAD_TEMPLATE_CAPS (templ);
}

/**
 * gst_pad_template_pad_created:
 * @templ: a #GstPadTemplate that has been created
 * @pad: the #GstPad that created it
 *
 * Emit the pad-created signal for this template when created by this pad.
 */
void
gst_pad_template_pad_created (GstPadTemplate * templ, GstPad * pad)
{
    g_signal_emit (templ, gst_pad_template_signals[TEMPL_PAD_CREATED], 0, pad);
}

static void
gst_pad_template_set_property (GObject * object, guint prop_id,
    const GValue * value, GParamSpec * pspec)
{
    /* these properties are all construct-only */
    switch (prop_id) {
        case PROP_NAME_TEMPLATE:
            GST_PAD_TEMPLATE_NAME_TEMPLATE (object) = g_value_dup_string (value);
            break;
        case PROP_DIRECTION:
            GST_PAD_TEMPLATE_DIRECTION (object) =
                (GstPadDirection) g_value_get_enum (value);
            break;
        case PROP_PRESENCE:
            GST_PAD_TEMPLATE_PRESENCE (object) =
                (GstPadPresence) g_value_get_enum (value);
            break;
        case PROP_CAPS:
            /* allow caps == NULL for backwards compatibility (ie. g_object_new()
             * called without any of the new properties) (FIXME 0.11) */
            if (g_value_get_boxed (value) != NULL) {
                GST_PAD_TEMPLATE_CAPS (object) =
                    gst_caps_copy (g_value_get_boxed (value));
            }
            break;
        default:

```

```

    G_OBJECT_WARN_INVALID_PROPERTY_ID (object, prop_id, pspec);
    break;
}
}

static void
gst_pad_template_get_property (GObject * object, guint prop_id, GValue * value,
    GParamSpec * pspec)
{
    /* these properties are all construct-only */
    switch (prop_id) {
        case PROP_NAME_TEMPLATE:
            g_value_set_string (value, GST_PAD_TEMPLATE_NAME_TEMPLATE (object));
            break;
        case PROP_DIRECTION:
            g_value_set_enum (value, GST_PAD_TEMPLATE_DIRECTION (object));
            break;
        case PROP_PRESENCE:
            g_value_set_enum (value, GST_PAD_TEMPLATE_PRESENCE (object));
            break;
        case PROP_CAPS:
            g_value_set_boxed (value, GST_PAD_TEMPLATE_CAPS (object));
            break;
        default:
            G_OBJECT_WARN_INVALID_PROPERTY_ID (object, prop_id, pspec);
            break;
    }
}

/* GStreamer
 * Copyright (C) 1999,2000 Erik Walthinsen <omega@cse.ogi.edu>
 *      2000 Wim Taymans <wim.taymans@chello.be>
 *
 * gstpadtemplate.h: Header for GstPadTemplate object
 *
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 * version 2 of the License, or (at your option) any later version.
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 *
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 * License along with this library; if not, write to the
 * Free Software Foundation, Inc., 59 Temple Place - Suite 330,
 * Boston, MA 02111-1307, USA.

```

```

*/

#ifndef __GST_PAD_TEMPLATE_H__
#define __GST_PAD_TEMPLATE_H__

#include <gst/gstconfig.h>

#include <gst/gstobject.h>
#include <gst/gstbuffer.h>
#include <gst/gstcaps.h>
#include <gst/gstevent.h>
#include <gst/gstquery.h>
#include <gst/gsttask.h>

G_BEGIN_DECLS

/* FIXME: this awful circular dependency need to be resolved properly (see pad.h) */
/*typedef struct _GstPadTemplate GstPadTemplate; */
typedef struct _GstPadTemplateClass GstPadTemplateClass;
typedef struct _GstStaticPadTemplate GstStaticPadTemplate;

#define GST_TYPE_STATIC_PAD_TEMPLATE (gst_static_pad_template_get_type ())

#define GST_TYPE_PAD_TEMPLATE (gst_pad_template_get_type ())
#define GST_PAD_TEMPLATE(obj) (G_TYPE_CHECK_INSTANCE_CAST ((obj),
GST_TYPE_PAD_TEMPLATE, GstPadTemplate))
#define GST_PAD_TEMPLATE_CLASS(klass) (G_TYPE_CHECK_CLASS_CAST ((klass),
GST_TYPE_PAD_TEMPLATE, GstPadTemplateClass))
#define GST_IS_PAD_TEMPLATE(obj) (G_TYPE_CHECK_INSTANCE_TYPE ((obj),
GST_TYPE_PAD_TEMPLATE))
#define GST_IS_PAD_TEMPLATE_CLASS(klass) (G_TYPE_CHECK_CLASS_TYPE ((klass),
GST_TYPE_PAD_TEMPLATE))

/**
 * GstPadPresence:
 * @GST_PAD_ALWAYS: the pad is always available
 * @GST_PAD_SOMETIMES: the pad will become available depending on the media stream
 * @GST_PAD_REQUEST: the pad is only available on request with
 * gst_element_get_request_pad().
 *
 * Indicates when this pad will become available.
 */
typedef enum {
    GST_PAD_ALWAYS,
    GST_PAD_SOMETIMES,
    GST_PAD_REQUEST
} GstPadPresence;

```



```

/**
 * GST_PAD_TEMPLATE_NAME_TEMPLATE:
 * @templ: the template to query
 *
 * Get the nametemplate of the padtemplate.
 */
#define GST_PAD_TEMPLATE_NAME_TEMPLATE(templ) (((GstPadTemplate *) (templ))->name_template)

/**
 * GST_PAD_TEMPLATE_DIRECTION:
 * @templ: the template to query
 *
 * Get the #GstPadDirection of the padtemplate.
 */
#define GST_PAD_TEMPLATE_DIRECTION(templ) (((GstPadTemplate *) (templ))->direction)

/**
 * GST_PAD_TEMPLATE_PRESENCE:
 * @templ: the template to query
 *
 * Get the #GstPadPresence of the padtemplate.
 */
#define GST_PAD_TEMPLATE_PRESENCE(templ) (((GstPadTemplate *) (templ))->presence)

/**
 * GST_PAD_TEMPLATE_CAPS:
 * @templ: the template to query
 *
 * Get a handle to the padtemplate #GstCaps
 */
#define GST_PAD_TEMPLATE_CAPS(templ) (((GstPadTemplate *) (templ))->caps)

/**
 * GstPadTemplateFlags:
 * @GST_PAD_TEMPLATE_FIXED: the padtemplate has no variable properties
 * @GST_PAD_TEMPLATE_FLAG_LAST: first flag that can be used by subclasses.
 *
 * Flags for the padtemplate
 */
typedef enum {
    /* FIXME0.11: this is not used and the purpose is unclear */
    GST_PAD_TEMPLATE_FIXED    = (GST_OBJECT_FLAG_LAST << 0),
    /* padding */
    GST_PAD_TEMPLATE_FLAG_LAST = (GST_OBJECT_FLAG_LAST << 4)
} GstPadTemplateFlags;

/**

```

```

* GST_PAD_TEMPLATE_IS_FIXED:
* @templ: the template to query
*
* Check if the properties of the padtemplate are fixed
*/
#define GST_PAD_TEMPLATE_IS_FIXED(templ) (GST_OBJECT_FLAG_IS_SET(templ,
GST_PAD_TEMPLATE_FIXED))

/**
* GstPadTemplate:
*
* The padtemplate object.
*/
struct _GstPadTemplate {
    GObject    object;

    gchar      *name_template;
    GstPadDirection direction;
    GstPadPresence presence;
    GstCaps    *caps;

    gpointer _gst_reserved[GST_PADDING];
};

struct _GstPadTemplateClass {
    GObjectClass parent_class;

    /* signal callbacks */
    void (*pad_created) (GstPadTemplate *templ, GstPad *pad);

    gpointer _gst_reserved[GST_PADDING];
};

/**
* GstStaticPadTemplate:
* @name_template: the name of the template
* @direction: the direction of the template
* @presence: the presence of the template
* @static_caps: the caps of the template.
*
* Structure describing the #GstStaticPadTemplate.
*/
struct _GstStaticPadTemplate {
    const gchar *name_template;
    GstPadDirection direction;
    GstPadPresence presence;
    GstStaticCaps static_caps;
};

```

```

/**
 * GST_STATIC_PAD_TEMPLATE:
 * @padname: the name template of the pad
 * @dir: the GstPadDirection of the pad
 * @pres: the GstPadPresence of the pad
 * @caps: the GstStaticCaps of the pad
 *
 * Convenience macro to fill the values of a GstStaticPadTemplate
 * structure.
 */
#define GST_STATIC_PAD_TEMPLATE(padname, dir, pres, caps) \
{ \
  /* name_template */ padname, \
  /* direction */ dir, \
  /* presence */ pres, \
  /* caps */ caps \
}

/* templates and factories */
GType gst_pad_template_get_type (void);
GType gst_static_pad_template_get_type (void);

GstPadTemplate* gst_pad_template_new (const gchar *name_template,
    GstPadDirection direction, GstPadPresence presence,
    GstCaps *caps) G_GNUC_MALLOC;

GstPadTemplate * gst_static_pad_template_get (GstStaticPadTemplate *pad_template);
GstCaps* gst_static_pad_template_get_caps (GstStaticPadTemplate *templ);
GstCaps* gst_pad_template_get_caps (GstPadTemplate *templ);

void gst_pad_template_pad_created (GstPadTemplate * templ, GstPad * pad);

G_END_DECLS

#endif /* __GST_PAD_TEMPLATE_H__ */
/*
 * Check: a unit test framework for C
 * Copyright (C) 2001,2002 Arien Malec
 *
 * This library is free software; you can redistribute it and/or
 * modify it under the terms of the GNU Lesser General Public
 * License as published by the Free Software Foundation; either
 * version 2.1 of the License, or (at your option) any later version.
 *
 * This library is distributed in the hope that it will be useful,
 * but WITHOUT ANY WARRANTY; without even the implied warranty of
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```

```
* Lesser General Public License for more details.  
*  
* You should have received a copy of the GNU Lesser General Public  
* License along with this library; if not, write to the  
* Free Software Foundation, Inc., 59 Temple Place - Suite 330,  
* Boston, MA 02111-1307, USA.  
*/
```

```
#ifndef CHECK_IMPL_H  
#define CHECK_IMPL_H
```

```
/* This header should be included by any module that needs  
to know the implementation details of the check structures  
Include stdio.h & list.h before this header  
*/
```

```
typedef struct TF {  
    TFunc fn;  
    int loop_start;  
    int loop_end;  
    const char *name;  
    int signal;  
    unsigned char allowed_exit_value;  
} TF;
```

```
struct Suite {  
    const char *name;  
    List *tclst; /* List of test cases */  
};
```

```
typedef struct Fixture  
{  
    int ischecked;  
    SFunc fun;  
} Fixture;
```

```
struct TCase {  
    const char *name;  
    int timeout;  
    List *tflst; /* list of test functions */  
    List *unch_sflst;  
    List *unch_tflst;  
    List *ch_sflst;  
    List *ch_tflst;  
};
```

```
typedef struct TestStats {
```

```

int n_checked;
int n_failed;
int n_errors;
} TestStats;

struct TestResult {
enum test_result rtype; /* Type of result */
enum ck_result_ctx ctx; /* When the result occurred */
char *file; /* File where the test occurred */
int line; /* Line number where the test occurred */
int iter; /* The iteration value for looping tests */
const char *tname; /* Test case that generated the result */
const char *name; /* Test that generated the result */
char *msg; /* Failure message */
};

TestResult *tr_create(void);
void tr_reset(TestResult *tr);

enum cl_event {
CLINITLOG_SR,
CLENDLOG_SR,
CLSTART_SR,
CLSTART_S,
CLEND_SR,
CLEND_S,
CLSTART_T, /* A test case is about to run */
CLEND_T
};

typedef void (*LFun) (SRunner *, FILE*, enum print_output,
void *, enum cl_event);

typedef struct Log {
FILE *ifile;
LFun lfun;
int close;
enum print_output mode;
} Log;

struct SRunner {
List *slst; /* List of Suite objects */
TestStats *stats; /* Run statistics */
List *resultlst; /* List of unit test results */
const char *log_fname; /* name of log file */
const char *xml_fname; /* name of xml output file */
List *loglst; /* list of Log objects */
enum fork_status fstat; /* controls if suites are forked or not

```

```

NOTE: Don't use this value directly,
instead use srunner_fork_status */
};

void set_fork_status(enum fork_status fstat);
enum fork_status cur_fork_status (void);

#endif /* CHECK_IMPL_H */
/* GStreamer
* Copyright (C) 1999,2000 Erik Walthinsen <omega@cse.ogi.edu>
*      2000 Wim Taymans <wtay@chello.be>
*      2005 Wim Taymans <wim@fluendo.com>
*      2005 David Schleef <ds@schleef.org>
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* You should have received a copy of the GNU Library General Public
* License along with this library; if not, write to the
* Free Software Foundation, Inc., 59 Temple Place - Suite 330,
* Boston, MA 02111-1307, USA.
*/
/**
* SECTION:element-capsfilter
*
* The element does not modify data as such, but can enforce limitations on the
* data format.
*
* <refsect2>
* <title>Example launch line</title>
* [[
* gst-launch videotestsrc ! video/x-raw-gray ! ffmpegcolorspace ! autovideosink
* ]] Limits acceptable video from videotestsrc to be grayscale.
* </refsect2>
*/

#ifdef HAVE_CONFIG_H
#include "config.h"
#endif

```

```

#include "../gst/gst-i18n-lib.h"
#include "gstcapsfilter.h"

enum
{
    PROP_0,
    PROP_FILTER_CAPS
};

static GstStaticPadTemplate sinktemplate = GST_STATIC_PAD_TEMPLATE ("sink",
    GST_PAD_SINK,
    GST_PAD_ALWAYS,
    GST_STATIC_CAPS_ANY);

static GstStaticPadTemplate srctemplate = GST_STATIC_PAD_TEMPLATE ("src",
    GST_PAD_SRC,
    GST_PAD_ALWAYS,
    GST_STATIC_CAPS_ANY);

GST_DEBUG_CATEGORY_STATIC (gst_capsfilter_debug);
#define GST_CAT_DEFAULT gst_capsfilter_debug

#define _do_init(bla) \
    GST_DEBUG_CATEGORY_INIT (gst_capsfilter_debug, "capsfilter", 0, \
    "capsfilter element");

GST_BOILERPLATE_FULL (GstCapsFilter, gst_capsfilter, GstBaseTransform,
    GST_TYPE_BASE_TRANSFORM, _do_init);

static void gst_capsfilter_set_property (GObject * object, guint prop_id,
    const GValue * value, GParamSpec * pspec);
static void gst_capsfilter_get_property (GObject * object, guint prop_id,
    GValue * value, GParamSpec * pspec);
static void gst_capsfilter_dispose (GObject * object);

static GstCaps *gst_capsfilter_transform_caps (GstBaseTransform * base,
    GstPadDirection direction, GstCaps * caps);
static gboolean gst_capsfilter_accept_caps (GstBaseTransform * base,
    GstPadDirection direction, GstCaps * caps);
static GstFlowReturn gst_capsfilter_transform_ip (GstBaseTransform * base,
    GstBuffer * buf);
static GstFlowReturn gst_capsfilter_prepare_buf (GstBaseTransform * trans,
    GstBuffer * input, gint size, GstCaps * caps, GstBuffer ** buf);

static void

```

```

gst_capsfilter_base_init (gpointer g_class)
{
    GstElementClass *gstelement_class = GST_ELEMENT_CLASS (g_class);

    gst_element_class_set_details_simple (gstelement_class,
        "CapsFilter",
        "Generic",
        "Pass data without modification, limiting formats",
        "David Schleeef <ds@schleeef.org>");
    gst_element_class_add_pad_template (gstelement_class,
        gst_static_pad_template_get (&srctemplate));
    gst_element_class_add_pad_template (gstelement_class,
        gst_static_pad_template_get (&sinktemplate));
}

static void
gst_capsfilter_class_init (GstCapsFilterClass * klass)
{
    GObjectClass *gobject_class;
    GstBaseTransformClass *trans_class;

    gobject_class = G_OBJECT_CLASS (klass);
    gobject_class->set_property = gst_capsfilter_set_property;
    gobject_class->get_property = gst_capsfilter_get_property;
    gobject_class->dispose = gst_capsfilter_dispose;

    g_object_class_install_property (gobject_class, PROP_FILTER_CAPS,
        g_param_spec_boxed ("caps", _("Filter caps"),
            _("Restrict the possible allowed capabilities (NULL means ANY). "
                "Setting this property takes a reference to the supplied GstCaps "
                "object."), GST_TYPE_CAPS,
            G_PARAM_READWRITE | G_PARAM_STATIC_STRINGS));

    trans_class = GST_BASE_TRANSFORM_CLASS (klass);
    trans_class->transform_caps =
        GST_DEBUG_FUNCPTR (gst_capsfilter_transform_caps);
    trans_class->transform_ip = GST_DEBUG_FUNCPTR (gst_capsfilter_transform_ip);
    trans_class->accept_caps = GST_DEBUG_FUNCPTR (gst_capsfilter_accept_caps);
    trans_class->prepare_output_buffer =
        GST_DEBUG_FUNCPTR (gst_capsfilter_prepare_buf);
}

static void
gst_capsfilter_init (GstCapsFilter * filter, GstCapsFilterClass * g_class)
{
    GstBaseTransform *trans = GST_BASE_TRANSFORM (filter);
    gst_base_transform_set_gap_aware (trans, TRUE);
    filter->filter_caps = gst_caps_new_any ();
}

```



```

}

static gboolean
copy_func (GQuark field_id, const GValue * value, GstStructure * dest)
{
    gst_structure_id_set_value (dest, field_id, value);

    return TRUE;
}

static void
gst_capsfilter_set_property (GObject * object, guint prop_id,
    const GValue * value, GParamSpec * pspec)
{
    GstCapsFilter *capsfilter = GST_CAPSFILTER (object);

    switch (prop_id) {
        case PROP_FILTER_CAPS: {
            GstCaps *new_caps;
            GstCaps *old_caps, *suggest, *nego;
            const GstCaps *new_caps_val = gst_value_get_caps (value);

            if (new_caps_val == NULL) {
                new_caps = gst_caps_new_any ();
            } else {
                new_caps = (GstCaps *) new_caps_val;
                gst_caps_ref (new_caps);
            }

            GST_OBJECT_LOCK (capsfilter);
            old_caps = capsfilter->filter_caps;
            capsfilter->filter_caps = new_caps;
            GST_OBJECT_UNLOCK (capsfilter);

            gst_caps_unref (old_caps);

            GST_DEBUG_OBJECT (capsfilter, "set new caps %" GST_PTR_FORMAT, new_caps);

            /* filter the currently negotiated format against the new caps */
            GST_OBJECT_LOCK (GST_BASE_TRANSFORM_SINK_PAD (object));
            nego = GST_PAD_CAPS (GST_BASE_TRANSFORM_SINK_PAD (object));
            if (nego) {
                GST_DEBUG_OBJECT (capsfilter, "we had negotiated caps %" GST_PTR_FORMAT,
                    nego);
            }

            if (G_UNLIKELY (gst_caps_is_any (new_caps))) {
                GST_DEBUG_OBJECT (capsfilter, "not settings any suggestion");
            }
        }
    }
}

```

```

suggest = NULL;
} else {
    GstStructure *s1, *s2;

    /* first check if the name is the same */
    s1 = gst_caps_get_structure (nego, 0);
    s2 = gst_caps_get_structure (new_caps, 0);

    if (gst_structure_get_name_id (s1) == gst_structure_get_name_id (s2)) {
        /* same name, copy all fields from the new caps into the previously
        * negotiated caps */
        suggest = gst_caps_copy (nego);
        s1 = gst_caps_get_structure (suggest, 0);
        gst_structure_foreach (s2, (GstStructureForeachFunc) copy_func, s1);
        GST_DEBUG_OBJECT (capsfilter, "copied structure fields");
    } else {
        GST_DEBUG_OBJECT (capsfilter, "different structure names");
        /* different names, we can only suggest the complete caps */
        suggest = gst_caps_copy (new_caps);
    }
}
} else {
    GST_DEBUG_OBJECT (capsfilter, "no negotiated caps");
    /* Suggest the new caps, we can't just rely on _get_caps as this may
    * already be called at this point even though no buffer has been
    * pushed yet */
    suggest = gst_caps_copy (new_caps);
}
GST_OBJECT_UNLOCK (GST_BASE_TRANSFORM_SINK_PAD (object));

GST_DEBUG_OBJECT (capsfilter, "suggesting new caps %" GST_PTR_FORMAT,
    suggest);
gst_base_transform_suggest (GST_BASE_TRANSFORM (object), suggest, 0);
if (suggest)
    gst_caps_unref (suggest);

break;
}
default:
    G_OBJECT_WARN_INVALID_PROPERTY_ID (object, prop_id, pspec);
    break;
}
}

static void
gst_capsfilter_get_property (GObject * object, guint prop_id, GValue * value,
    GParamSpec * pspec)
{

```

```

GstCapsFilter *capsfilter = GST_CAPSFILTER (object);

switch (prop_id) {
case PROP_FILTER_CAPS:
    GST_OBJECT_LOCK (capsfilter);
    gst_value_set_caps (value, capsfilter->filter_caps);
    GST_OBJECT_UNLOCK (capsfilter);
    break;
default:
    G_OBJECT_WARN_INVALID_PROPERTY_ID (object, prop_id, pspec);
    break;
}
}

static void
gst_capsfilter_dispose (GObject * object)
{
    GstCapsFilter *filter = GST_CAPSFILTER (object);

    gst_caps_replace (&filter->filter_caps, NULL);

    G_OBJECT_CLASS (parent_class)->dispose (object);
}

static GstCaps *
gst_capsfilter_transform_caps (GstBaseTransform * base,
    GstPadDirection direction, GstCaps * caps)
{
    GstCapsFilter *capsfilter = GST_CAPSFILTER (base);
    GstCaps *ret, *filter_caps;

    GST_OBJECT_LOCK (capsfilter);
    filter_caps = gst_caps_ref (capsfilter->filter_caps);
    GST_OBJECT_UNLOCK (capsfilter);

    ret = gst_caps_intersect (caps, filter_caps);
    GST_DEBUG_OBJECT (capsfilter, "input: %" GST_PTR_FORMAT, caps);
    GST_DEBUG_OBJECT (capsfilter, "filter: %" GST_PTR_FORMAT, filter_caps);
    GST_DEBUG_OBJECT (capsfilter, "intersect: %" GST_PTR_FORMAT, ret);

    gst_caps_unref (filter_caps);

    return ret;
}

static gboolean
gst_capsfilter_accept_caps (GstBaseTransform * base,
    GstPadDirection direction, GstCaps * caps)

```

```

{
GstCapsFilter *capsfilter = GST_CAPSFILTER (base);
GstCaps *filter_caps;
gboolean ret;

GST_OBJECT_LOCK (capsfilter);
filter_caps = gst_caps_ref (capsfilter->filter_caps);
GST_OBJECT_UNLOCK (capsfilter);

ret = gst_caps_can_intersect (caps, filter_caps);
GST_DEBUG_OBJECT (capsfilter, "can intersect: %d", ret);
if (ret) {
/* if we can intersect, see if the other end also accepts */
if (direction == GST_PAD_SRC)
ret = gst_pad_peer_accept_caps (GST_BASE_TRANSFORM_SINK_PAD (base), caps);
else
ret = gst_pad_peer_accept_caps (GST_BASE_TRANSFORM_SRC_PAD (base), caps);
GST_DEBUG_OBJECT (capsfilter, "peer accept: %d", ret);
}

gst_caps_unref (filter_caps);

return ret;
}

static GstFlowReturn
gst_capsfilter_transform_ip (GstBaseTransform * base, GstBuffer * buf)
{
/* No actual work here. It's all done in the prepare output buffer
* func. */
return GST_FLOW_OK;
}

/* Output buffer preparation... if the buffer has no caps, and
* our allowed output caps is fixed, then give the caps to the
* buffer.
* This ensures that outgoing buffers have caps if we can, so
* that pipelines like:
* gst-launch filesrc location=rawsamples.raw !
* audio/x-raw-int,width=16,depth=16,rate=48000,channels=2,
* endianness=4321,signed=(boolean)true ! alsasink
* will work.
*/
static GstFlowReturn
gst_capsfilter_prepare_buf (GstBaseTransform * trans, GstBuffer * input,
gint size, GstCaps * caps, GstBuffer ** buf)
{
GstFlowReturn ret = GST_FLOW_OK;

```

```

if (GST_BUFFER_CAPS (input) != NULL) {
    /* Output buffer already has caps */
    GST_LOG_OBJECT (trans, "Input buffer already has caps (implicitly fixed)");
    /* FIXME : Move this behaviour to basetransform. The given caps are the ones
    * of the source pad, therefore our outgoing buffers should always have
    * those caps. */
    if (GST_BUFFER_CAPS (input) != caps) {
        /* caps are different, make a metadata writable output buffer to set
        * caps */
        if (gst_buffer_is_metadata_writable (input)) {
            /* input is writable, just set caps and use this as the output */
            *buf = input;
            gst_buffer_set_caps (*buf, caps);
            gst_buffer_ref (input);
        } else {
            GST_DEBUG_OBJECT (trans, "Creating sub-buffer and setting caps");
            *buf = gst_buffer_create_sub (input, 0, GST_BUFFER_SIZE (input));
            gst_buffer_set_caps (*buf, caps);
        }
    } else {
        /* caps are right, just use a ref of the input as the outbuf */
        *buf = input;
        gst_buffer_ref (input);
    }
} else {
    /* Buffer has no caps. See if the output pad only supports fixed caps */
    GstCaps *out_caps;

    out_caps = GST_PAD_CAPS (trans->srcpad);

    if (out_caps != NULL) {
        gst_caps_ref (out_caps);
    } else {
        out_caps = gst_pad_get_allowed_caps (trans->srcpad);
        g_return_val_if_fail (out_caps != NULL, GST_FLOW_ERROR);
    }

    out_caps = gst_caps_make_writable (out_caps);
    gst_caps_do_simplify (out_caps);

    if (gst_caps_is_fixed (out_caps) && !gst_caps_is_empty (out_caps)) {
        GST_DEBUG_OBJECT (trans, "Have fixed output caps %"
            GST_PTR_FORMAT " to apply to buffer with no caps", out_caps);
        if (gst_buffer_is_metadata_writable (input)) {
            gst_buffer_ref (input);
            *buf = input;
        } else {

```

```

    GST_DEBUG_OBJECT (trans, "Creating sub-buffer and setting caps");
    *buf = gst_buffer_create_sub (input, 0, GST_BUFFER_SIZE (input));
}
GST_BUFFER_CAPS (*buf) = out_caps;

if (GST_PAD_CAPS (trans->srcpad) == NULL)
    gst_pad_set_caps (trans->srcpad, out_caps);
} else {
    gchar *caps_str = gst_caps_to_string (out_caps);

    GST_DEBUG_OBJECT (trans, "Cannot choose caps. Have unfixed output caps %"
        GST_PTR_FORMAT, out_caps);
    gst_caps_unref (out_caps);

    ret = GST_FLOW_ERROR;
    GST_ELEMENT_ERROR (trans, STREAM, FORMAT,
        ("Filter caps do not completely specify the output format"),
        ("Output caps are unfixed: %s", caps_str));
    g_free (caps_str);
}
}

return ret;
}
/* GStreamer
 * Copyright (C) 1999,2000 Erik Walthinsen <omega@cse.ogi.edu>
 *      2000 Wim Taymans <wtay@chello.be>
 *
 * gstidentity.h:
 *
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 * Boston, MA 02111-1307, USA.
 */

#ifdef __GST_CAPSFILTER_H__

```

```

#define __GST_CAPSFILTER_H__

#include <gst/gst.h>
#include <gst/base/gstbasetransform.h>

G_BEGIN_DECLS

#define GST_TYPE_CAPSFILTER \
    (gst_capsfilter_get_type())
#define GST_CAPSFILTER(obj) \
    (G_TYPE_CHECK_INSTANCE_CAST((obj),GST_TYPE_CAPSFILTER,GstCapsFilter))
#define GST_CAPSFILTER_CLASS(klass) \
    (G_TYPE_CHECK_CLASS_CAST((klass),GST_TYPE_CAPSFILTER,GstCapsFilterClass))
#define GST_IS_CAPSFILTER(obj) \
    (G_TYPE_CHECK_INSTANCE_TYPE((obj),GST_TYPE_CAPSFILTER))
#define GST_IS_CAPSFILTER_CLASS(klass) \
    (G_TYPE_CHECK_CLASS_TYPE((klass),GST_TYPE_CAPSFILTER))

typedef struct _GstCapsFilter GstCapsFilter;
typedef struct _GstCapsFilterClass GstCapsFilterClass;

/**
 * GstCapsFilter:
 *
 * The opaque #GstCapsFilter data structure.
 */
struct _GstCapsFilter {
    GstBaseTransform trans;

    GstCaps *filter_caps;
};

struct _GstCapsFilterClass {
    GstBaseTransformClass trans_class;
};

GType gst_capsfilter_get_type (void);

G_END_DECLS

#endif /* __GST_CAPSFILTER_H__ */

```

## 1.16 gstreamer-plugins-bad 0.10.22.1

## 1.16.1 Available under license :

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Version 2, June 1991

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Most GNU software, including some libraries, is covered by the ordinary GNU General Public License, which was designed for utility programs. This license, the GNU Library General Public License, applies to certain designated libraries. This license is quite different from the ordinary one; be sure to read it in full, and don't assume that anything in it is the same as in the ordinary license.

The reason we have a separate public license for some libraries is that they blur the distinction we usually make between modifying or adding to a program and simply using it. Linking a program with a library, without changing the library, is in some sense simply using the library, and is analogous to running a utility program or application program. However, in a textual and legal sense, the linked executable is a combined work, a derivative of the original library, and the ordinary General Public License treats it as such.

Because of this blurred distinction, using the ordinary General Public License for libraries did not effectively promote software sharing, because most developers did not use the libraries. We concluded that weaker conditions might promote sharing better.

However, unrestricted linking of non-free programs would deprive the users of those programs of all benefit from the free status of the libraries themselves. This Library General Public License is intended to permit developers of non-free programs to use free libraries, while preserving your freedom as a user of such programs to change the free libraries that are incorporated in them. (We have not seen how to achieve this as regards changes in header files, but we have achieved it as regards changes in the actual functions of the Library.) The hope is that this will lead to faster development of free libraries.



The precise terms and conditions for copying, distribution and modification follow. Pay close attention to the difference between a "work based on the library" and a "work that uses the library". The former contains code derived from the library, while the latter only works together with the library.

Note that it is possible for a library to be covered by the ordinary General Public License rather than by this special one.

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A "library" means a collection of software functions and/or data prepared so as to be conveniently linked with application programs (which use some of those functions and data) to form executables.

The "Library", below, refers to any such software library or work which has been distributed under these terms. A "work based on the Library" means either the Library or any derivative work under copyright law: that is to say, a work containing the Library or a portion of it, either verbatim or with modifications and/or translated straightforwardly into another language. (Hereinafter, translation is included without limitation in the term "modification".)

"Source code" for a work means the preferred form of the work for making modifications to it. For a library, complete source code means all the source code for all modules it contains, plus any associated interface definition files, plus the scripts used to control compilation and installation of the library.

Activities other than copying, distribution and modification are not covered by this License; they are outside its scope. The act of running a program using the Library is not restricted, and output from such a program is covered only if its contents constitute a work based on the Library (independent of the use of the Library in a tool for writing it). Whether that is true depends on what the Library does and what the program that uses the Library does.

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- b) You must cause the files modified to carry prominent notices stating that you changed the files and the date of any change.
- c) You must cause the whole of the work to be licensed at no charge to all third parties under the terms of this License.
- d) If a facility in the modified Library refers to a function or a table of data to be supplied by an application program that uses the facility, other than as an argument passed when the facility is invoked, then you must make a good faith effort to ensure that, in the event an application does not supply such function or table, the facility still operates, and performs whatever part of its purpose remains meaningful.

(For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)

These requirements apply to the modified work as a whole. If identifiable sections of that work are not derived from the Library, and can be reasonably considered independent and separate works in themselves, then this License, and its terms, do not apply to those sections when you distribute them as separate works. But when you distribute the same sections as part of a whole which is a work based on the Library, the distribution of the whole must be on the terms of this License, whose permissions for other licensees extend to the entire whole, and thus to each and every part regardless of who wrote it.

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This option is useful when you wish to copy part of the code of the Library into a program that is not a library.

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If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

Otherwise, if the work is a derivative of the Library, you may distribute the object code for the work under the terms of Section 6. Any executables containing that work also fall under Section 6, whether or not they are linked directly with the Library itself.

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b) Accompany the work with a written offer, valid for at least three years, to give the same user the materials specified in Subsection 6a, above, for a charge no more than the cost of performing this distribution.

c) If distribution of the work is made by offering access to copy from a designated place, offer equivalent access to copy the above specified materials from the same place.

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#### END OF TERMS AND CONDITIONS

#### Appendix: How to Apply These Terms to Your New Libraries

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To apply these terms, attach the following notices to the library. It is safest to attach them to the start of each source file to most effectively convey the exclusion of warranty; and each file should have at least the "copyright" line and a pointer to where the full notice is found.

<one line to give the library's name and a brief idea of what it does.>  
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Yoyodyne, Inc., hereby disclaims all copyright interest in the



library `Frob' (a library for tweaking knobs) written by James Random Hacker.

<signature of Ty Coon>, 1 April 1990

Ty Coon, President of Vice

That's all there is to it!

```
/* GStreamer
```

```
* Copyright (C) <1999> Erik Walthinsen <omega@cse.ogi.edu>
```

```
*
```

```
* This library is free software; you can redistribute it and/or
```

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* modify it under the terms of the GNU Library General Public
```

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* License as published by the Free Software Foundation; either
```

```
* version 2 of the License, or (at your option) any later version.
```

```
*
```

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* This library is distributed in the hope that it will be useful,
```

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* but WITHOUT ANY WARRANTY; without even the implied warranty of
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```

```
*/
```

Disclaimer: The GStreamer team makes a real effort to make sure that the information in this file is as up-to-date and accurate as possible.

However, this file may contain errors and omissions. Some dependant libraries change their licensing from version-to-version and some of the libraries listed here as LGPL were under the GPL license in older releases. Distributions which include GStreamer are responsible for ensuring that plugins are used in accordance with licensing terms and other laws.

GStreamer is developed under the terms of the LGPL (see LICENSE file for details).

Some of our plugins however rely on libraries which are available under other licenses. This means that if you are using an application which has a non-GPL compatible license, for instance a closed-source application with GStreamer you have to make sure not to use GPL linked or derived plugins. When using GPL linked plugins GStreamer is for all practical reasons under the GPL itself.

The plugins which use a GPL library are as follows:

a52dec	liba52	( <a href="http://liba52.sourceforge.net/">http://liba52.sourceforge.net/</a> )
aa52dec	libaa52	( <a href="http://sourceforge.net/projects/aa-project/">http://sourceforge.net/projects/aa-project/</a> )
cdparanoia	libcdparanoia	( <a href="http://www.xiph.org/paranoia/">http://www.xiph.org/paranoia/</a> )
dtsdec	libdts	( <a href="http://www.videolan.org/dtsdec.html">http://www.videolan.org/dtsdec.html</a> )
dvdnavsrc	libdvdnav	( <a href="http://dvd.sourceforge.net/">http://dvd.sourceforge.net/</a> )

dxr3 (<http://dxr3.sourceforge.net/>)  
 icecastsend libshout (<http://www.icecast.org>)  
 mad libmad (<http://www.mars.org/home/rob/proj/mpeg/>)  
 mpeg2dec libmpeg2 (<http://libmpeg2.sourceforge.net/>)  
 mpeg2enc libmpeg2enc (<http://mjpeg.sourceforge.net/>)  
 mplex libmplex (<http://mjpeg.sourceforge.net/>)  
 siddec libsidplay 1.36 (<http://www.geocities.com/SiliconValley/Lakes/5147/sidplay/>,  
<http://sourceforge.net/projects/sidplay2/>)  
 trm libmusicbrainz (<http://www.musicbrainz.org/>)  
 xine libxine (<http://xinehq.de/>)  
 xvid libxvidcore (<http://www.xvid.org/>)

Plugins derived from GPL code are as follows:

dvdreadsrc libdvdread (<http://www.dtek.chalmers.se/groups/dvd/>)  
 monoscope None (Algorithm by Ralph Loader, Joerg Walter,  
 Richard Boulton, and Andy Lo A Foe)  
 rtjpeg None (Erik Walthinsen's algorithm)  
 rtp None (<http://www.linphone.org/ortp/>)  
 synaesthesia (<http://www.logarithmic.net/pfh/synaesthesia>)  
 system\_encode None (Algorithm by Chrisoph Moar, Wim Tayman's and  
 Erik Walthinsen)  
 vbidec None (Algorithm by Billy Biggs, Doug Bell,  
 Erik Walthinsen and David I. Lehn)

Plugins which use a LGPL library are as follows:

alsa alsa (<http://alsa-project.org/>)  
 artsdsink aRts (<http://arts-project.org/>)  
 cacasink libcaca (<http://sam.zoy.org/projects/libcaca/>)  
 colorspace libcolorspace  
 dvdec libdv (<http://libdv.sourceforge.net/>)  
 esdmon,esdsink libesd (<ftp.gnome.org/pub/GNOME/stable/sources/esound/>)  
 faac libfaac (<http://www.audiocoding.com/modules/mydownloads/>)  
 fameenc libfame (<http://fame.sourceforge.net/>)  
 ffmpeg ffmpeg (<http://ffmpeg.sourceforge.net/>)  
 gdkpixbuf GTK+ (<http://www.gtk.org/>)  
 gnomevfs gnome-vfs (<ftp.gnome.org/pub/GNOME/stable/sources/gnome-vfs/>)  
 gst\_arts aRts (<http://arts-project.org/>)  
 gst1394 libraw1394 (<http://www.linux1394.org/>)  
 gstaf libaudiofile (<http://www.68k.org/~michael/audiofile/>)  
 gstsflibsndfile (<http://www.mega-nerd.com/libsndfile/>)  
 hermescolorspace Hermes (<http://www.clanlib.org/hermes/>)  
 kio KDE (<http://www.kde.org/>)  
 ladspa (<http://www.ladspa.org/>)  
 lame libmp3lame (<http://lame.sourceforge.net/>)  
 libvisual libvisual (<http://libvisual.sourceforge.net/>)  
 matroska (<http://www.matroska.org/>)

mikmod libmikmod (<http://mikmod.raphnet.net/>)  
ossaudio (<http://www.opensound.com/>)  
qcamsrc  
rfbenc librfb  
sdlvideosink libsdl (<http://www.libsdl.org/>)  
shout2send libshout2 (<http://www.icecast.org>)  
smoothwave  
swfdec (<http://swfdec.sourceforge.net/>)  
tarkin (<http://svn.xiph.org/trunk/tarkin/>)  
textoverlay pango (<http://www.pango.org/>)  
dirac (<http://www.bbc.co.uk/rd/projects/dirac/>)  
effectv (Our ports was relicensed)(<http://effectv.sourceforge.net/>)  
musepack (<http://www.musepack.net/>)  
kate libtiger (<http://libtiger.googlecode.com/>)  
Optional, only for the tiger element

Plugins which use a BSD covered library are as follows:

ogg libogg/libvorbis (<http://www.xiph.org/ogg/vorbis/>)  
vorbis libogg/libvorbis (<http://www.xiph.org/ogg/vorbis/>)  
gsttheora libtheora (<http://www.theora.org/>)  
speex (<http://www.speex.org/>)  
flac libFLAC (<http://flac.sourceforge.net/>)  
kate libkate (<http://libkate.googlecode.com/>)

Plugins based on libraries with other free licenses:

ximagesink libXv  
xvimagesink libXv  
- license: MIT X11 / X Consortium license  
  
gsm libgsm  
- license MIT license <http://kbs.cs.tu-berlin.de/~jutta/toast.html>  
  
festival (<http://www.cstr.ed.ac.uk/projects/festival/>)  
- license: <http://www.cstr.ed.ac.uk/projects/festival/freecopyright.shtml>  
  
jpeg (<http://www.ijg.org/>)  
- license: IJG license  
  
nas (<http://radscan.com/nas.html>)  
- license: NAS license  
  
snapshot libpng (<http://www.libpng.org/pub/png/>)  
- license: PNG license  
  
mngdec/mngenc libmng (<http://gjuyn.xs4all.nl/libmng>)  
- license PNG license

Plugins using non-free libraries:

divxdec, divxenc                   (<http://www.divx.com/>)  
osxaudio                           (<http://www.apple.com/macosx/>)  
sunaudiosink                       (<http://www.sun.com/>)

Unsure:

faad       libfaad       (<http://www.audiocoding.com/>)

faad's license depends on its major version :

- for FAAD1 : it is LGPL
- for FAAD2 : it is GPL

look at these pages for more information on licenses :

<http://www.audiocoding.com/modules/wiki/?page=FAAD2>

<http://www.audiocoding.com/modules/wiki/?page=FAAC>

by default, GStreamer faad plugin would compile against FAAD2 if available.

it falls back to FAAD1 if not.

```
/* GStreamer
```

```
* Copyright (C) <1999> Erik Walthinsen <omega@cse.ogi.edu>
```

```
* Copyright (C) 2003,2004 David A. Schleefer <ds@schleefer.org>
```

```
*
```

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* version 2 of the License, or (at your option) any later version.
```

```
*
```

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* This library is distributed in the hope that it will be useful,
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* Library General Public License for more details.
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* License along with this library; if not, write to the
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* Free Software Foundation, Inc., 59 Temple Place - Suite 330,
```

```
* Boston, MA 02111-1307, USA.
```

```
*/
```

```
/* Element-Checklist-Version: 5 */
```

```
#ifdef HAVE_CONFIG_H
```

```
#include "config.h"
```

```
#endif
```

```
#include <string.h>
```

```
#include <math.h>
```

```
/*#define DEBUG_ENABLED */
```

```
#include "gstaudioreample.h"
```

```

#include <gst/audio/audio.h>

GST_DEBUG_CATEGORY_STATIC (audioresample_debug);
#define GST_CAT_DEFAULT audioresample_debug

/* Audioresample signals and args */
enum
{
  /* FILL ME */
  LAST_SIGNAL
};

enum
{
  ARG_0,
  ARG_FILTERLEN
};

#define SUPPORTED_CAPS \
GST_STATIC_CAPS (\
  "audio/x-raw-int, " \
  "rate = (int) [ 1, MAX ], " \
  "channels = (int) [ 1, MAX ], " \
  "endianness = (int) BYTE_ORDER, " \
  "width = (int) 16, " \
  "depth = (int) 16, " \
  "signed = (boolean) true"
#if 0
  /* disabled because it segfaults */
  "audio/x-raw-float, "
  "rate = (int) [ 1, MAX ], "
  "channels = (int) [ 1, MAX ], "
  "endianness = (int) BYTE_ORDER, " "width = (int) 32"
#endif
)

static GstStaticPadTemplate gst_audioresample_sink_template =
  GST_STATIC_PAD_TEMPLATE ("sink",
    GST_PAD_SINK, GST_PAD_ALWAYS, SUPPORTED_CAPS);

static GstStaticPadTemplate gst_audioresample_src_template =
  GST_STATIC_PAD_TEMPLATE ("src",
    GST_PAD_SRC, GST_PAD_ALWAYS, SUPPORTED_CAPS);

static void gst_audioresample_base_init (gpointer g_class);
static void gst_audioresample_class_init (AudioresampleClass * klass);
static void gst_audioresample_init (Audioresample * audioresample);
static void gst_audioresample_dispose (GObject * object);

```

```

static void gst_audioresample_chain (GstPad * pad, GstData * _data);

static void gst_audioresample_set_property (GObject * object,
    guint prop_id, const GValue * value, GParamSpec * pspec);
static void gst_audioresample_get_property (GObject * object,
    guint prop_id, GValue * value, GParamSpec * pspec);

static GstElementClass *parent_class = NULL;

/*static guint gst_audioresample_signals[LAST_SIGNAL] = { 0 }; */

GType audioresample_get_type (void)
{
    static GType audioresample_type = 0;

    if (!audioresample_type)
    {
        static const GTypeInfo audioresample_info = {
            sizeof (AudioresampleClass),
            gst_audioresample_base_init,
            NULL,
            (GClassInitFunc) gst_audioresample_class_init,
            NULL,
            NULL,
            sizeof (Audioresample), 0,
            (GInstanceInitFunc) gst_audioresample_init,};

        audioresample_type =
            g_type_register_static (GST_TYPE_ELEMENT, "Audioresample",
                &audioresample_info, 0);
    }
    return audioresample_type;
}

static void gst_audioresample_base_init (gpointer g_class)
{
    GstElementClass *gstelement_class = GST_ELEMENT_CLASS (g_class);

    gst_element_class_add_pad_template (gstelement_class,
        gst_static_pad_template_get (&gst_audioresample_src_template));
    gst_element_class_add_pad_template (gstelement_class,
        gst_static_pad_template_get (&gst_audioresample_sink_template));

    gst_element_class_set_details_simple (gstelement_class, "Audio scaler",
        "Filter/Converter/Audio",
        "Resample audio", "David Schleef <ds@schleef.org>");
}

```

```

static void gst_audioresample_class_init (AudioresampleClass * klass)
{
    GObjectClass *gobject_class;
    GstElementClass *gstelement_class;

    gobject_class = (GObjectClass *) klass;
    gstelement_class = (GstElementClass *) klass;

    gobject_class->set_property = gst_audioresample_set_property;
    gobject_class->get_property = gst_audioresample_get_property;
    gobject_class->dispose = gst_audioresample_dispose;

    g_object_class_install_property (G_OBJECT_CLASS (klass), ARG_FILTERLEN,
        g_param_spec_int ("filter-length", "filter_length", "filter_length",
            0, G_MAXINT, 16,
            G_PARAM_READWRITE | G_PARAM_CONSTRUCT | G_PARAM_STATIC_STRINGS));

    parent_class = g_type_class_peek_parent (klass);

    GST_DEBUG_CATEGORY_INIT (audioresample_debug, "audioresample", 0,
        "audioresample element");
}

static void gst_audioresample_expand_caps (GstCaps * caps)
{
    gint i;

    for (i = 0; i < gst_caps_get_size (caps); i++) {
        GstStructure *structure = gst_caps_get_structure (caps, i);
        const GValue *value;

        value = gst_structure_get_value (structure, "rate");
        if (value == NULL) {
            GST_ERROR ("caps structure doesn't have required rate field");
            return;
        }

        gst_structure_set (structure, "rate", GST_TYPE_INT_RANGE, 1, G_MAXINT, 0);
    }
}

static GstCaps *gst_audioresample_getcaps (GstPad * pad)
{
    Audioresample *audioresample;
    GstCaps *caps;
    GstPad *otherpad;

```

```

audioresample = GST_AUDIORESAMPLE (gst_pad_get_parent (pad));

otherpad = (pad == audioresample->srcpad) ? audioresample->sinkpad :
    audioresample->srcpad;
caps = gst_pad_get_allowed_caps (otherpad);

gst_audioresample_expand_caps (caps);

return caps;
}

static GstCaps *gst_audioresample_fixate (GstPad * pad, const GstCaps * caps)
{
    Audioresample *audioresample;
    GstPad *otherpad;
    int rate;
    GstCaps *copy;
    GstStructure *structure;

    audioresample = GST_AUDIORESAMPLE (gst_pad_get_parent (pad));

    if (pad == audioresample->srcpad) {
        otherpad = audioresample->sinkpad;
        rate = audioresample->i_rate;
    } else
    {
        otherpad = audioresample->srcpad;
        rate = audioresample->o_rate;
    }
    if (!GST_PAD_IS_NEGOTIATING (otherpad))
        return NULL;
    if (gst_caps_get_size (caps) > 1)
        return NULL;

    copy = gst_caps_copy (caps);
    structure = gst_caps_get_structure (copy, 0);
    if (rate) {
        if (gst_structure_fixate_field_nearest_int (structure, "rate", rate)) {
            return copy;
        }
    }
    gst_caps_free (copy);
    return NULL;
}

static GstPadLinkReturn gst_audioresample_link (GstPad * pad,
    const GstCaps * caps)
{

```



```

Audioresample *audioresample;
GstStructure *structure;
int rate;
int channels;
gboolean ret;
GstPad *otherpad;

audioresample = GST_AUDIORESAMPLE (gst_pad_get_parent (pad));

otherpad = (pad == audioresample->srcpad) ? audioresample->sinkpad :
audioresample->srcpad;

structure = gst_caps_get_structure (caps, 0);
ret = gst_structure_get_int (structure, "rate", &rate);
ret &= gst_structure_get_int (structure, "channels", &channels);
if (!ret)
{
return GST_PAD_LINK_REFUSED;
}

if (gst_pad_is_negotiated (otherpad))
{
GstCaps *othercaps = gst_caps_copy (caps);
int otherrate;
GstPadLinkReturn linkret;

if (pad == audioresample->srcpad) {
otherrate = audioresample->i_rate;
} else {
otherrate = audioresample->o_rate;
}
gst_caps_set_simple (othercaps, "rate", G_TYPE_INT, otherrate, NULL);
linkret = gst_pad_try_set_caps (otherpad, othercaps);
if (GST_PAD_LINK_FAILED (linkret)) {
return GST_PAD_LINK_REFUSED;
}
}

audioresample->channels = channels;
resample_set_n_channels (audioresample->resample, audioresample->channels);
if (pad == audioresample->srcpad) {
audioresample->o_rate = rate;
resample_set_output_rate (audioresample->resample, audioresample->o_rate);
GST_DEBUG ("set o_rate to %d", rate);
} else {
audioresample->i_rate = rate;
resample_set_input_rate (audioresample->resample, audioresample->i_rate);
}

```

```

    GST_DEBUG ("set i_rate to %d", rate);
}

return GST_PAD_LINK_OK;
}

static void gst_audioresample_init (Audioresample * audioresample)
{
    ResampleState *r;

    audioresample->sinkpad =
        gst_pad_new_from_static_template (&gst_audioresample_sink_template,
            "sink");
    gst_element_add_pad (GST_ELEMENT (audioresample), audioresample->sinkpad);
    gst_pad_set_chain_function (audioresample->sinkpad, gst_audioresample_chain);
    gst_pad_set_link_function (audioresample->sinkpad, gst_audioresample_link);
    gst_pad_set_getcaps_function (audioresample->sinkpad,
        gst_audioresample_getcaps);
    gst_pad_set_fixate_function (audioresample->sinkpad,
        gst_audioresample_fixate);

    audioresample->srcpad =
        gst_pad_new_from_static_template (&gst_audioresample_src_template, "src");

    gst_element_add_pad (GST_ELEMENT (audioresample), audioresample->srcpad);
    gst_pad_set_link_function (audioresample->srcpad, gst_audioresample_link);
    gst_pad_set_getcaps_function (audioresample->srcpad,
        gst_audioresample_getcaps);
    gst_pad_set_fixate_function (audioresample->srcpad, gst_audioresample_fixate);

    r = resample_new ();
    audioresample->resample = r;

    resample_set_filter_length (r, 64);
    resample_set_format (r, RESAMPLE_FORMAT_S16);
}

static void gst_audioresample_dispose (GObject * object)
{
    Audioresample *audioresample = GST_AUDIORESAMPLE (object);

    if (audioresample->resample) {
        resample_free (audioresample->resample);
    }

    G_OBJECT_CLASS (parent_class)->dispose (object);
}

```

```

static void gst_audioresample_chain (GstPad * pad, GstData * _data)
{
    GstBuffer *buf = GST_BUFFER (_data);
    Audioresample *audioresample;
    ResampleState *r;
    guchar *data;
    gulong size;
    int outsize;
    GstBuffer *outbuf;

    g_return_if_fail (pad != NULL);
    g_return_if_fail (GST_IS_PAD (pad));
    g_return_if_fail (buf != NULL);

    audioresample = GST_AUDIORESAMPLE (gst_pad_get_parent (pad));

    if (!GST_IS_BUFFER (_data)) {
        gst_pad_push (audioresample->srcpad, _data);
        return;
    }

    if (audioresample->passthru) {
        gst_pad_push (audioresample->srcpad, GST_DATA (buf));
        return;
    }

    r = audioresample->resample;

    data = GST_BUFFER_DATA (buf);
    size = GST_BUFFER_SIZE (buf);

    GST_DEBUG ("got buffer of %ld bytes", size);

    resample_add_input_data (r, data, size, (ResampleCallback) gst_data_unref,
        buf);

    outsize = resample_get_output_size (r);
    /* FIXME this is audioresample being dumb. dunno why */
    if (outsize == 0) {
        GST_ERROR ("overriding outbuf size");
        outsize = size;
    }
    outbuf = gst_buffer_new_and_alloc (outsize);

    outsize = resample_get_output_data (r, GST_BUFFER_DATA (outbuf), outsize);
    GST_BUFFER_SIZE (outbuf) = outsize;

    GST_BUFFER_TIMESTAMP (outbuf) =

```

```

    audioresample->offset * GST_SECOND / audioresample->o_rate;
audioresample->offset += outsize / sizeof (gint16) / audioresample->channels;

gst_pad_push (audioresample->srcpad, GST_DATA (outbuf));
}

static void
gst_audioresample_set_property (GObject * object, guint prop_id,
    const GValue * value, GParamSpec * pspec)
{
    Audioresample *audioresample;

    g_return_if_fail (GST_IS_AUDIORESAMPLE (object));
    audioresample = GST_AUDIORESAMPLE (object);

    switch (prop_id) {
    case ARG_FILTERLEN:
        audioresample->filter_length = g_value_get_int (value);
        GST_DEBUG_OBJECT (GST_ELEMENT (audioresample), "new filter length %d\n",
            audioresample->filter_length);
        resample_set_filter_length (audioresample->resample,
            audioresample->filter_length);
        break;
    default:G_OBJECT_WARN_INVALID_PROPERTY_ID (object, prop_id, pspec);
        break;
    }
}

static void
gst_audioresample_get_property (GObject * object, guint prop_id,
    GValue * value, GParamSpec * pspec)
{
    Audioresample *audioresample;

    g_return_if_fail (GST_IS_AUDIORESAMPLE (object));
    audioresample = GST_AUDIORESAMPLE (object);

    switch (prop_id) {
    case ARG_FILTERLEN:
        g_value_set_int (value, audioresample->filter_length);
        break;
    default:
        G_OBJECT_WARN_INVALID_PROPERTY_ID (object, prop_id, pspec);
        break;
    }
}

```

```

static gboolean plugin_init (GstPlugin * plugin)
{
    resample_init ();

    if (!gst_element_register (plugin, "audioresample", GST_RANK_PRIMARY,
        GST_TYPE_AUDIORESAMPLE)) {
        return FALSE;
    }

    return TRUE;
}

GST_PLUGIN_DEFINE (GST_VERSION_MAJOR,
    GST_VERSION_MINOR,
    "audioresample",
    "Resamples audio", plugin_init, VERSION, "LGPL", GST_PACKAGE_NAME,
    GST_PACKAGE_ORIGIN)
/* GStreamer
 * Copyright (C) <1999> Erik Walthinsen <omega@cse.ogi.edu>
 *
 * This library is free software; you can redistribute it and/or
 * modify it under the terms of the GNU Library General Public
 * License as published by the Free Software Foundation; either
 * version 2 of the License, or (at your option) any later version.
 *
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 * but WITHOUT ANY WARRANTY; without even the implied warranty of
 * MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE. See the GNU
 * Library General Public License for more details.
 *
 * You should have received a copy of the GNU Library General Public
 * License along with this library; if not, write to the
 * Free Software Foundation, Inc., 59 Temple Place - Suite 330,
 * Boston, MA 02111-1307, USA.
 */

#ifdef __AUDIORESAMPLE_H__
#define __AUDIORESAMPLE_H__

#include <gst/gst.h>

#include <audioresample/resample.h>

G_BEGIN_DECLS

```

```

#define GST_TYPE_AUDIORESAMPLE \
    (audioresample_get_type())
#define GST_AUDIORESAMPLE(obj) \
    (G_TYPE_CHECK_INSTANCE_CAST((obj),GST_TYPE_AUDIORESAMPLE,Audioresample))
#define GST_AUDIORESAMPLE_CLASS(klass) \
    (G_TYPE_CHECK_CLASS_CAST((klass),GST_TYPE_AUDIORESAMPLE,AudioresampleClass))
#define GST_IS_AUDIORESAMPLE(obj) \
    (G_TYPE_CHECK_INSTANCE_TYPE((obj),GST_TYPE_AUDIORESAMPLE))
#define GST_IS_AUDIORESAMPLE_CLASS(klass) \
    (G_TYPE_CHECK_CLASS_TYPE((klass),GST_TYPE_AUDIORESAMPLE))

```

```

typedef struct _Audioresample Audioresample;
typedef struct _AudioresampleClass AudioresampleClass;

```

```

struct _Audioresample {
    GstElement element;

```

```

    GstPad *sinkpad,*srcpad;

```

```

    gboolean passthru;

```

```

    gint64 offset;
    int channels;

```

```

    int i_rate;
    int o_rate;
    int filter_length;

```

```

    ResampleState * resample;
};

```

```

struct _AudioresampleClass {
    GstElementClass parent_class;
};

```

```

GType gst_audioresample_get_type(void);

```

```

G_END_DECLS

```

```

#endif /* __AUDIORESAMPLE_H__ */
/* GStreamer
 * Copyright (C) <1999> Erik Walthinsen <omega@cse.ogi.edu>
 * Copyright (C) <2003> David Schleef <ds@schleef.org>
 *
 * This library is free software; you can redistribute it and/or

```

```

* modify it under the terms of the GNU Library General Public
* License as published by the Free Software Foundation; either
* version 2 of the License, or (at your option) any later version.
*
* This library is distributed in the hope that it will be useful,
* but WITHOUT ANY WARRANTY; without even the implied warranty of
* MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE. See the GNU
* Library General Public License for more details.
*
* You should have received a copy of the GNU Library General Public
* License along with this library; if not, write to the
* Free Software Foundation, Inc., 59 Temple Place - Suite 330,
* Boston, MA 02111-1307, USA.
*/

```

```

/*
* This file was (probably) generated from
* gstvideotemplate.c,v 1.18 2005/11/14 02:13:34 thomasvs Exp
* and
* $Id: make_filter,v 1.8 2004/04/19 22:51:57 ds Exp $
*/

```

```

#ifdef HAVE_CONFIG_H
#include "config.h"
#endif

```

```

#include <gst/gst.h>
#include <gst/base/gstbasetransform.h>
#include <gst/video/video.h>
#include <string.h>
#include <glib/glib.h>
#include <math.h>
#include <glib/glib.h>

```

```

#define GST_TYPE_COGDOWNSAMPLE \
(gst_cogdownsample_get_type())
#define GST_COGDOWNSAMPLE(obj) \
(G_TYPE_CHECK_INSTANCE_CAST((obj),GST_TYPE_COGDOWNSAMPLE,GstCogdownsample))
#define GST_COGDOWNSAMPLE_CLASS(klass) \
(G_TYPE_CHECK_CLASS_CAST((klass),GST_TYPE_COGDOWNSAMPLE,GstCogdownsampleClass))
#define GST_IS_COGDOWNSAMPLE(obj) \
(G_TYPE_CHECK_INSTANCE_TYPE((obj),GST_TYPE_COGDOWNSAMPLE))
#define GST_IS_COGDOWNSAMPLE_CLASS(obj) \
(G_TYPE_CHECK_CLASS_TYPE((klass),GST_TYPE_COGDOWNSAMPLE))

```

```

typedef struct _GstCogdownsample GstCogdownsample;
typedef struct _GstCogdownsampleClass GstCogdownsampleClass;

```

```

struct _GstCogdownsample
{
    GstBaseTransform base_transform;

};

struct _GstCogdownsampleClass
{
    GstBaseTransformClass parent_class;

};

GType gst_cogdownsample_get_type (void);

enum
{
    ARG_0
};

static void gst_cogdownsample_base_init (gpointer g_class);
static void gst_cogdownsample_class_init (gpointer g_class,
    gpointer class_data);
static void gst_cogdownsample_init (GTypeInstance * instance, gpointer g_class);

static void gst_cogdownsample_set_property (GObject * object, guint prop_id,
    const GValue * value, GParamSpec * pspec);
static void gst_cogdownsample_get_property (GObject * object, guint prop_id,
    GValue * value, GParamSpec * pspec);

static GstCaps *gst_cogdownsample_transform_caps (GstBaseTransform *
    base_transform, GstPadDirection direction, GstCaps * caps);
static GstFlowReturn gst_cogdownsample_transform (GstBaseTransform *
    base_transform, GstBuffer * inbuf, GstBuffer * outbuf);
static gboolean gst_cogdownsample_get_unit_size (GstBaseTransform *
    base_transform, GstCaps * caps, guint * size);

static GstStaticPadTemplate gst_cogdownsample_sink_template =
GST_STATIC_PAD_TEMPLATE ("sink",
    GST_PAD_SINK,
    GST_PAD_ALWAYS,
    GST_STATIC_CAPS (GST_VIDEO_CAPS_YUV ("{ I420, YV12, YUY2, UYVY, AYUV }")))
);

static GstStaticPadTemplate gst_cogdownsample_src_template =
GST_STATIC_PAD_TEMPLATE ("src",
    GST_PAD_SRC,
    GST_PAD_ALWAYS,
    GST_STATIC_CAPS (GST_VIDEO_CAPS_YUV ("{ I420, YV12, YUY2, UYVY, AYUV }")))
);

```



```

);

GType
gst_cogdownsample_get_type (void)
{
    static GType compress_type = 0;

    if (!compress_type) {
        static const GTypeInfo compress_info = {
            sizeof (GstCogdownsampleClass),
            gst_cogdownsample_base_init,
            NULL,
            gst_cogdownsample_class_init,
            NULL,
            NULL,
            sizeof (GstCogdownsample),
            0,
            gst_cogdownsample_init,
        };

        compress_type = g_type_register_static (GST_TYPE_BASE_TRANSFORM,
            "GstCogdownsample", &compress_info, 0);
    }
    return compress_type;
}

static void
gst_cogdownsample_base_init (gpointer g_class)
{
    GstElementClass *element_class = GST_ELEMENT_CLASS (g_class);

    gst_element_class_add_pad_template (element_class,
        gst_static_pad_template_get (&gst_cogdownsample_src_template));
    gst_element_class_add_pad_template (element_class,
        gst_static_pad_template_get (&gst_cogdownsample_sink_template));

    gst_element_class_set_details_simple (element_class,
        "Scale down video by factor of 2", "Filter/Effect/Video",
        "Scales down video by a factor of 2", "David Schleeff <ds@schleeff.org>");
}

static void
gst_cogdownsample_class_init (gpointer g_class, gpointer class_data)
{
    GObjectClass *gobject_class;
    GstBaseTransformClass *base_transform_class;

```

```

gobject_class = G_OBJECT_CLASS (g_class);
base_transform_class = GST_BASE_TRANSFORM_CLASS (g_class);

gobject_class->set_property = gst_cogdownsample_set_property;
gobject_class->get_property = gst_cogdownsample_get_property;

base_transform_class->transform = gst_cogdownsample_transform;
base_transform_class->transform_caps = gst_cogdownsample_transform_caps;
base_transform_class->get_unit_size = gst_cogdownsample_get_unit_size;
}

static void
gst_cogdownsample_init (GTypeInstance * instance, gpointer g_class)
{
    GST_DEBUG ("gst_cogdownsample_init");
}

static void
gst_cogdownsample_set_property (GObject * object, guint prop_id,
    const GValue * value, GParamSpec * pspec)
{
    GstCogdownsample *src;

    g_return_if_fail (GST_IS_COGDOWNSAMPLE (object));
    src = GST_COGDOWNSAMPLE (object);

    GST_DEBUG ("gst_cogdownsample_set_property");
    switch (prop_id) {
        default:
            break;
    }
}

static void
gst_cogdownsample_get_property (GObject * object, guint prop_id, GValue * value,
    GParamSpec * pspec)
{
    GstCogdownsample *src;

    g_return_if_fail (GST_IS_COGDOWNSAMPLE (object));
    src = GST_COGDOWNSAMPLE (object);

    switch (prop_id) {
        default:
            G_OBJECT_WARN_INVALID_PROPERTY_ID (object, prop_id, pspec);
            break;
    }
}

```

```

}
}

static void
transform_value (GValue * dest, const GValue * src, GstPadDirection dir)
{
    g_value_init (dest, G_VALUE_TYPE (src));

    if (G_VALUE HOLDS_INT (src)) {
        int x;

        x = g_value_get_int (src);
        if (dir == GST_PAD_SINK) {
            g_value_set_int (dest, x / 2);
        } else {
            g_value_set_int (dest, x * 2);
        }
    } else if (GST_VALUE HOLDS_INT_RANGE (src)) {
        int min, max;

        min = gst_value_get_int_range_min (src);
        max = gst_value_get_int_range_max (src);

        if (dir == GST_PAD_SINK) {
            min = (min + 1) / 2;
            if (max == G_MAXINT) {
                max = G_MAXINT / 2;
            } else {
                max = (max + 1) / 2;
            }
        } else {
            if (max > G_MAXINT / 2) {
                max = G_MAXINT;
            } else {
                max = max * 2;
            }
            if (min > G_MAXINT / 2) {
                min = G_MAXINT;
            } else {
                min = min * 2;
            }
        }
        gst_value_set_int_range (dest, min, max);
    } else {
        /* FIXME */
        g_warning ("case not handled");
        g_value_set_int (dest, 100);
    }
}

```

```

}

static GstCaps *
gst_cogdownsample_transform_caps (GstBaseTransform * base_transform,
    GstPadDirection direction, GstCaps * caps)
{
    int i;
    GstStructure *structure;
    GValue new_value = { 0 };
    const GValue *value;

    caps = gst_caps_copy (caps);

    for (i = 0; i < gst_caps_get_size (caps); i++) {
        structure = gst_caps_get_structure (caps, i);

        value = gst_structure_get_value (structure, "width");
        transform_value (&new_value, value, direction);
        gst_structure_set_value (structure, "width", &new_value);
        g_value_unset (&new_value);

        value = gst_structure_get_value (structure, "height");
        transform_value (&new_value, value, direction);
        gst_structure_set_value (structure, "height", &new_value);
        g_value_unset (&new_value);
    }

    return caps;
}

static gboolean
gst_cogdownsample_get_unit_size (GstBaseTransform * base_transform,
    GstCaps * caps, guint * size)
{
    int width, height;
    uint32_t format;

    gst_structure_get_fourcc (gst_caps_get_structure (caps, 0),
        "format", &format);
    gst_structure_get_int (gst_caps_get_structure (caps, 0), "width", &width);
    gst_structure_get_int (gst_caps_get_structure (caps, 0), "height", &height);

    switch (format) {
        case GST_MAKE_FOURCC ('I', '4', '2', '0'):
        case GST_MAKE_FOURCC ('Y', 'V', '1', '2'):
            *size = width * height * 3 / 2;
            break;
        case GST_MAKE_FOURCC ('Y', 'U', 'Y', '2'):

```

```

case GST_MAKE_FOURCC ('U', 'Y', 'V', 'Y'):
    *size = width * height * 2;
    break;
case GST_MAKE_FOURCC ('A', 'Y', 'U', 'V'):
    *size = width * height * 4;
    break;
default:
    g_assert_not_reached ();
}

return TRUE;
}

static GstFlowReturn
gst_cogdownsample_transform (GstBaseTransform * base_transform,
    GstBuffer * inbuf, GstBuffer * outbuf)
{
    GstCogdownsample *compress;
    CogFrame *outframe;
    int width, height;
    uint32_t format;
    CogFrame *frame;

    g_return_val_if_fail (GST_IS_COGDOWNSAMPLE (base_transform), GST_FLOW_ERROR);
    compress = GST_COGDOWNSAMPLE (base_transform);

    gst_structure_get_fourcc (gst_caps_get_structure (inbuf->caps, 0),
        "format", &format);
    gst_structure_get_int (gst_caps_get_structure (inbuf->caps, 0),
        "width", &width);
    gst_structure_get_int (gst_caps_get_structure (inbuf->caps, 0),
        "height", &height);

    switch (format) {
    case GST_MAKE_FOURCC ('I', '4', '2', '0'):
        frame = cog_frame_new_from_data_I420 (GST_BUFFER_DATA (inbuf),
            width, height);
        outframe = cog_frame_new_from_data_I420 (GST_BUFFER_DATA (outbuf),
            width / 2, height / 2);
        break;
    case GST_MAKE_FOURCC ('Y', 'V', 'I', '2'):
        frame = cog_frame_new_from_data_YV12 (GST_BUFFER_DATA (inbuf),
            width, height);
        outframe = cog_frame_new_from_data_YV12 (GST_BUFFER_DATA (outbuf),
            width / 2, height / 2);
        break;
    case GST_MAKE_FOURCC ('Y', 'U', 'Y', '2'):
        frame = cog_frame_new_from_data_YUY2 (GST_BUFFER_DATA (inbuf),

```

```

    width, height);
    outframe = cog_frame_new_from_data_YUY2 (GST_BUFFER_DATA (outbuf),
        width / 2, height / 2);
    break;
case GST_MAKE_FOURCC ('U', 'Y', 'V', 'Y'):
    frame = cog_frame_new_from_data_UYVY (GST_BUFFER_DATA (inbuf),
        width, height);
    outframe = cog_frame_new_from_data_UYVY (GST_BUFFER_DATA (outbuf),
        width / 2, height / 2);
    break;
case GST_MAKE_FOURCC ('A', 'Y', 'U', 'V'):
    frame = cog_frame_new_from_data_AYUV (GST_BUFFER_DATA (inbuf),
        width, height);
    outframe = cog_frame_new_from_data_AYUV (GST_BUFFER_DATA (outbuf),
        width / 2, height / 2);
    break;
default:
    g_assert_not_reached ();
    return GST_FLOW_ERROR;
}

frame = cog_virt_frame_new_unpack (frame);
frame = cog_virt_frame_new_horiz_downsample (frame, 3);
frame = cog_virt_frame_new_vert_downsample (frame, 2);

switch (format) {
case GST_MAKE_FOURCC ('Y', 'U', 'Y', '2'):
    frame = cog_virt_frame_new_pack_YUY2 (frame);
    break;
case GST_MAKE_FOURCC ('U', 'Y', 'V', 'Y'):
    frame = cog_virt_frame_new_pack_UYVY (frame);
    break;
case GST_MAKE_FOURCC ('A', 'Y', 'U', 'V'):
    frame = cog_virt_frame_new_pack_AYUV (frame);
    break;
default:
    break;
}

cog_virt_frame_render (frame, outframe);
cog_frame_unref (frame);
cog_frame_unref (outframe);

return GST_FLOW_OK;
}
/* GStreamer mplex (mjpegtools) wrapper
* (c) 2003 Ronald Bultje <rbultje@ronald.bitfreak.net>
* (c) 2008 Mark Nauwelaerts <mnauw@users.sourceforge.net>

```

```

*
* gstmux.cc: gstreamer mux wrapper
*
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* License along with this library; if not, write to the
* Free Software Foundation, Inc., 59 Temple Place - Suite 330,
* Boston, MA 02111-1307, USA.
*/

/**
* SECTION:element-mplex
* @see_also: mpeg2enc
*
* This element is an audio/video multiplexer for MPEG-1/2 video streams
* and (un)compressed audio streams such as AC3, MPEG layer I/II/III.
* It is based on the <ulink url="http://mjpeg.sourceforge.net/">mjpegtools</ulink> library.
* Documentation on creating MPEG videos in general can be found in the
* <ulink url="https://sourceforge.net/docman/display_doc.php?docid=3456&group_id=5776">MJPEG
Howto</ulink>
* and the man-page of the mplex tool documents the properties of this element,
* which are shared with the mplex tool.
*
* <refsect2>
* <title>Example pipeline</title>
* [[
* gst-launch -v videotestsrc num-buffers=1000 ! mpeg2enc ! mplex ! filesink location=videotestsrc.mpg
* ]] This example pipeline will encode a test video source to an
* MPEG1 elementary stream and multiplexes this to an MPEG system stream.
* <para>
* If several streams are being multiplexed, there should (as usual) be
* a queue in each stream, and due to mplex' buffering the capacities of these
* may have to be set to a few times the default settings to prevent the
* pipeline stalling.
* </para>
* </refsect2>
*/

#ifdef HAVE_CONFIG_H

```

```

#include "config.h"
#endif

#include <string.h>

#include "gstmplex.hh"
#include "gstmplexoutputstream.hh"
#include "gstmplexibitstream.hh"
#include "gstmplexjob.hh"

GST_DEBUG_CATEGORY (mplex_debug);

static GstStaticPadTemplate src_tmpl = GST_STATIC_PAD_TEMPLATE ("src",
    GST_PAD_SRC,
    GST_PAD_ALWAYS,
    GST_STATIC_CAPS ("video/mpeg, systemstream = (boolean) true ")
);

static GstStaticPadTemplate video_sink_tmpl =
GST_STATIC_PAD_TEMPLATE ("video_%d",
    GST_PAD_SINK,
    GST_PAD_REQUEST,
    GST_STATIC_CAPS ("video/mpeg, "
        "mpegversion = (int) { 1, 2 }, "
        "systemstream = (boolean) false, "
        "width = (int) [ 16, 4096 ], "
        "height = (int) [ 16, 4096 ], framerate = (fraction) [ 0, MAX ]")
);

#define COMMON_AUDIO_CAPS \
"channels = (int) [ 1, 8 ], " \
"rate = (int) [ 8000, 96000 ]"

static GstStaticPadTemplate audio_sink_tmpl =
    GST_STATIC_PAD_TEMPLATE ("audio_%d",
    GST_PAD_SINK,
    GST_PAD_REQUEST,
    GST_STATIC_CAPS ("audio/mpeg, "
        "mpegversion = (int) 1, "
        "layer = (int) [ 1, 3 ], "
        COMMON_AUDIO_CAPS "; "
        "audio/x-ac3, "
        COMMON_AUDIO_CAPS "; "
        "audio/x-dts; "
        "audio/x-raw-int, "
        "endianness = (int) BIG_ENDIAN, "
        "signed = (boolean) TRUE, "
        "width = (int) { 16, 20, 24 }, "

```



```

    "depth = (int) { 16, 20, 24 }, "
    "rate = (int) { 48000, 96000 }, " "channels = (int) [ 1, 6 ]")
);

/* FIXME: subtitles */

static void gst_muxer_finalize (GObject * object);
static void gst_muxer_reset (GstMuxer * muxer);
static void gst_muxer_loop (GstMuxer * muxer);
static GstPad *gst_muxer_request_new_pad (GstElement * element,
    GstPadTemplate * templ, const gchar * name);
static void gst_muxer_release_pad (GstElement * element, GstPad * pad);
static gboolean gst_muxer_src_activate_push (GstPad * pad, gboolean active);
static GstStateChangeReturn gst_muxer_change_state (GstElement * element,
    GstStateChange transition);

static void gst_muxer_get_property (GObject * object,
    guint prop_id, GValue * value, GParamSpec * pspec);
static void gst_muxer_set_property (GObject * object,
    guint prop_id, const GValue * value, GParamSpec * pspec);

GST_BOILERPLATE (GstMuxer, gst_muxer, GstElement, GST_TYPE_ELEMENT);

static void
gst_muxer_base_init (gpointer klass)
{
    GstElementClass *element_class = GST_ELEMENT_CLASS (klass);

    gst_element_class_set_details_simple (element_class,
        "muxer video multiplexer", "Codec/Muxer",
        "High-quality MPEG/DVD/SVCD/VCD video/audio multiplexer",
        "Andrew Stevens <andrew.stevens@nexgo.de>\n"
        "Ronald Bultje <rbultje@ronald.bitfreak.net>\n"
        "Mark Nauwelaerts <mnauw@users.sourceforge.net>");

    gst_element_class_add_pad_template (element_class,
        gst_static_pad_template_get (&src_tmpl));
    gst_element_class_add_pad_template (element_class,
        gst_static_pad_template_get (&video_sink_tmpl));
    gst_element_class_add_pad_template (element_class,
        gst_static_pad_template_get (&audio_sink_tmpl));
}

static void
gst_muxer_class_init (GstMuxerClass * klass)
{
    GObjectClass *object_class = G_OBJECT_CLASS (klass);
    GstElementClass *element_class = GST_ELEMENT_CLASS (klass);

```

```

GST_DEBUG_CATEGORY_INIT (mplex_debug, "mplex", 0, "MPEG video/audio muxer");

object_class->set_property = gst_mplex_set_property;
object_class->get_property = gst_mplex_get_property;

/* register properties */
GstMplexJob::initProperties (object_class);

object_class->finalize = GST_DEBUG_FUNCPTR (gst_mplex_finalize);

element_class->change_state = GST_DEBUG_FUNCPTR (gst_mplex_change_state);
element_class->request_new_pad =
    GST_DEBUG_FUNCPTR (gst_mplex_request_new_pad);
element_class->release_pad = GST_DEBUG_FUNCPTR (gst_mplex_release_pad);
}

static void
gst_mplex_finalize (GObject * object)
{
    GstMplex *mplex = GST_MPLEX (object);
    GSList *walk;

    /* release all pads */
    walk = mplex->pads;
    while (walk) {
        GstMplexPad *mpad = (GstMplexPad *) walk->data;

        gst_object_unref (mpad->pad);
        mpad->pad = NULL;
        walk = walk->next;
    }

    /* clean up what's left of them */
    gst_mplex_reset (mplex);

    /* ... and of the rest */
    delete mplex->job;

    g_mutex_free (mplex->tlock);

    G_OBJECT_CLASS (parent_class)->finalize (object);
}

static void
gst_mplex_init (GstMplex * mplex, GstMplexClass * g_class)
{
    GstElement *element = GST_ELEMENT (mplex);

```

```
GstElementClass *element_class = GST_ELEMENT_CLASS (g_class);
```

```
mplex->srcpad =  
    gst_pad_new_from_template (gst_element_class_get_pad_template  
        (element_class, "src"), "src");  
gst_element_add_pad (element, mplex->srcpad);  
gst_pad_use_fixed_caps (mplex->srcpad);  
gst_pad_set_activatepush_function (mplex->srcpad,  
    GST_DEBUG_FUNCPTR (gst_mplex_src_activate_push));
```

```
mplex->job = new GstMplexJob ();  
mplex->num_apads = 0;  
mplex->num_vpads = 0;
```

```
mplex->tlock = g_mutex_new ();
```

```
gst_mplex_reset (mplex);  
}
```

```
static void
```

```
gst_mplex_reset (GstMplex * mplex)  
{
```

```
    GSList *walk;  
    GSList *nlist = NULL;
```

```
mplex->eos = FALSE;  
mplex->srcresult = GST_FLOW_CUSTOM_SUCCESS;
```

```
/* reset existing streams */
```

```
walk = mplex->pads;  
while (walk != NULL) {  
    GstMplexPad *mpad;
```

```
    mpad = (GstMplexPad *) walk->data;
```

```
    mpad->needed = 0;  
    mpad->eos = FALSE;  
    gst_adapter_clear (mpad->adapter);  
    if (mpad->bs) {  
        delete mpad->bs;
```

```
        mpad->bs = NULL;
```

```
    }
```

```
    if (!mpad->pad) {  
        g_cond_free (mpad->cond);  
        g_object_unref (mpad->adapter);  
        g_free (mpad);
```

```

    } else
        nlist = g_slist_append (nlist, mpad);

    walk = walk->next;
}

g_slist_free (mplex->pads);
mplex->pads = nlist;

/* clear mplex stuff */
/* clean up stream settings */
while (!mplex->job->streams.empty ()) {
    delete mplex->job->streams.back ();

    mplex->job->streams.pop_back ();
}
while (!mplex->job->video_param.empty ()) {
    delete mplex->job->video_param.back ();

    mplex->job->video_param.pop_back ();
}
while (!mplex->job->lpcm_param.empty ()) {
    delete mplex->job->lpcm_param.back ();

    mplex->job->lpcm_param.pop_back ();
}
mplex->job->audio_tracks = 0;
mplex->job->video_tracks = 0;
mplex->job->lpcm_tracks = 0;
}

static gboolean
gst_mplex_setcaps (GstPad * pad, GstCaps * caps)
{
    GstMplex *mplex;
    const gchar *mime;
    GstStructure *structure;
    StreamKind type;
    JobStream *jobstream;
    GstMplexIBitStream *inputstream;
    GstMplexPad *mpad;
    GstCaps *othercaps;
    gboolean ret = TRUE;

    mplex = GST_MPLEX (GST_PAD_PARENT (pad));

    /* does not go well to negotiate when started */
    if (mplex->srcresult != GST_FLOW_CUSTOM_SUCCESS)

```

```

goto refuse_renegotiation;

/* since muxer does not really check much ... */
othercaps = gst_caps_intersect (caps, gst_pad_get_pad_template_caps (pad));
if (othercaps)
    gst_caps_unref (othercaps);
else
    goto refuse_caps;

/* set the fixed template caps on the srcpad, should accept without objection */
othercaps = gst_caps_copy (gst_pad_get_pad_template_caps (mplex->srcpad));
ret = gst_pad_set_caps (mplex->srcpad, othercaps);
gst_caps_unref (othercaps);
if (!ret)
    goto refuse_caps;

structure = gst_caps_get_structure (caps, 0);
mime = gst_structure_get_name (structure);

if (!strcmp (mime, "video/mpeg")) { /* video */
    VideoParams *params;

    type = MPEG_VIDEO;
    if (mplex->job->bufsize)
        params = VideoParams::Checked (mplex->job->bufsize);
    else
        params = VideoParams::Default (mplex->job->mux_format);
    /* set standard values if forced by the selected profile */
    if (params->Force (mplex->job->mux_format))
        GST_WARNING_OBJECT (mplex,
            "overriding non-standard option due to selected profile");

    mplex->job->video_param.push_back (params);
    mplex->job->video_tracks++;
} else { /* audio */
    if (!strcmp (mime, "audio/mpeg")) {
        type = MPEG_AUDIO;
    } else if (!strcmp (mime, "audio/x-ac3")) {
        type = AC3_AUDIO;
    } else if (!strcmp (mime, "audio/x-dts")) {
        type = DTS_AUDIO;
    } else if (!strcmp (mime, "audio/x-raw-int")) {
        LpcmParams *params;
        gint bits, chans, rate;
        gboolean result = TRUE;

        type = LPCM_AUDIO;
    }
}

```

```

/* set LPCM params */
result &= gst_structure_get_int (structure, "depth", &bits);
result &= gst_structure_get_int (structure, "rate", &rate);
result &= gst_structure_get_int (structure, "channels", &chans);
if (!result)
    goto refuse_caps;

params = LpcmParams::Checked (rate, chans, bits);

mplex->job->lpcm_param.push_back (params);
mplex->job->lpcm_tracks++;
} else
    goto refuse_caps;

mplex->job->audio_tracks++;
}

mpad = (GstMplexPad *) gst_pad_get_element_private (pad);
g_return_val_if_fail (mpad, FALSE);
inputstream = new GstMplexIBitStream (mpad);
mpad->bs = inputstream;
jobstream = new JobStream (inputstream, type);
mplex->job->streams.push_back (jobstream);

return TRUE;

refuse_caps:
{
    GST_WARNING_OBJECT (mplex, "refused caps %" GST_PTR_FORMAT, caps);

    /* undo if we were a bit too fast/confident */
    if (GST_PAD_CAPS (mplex->srcpad))
        gst_pad_set_caps (mplex->srcpad, NULL);

    return FALSE;
}

refuse_renegotiation:
{
    GST_WARNING_OBJECT (mplex, "already started; "
        "refused (re)negotiation (to %" GST_PTR_FORMAT ")", caps);

    return FALSE;
}
}

static void
gst_mplex_loop (GstMplex * mplex)
{

```

```

GstMplexOutputStream *out = NULL;
Multiplexor *mux = NULL;
GSList *walk;

/* do not try to resume muxing after it finished
 * this can be relevant mainly/only in case of forced state change */
if (mplex->eos)
    goto eos;

/* inform downstream about what's coming */
gst_pad_push_event (mplex->srcpad, gst_event_new_new_segment (FALSE, 1.0,
    GST_FORMAT_BYTES, 0, -1, 0));

/* hm (!) each inputstream really needs an initial read
 * so that all is internally in the proper state */
walk = mplex->pads;
while (walk != NULL) {
    GstMplexPad *mpad;

    mpad = (GstMplexPad *) walk->data;
    mpad->bs->ReadBuffer ();

    walk = walk->next;
}

/* create new multiplexer with inputs/output */
out = new GstMplexOutputStream (mplex, mplex->srcpad);
#if GST_MJPEGTOOLS_API >= 10900
    mux = new Multiplexor (*mplex->job, *out, NULL);
#else
    mux = new Multiplexor (*mplex->job, *out);
#endif

if (mux) {
    mux->Multiplex ();
    delete mux;
    delete out;

    /* if not well and truly eos, something strange happened */
    if (!mplex->eos) {
        GST_ERROR_OBJECT (mplex, "muxing task ended without being eos");
        /* notify there is no point in collecting any more */
        GST_MPLEX_MUTEX_LOCK (mplex);
        mplex->srcresult = GST_FLOW_ERROR;
        GST_MPLEX_SIGNAL_ALL (mplex);
        GST_MPLEX_MUTEX_UNLOCK (mplex);
    } else
        goto eos;
}

```

```

} else {
    GST_WARNING_OBJECT (mplex, "failed to create Multiplexor");
}

/* fall-through */
done:
{
    /* no need to run wildly, stopped elsewhere, e.g. state change */
    GST_DEBUG_OBJECT (mplex, "pausing muxing task");
    gst_pad_pause_task (mplex->srcpad);

    return;
}
eos:
{
    GST_DEBUG_OBJECT (mplex, "encoding task reached eos");
    goto done;
}
}

static gboolean
gst_mux_sink_event (GstPad * sinkpad, GstEvent * event)
{
    GstMplex *mplex;
    GstMplexPad *mpad;
    gboolean result = TRUE;

    mplex = (GstMplex *) (GST_PAD_PARENT (sinkpad));
    mpad = (GstMplexPad *) gst_pad_get_element_private (sinkpad);
    g_return_val_if_fail (mpad, FALSE);

    switch (GST_EVENT_TYPE (event)) {
    case GST_EVENT_FLUSH_START:
        /* forward event */
        gst_pad_event_default (sinkpad, event);

        /* now unblock the chain function */
        GST_MUX_MUTEX_LOCK (mplex);
        mplex->srcresult = GST_FLOW_WRONG_STATE;
        GST_MUX_SIGNAL (mplex, mpad);
        GST_MUX_MUTEX_UNLOCK (mplex);
        /* no way to pause/restart loop task */
        goto done;
    case GST_EVENT_FLUSH_STOP:
        /* forward event */
        gst_pad_event_default (sinkpad, event);

        /* clear state and resume */

```



```

GST_MPLEX_MUTEX_LOCK (mplex);
gst_adapter_clear (mpad->adapter);
mplex->srcresult = GST_FLOW_OK;
GST_MPLEX_MUTEX_UNLOCK (mplex);
goto done;
case GST_EVENT_NEWSEGMENT:
/* eat segments; we make our own (byte)stream */
gst_event_unref (event);
goto done;
case GST_EVENT_EOS:
/* inform this pad that it can stop now */
GST_MPLEX_MUTEX_LOCK (mplex);
mpad->eos = TRUE;
GST_MPLEX_SIGNAL (mplex, mpad);
GST_MPLEX_MUTEX_UNLOCK (mplex);

/* eat this event for now, task will send eos when finished */
gst_event_unref (event);
goto done;
default:
/* for a serialized event, wait until earlier data is gone,
 * though this is no guarantee as to when task is done with it.
 * Only wait if loop has been started already */
if (GST_EVENT_IS_SERIALIZED (event)) {
GST_MPLEX_MUTEX_LOCK (mplex);
while (mplex->srcresult == GST_FLOW_OK && !mpad->needed)
GST_MPLEX_WAIT (mplex, mpad);
GST_MPLEX_MUTEX_UNLOCK (mplex);
}
break;
}

result = gst_pad_event_default (sinkpad, event);

done:
return result;
}

/* starts task if conditions are right for it
 * must be called with mutex_lock held */
static void
gst_mplex_start_task (GstMplex * mplex)
{
/* start task to create multiplexor and start muxing */
if (G_UNLIKELY (mplex->srcresult == GST_FLOW_CUSTOM_SUCCESS)
&& mplex->job->video_tracks == mplex->num_vpads
&& mplex->job->audio_tracks == mplex->num_apads) {
gst_pad_start_task (mplex->srcpad, (GstTaskFunction) gst_mplex_loop, mplex);
}
}

```

```

    mplex->srcresult = GST_FLOW_OK;
}
}

static GstFlowReturn
gst_mux_chain (GstPad * sinkpad, GstBuffer * buffer)
{
    GstMplex *mplex;
    GstMplexPad *mpad;

    mplex = (GstMplex *) (GST_PAD_PARENT (sinkpad));
    mpad = (GstMplexPad *) gst_pad_get_element_private (sinkpad);
    g_return_val_if_fail (mpad, GST_FLOW_ERROR);

    /* check if pad were properly negotiated and set up */
    if (G_UNLIKELY (!mpad->bs)) {
        GST_ELEMENT_ERROR (mplex, CORE, NEGOTIATION, (NULL),
            ("input pad has not been set up prior to chain function"));
        return GST_FLOW_NOT_NEGOTIATED;
    }

    GST_MPLEX_MUTEX_LOCK (mplex);

    gst_mux_start_task (mplex);

    if (G_UNLIKELY (mpad->eos))
        goto eos;

    if (G_UNLIKELY (mplex->srcresult != GST_FLOW_OK))
        goto ignore;

    gst_adapter_push (mpad->adapter, buffer);
    buffer = NULL;
    while (gst_adapter_available (mpad->adapter) >= mpad->needed) {
        GST_MPLEX_SIGNAL (mplex, mpad);
        GST_MPLEX_WAIT (mplex, mpad);
        /* may have become flushing or in error */
        if (G_UNLIKELY (mplex->srcresult != GST_FLOW_OK))
            goto ignore;
        /* or been removed */
        if (G_UNLIKELY (mpad->eos))
            goto eos;
    }

    GST_MPLEX_MUTEX_UNLOCK (mplex);

    return GST_FLOW_OK;
}

```

```

/* special cases */
eos:
{
    GST_DEBUG_OBJECT (mplex, "ignoring buffer at end-of-stream");
    GST_MPLEX_MUTEX_UNLOCK (mplex);

    gst_buffer_unref (buffer);
    return GST_FLOW_UNEXPECTED;
}
ignore:
{
    GstFlowReturn ret = mplex->srcresult;

    GST_DEBUG_OBJECT (mplex, "ignoring buffer because src task encountered %s",
        gst_flow_get_name (ret));
    GST_MPLEX_MUTEX_UNLOCK (mplex);

    if (buffer)
        gst_buffer_unref (buffer);
    return ret;
}

static GstPad *
gst_mplex_request_new_pad (GstElement * element,
    GstPadTemplate * templ, const gchar * name)
{
    GstElementClass *klass = GST_ELEMENT_GET_CLASS (element);
    GstMplex *mplex = GST_MPLEX (element);
    gchar *padname;
    GstPad *newpad;
    GstMplexPad *mpad;

    if (templ == gst_element_class_get_pad_template (klass, "audio_%d")) {
        GST_DEBUG_OBJECT (mplex, "request pad audio %d", mplex->num_apads);
        padname = g_strdup_printf ("audio_%d", mplex->num_apads++);
    } else if (templ == gst_element_class_get_pad_template (klass, "video_%d")) {
        GST_DEBUG_OBJECT (mplex, "request pad video %d", mplex->num_vpads);
        padname = g_strdup_printf ("video_%d", mplex->num_vpads++);
    } else {
        GST_WARNING_OBJECT (mplex, "This is not our template!");
        return NULL;
    }

    newpad = gst_pad_new_from_template (templ, padname);
    g_free (padname);

    mpad = g_new0 (GstMplexPad, 1);

```

```

mpad->adapter = gst_adapter_new ();
mpad->cond = g_cond_new ();
gst_object_ref (newpad);
mpad->pad = newpad;

gst_pad_set_setcaps_function (newpad, GST_DEBUG_FUNCPTR (gst_mplex_setcaps));
gst_pad_set_chain_function (newpad, GST_DEBUG_FUNCPTR (gst_mplex_chain));
gst_pad_set_event_function (newpad, GST_DEBUG_FUNCPTR (gst_mplex_sink_event));
gst_pad_set_element_private (newpad, mpad);
gst_element_add_pad (element, newpad);
mplex->pads = g_slist_append (mplex->pads, mpad);

return newpad;
}

static void
gst_mplex_release_pad (GstElement * element, GstPad * pad)
{
    GstMplex *mplex = GST_MPLEX (element);
    GstMplexPad *mpad;

    g_return_if_fail (pad);
    mpad = (GstMplexPad *) gst_pad_get_element_private (pad);
    g_return_if_fail (mpad);

    if (gst_element_remove_pad (element, pad)) {
        gchar *padname;

        GST_MPLEX_MUTEX_LOCK (mplex);
        mpad->eos = TRUE;
        gst_object_unref (mpad->pad);
        mpad->pad = NULL;
        /* wake up if waiting on this pad */
        GST_MPLEX_SIGNAL (mplex, mpad);

        padname = gst_object_get_name (GST_OBJECT (pad));
        if (strstr (padname, "audio")) {
            mplex->num_apads--;
        } else {
            mplex->num_vpads--;
        }
        g_free (padname);

        /* may now be up to us to get things going */
        gst_mplex_start_task (mplex);
        GST_MPLEX_MUTEX_UNLOCK (mplex);
    }
}

```

```

static void
gst_muxer_get_property (GObject * object,
    guint prop_id, GValue * value, GParamSpec * pspec)
{
    GST_MUXER (object)->job->getProperty (prop_id, value);
}

static void
gst_muxer_set_property (GObject * object,
    guint prop_id, const GValue * value, GParamSpec * pspec)
{
    GST_MUXER (object)->job->setProperty (prop_id, value);
}

static gboolean
gst_muxer_src_activate_push (GstPad * pad, gboolean active)
{
    gboolean result = TRUE;
    GstMuxer *muxer;

    muxer = GST_MUXER (GST_PAD_PARENT (pad));

    if (active) {
        /* chain will start task once all streams have been setup */
    } else {
        /* end the muxing loop by forcing eos and unblock chains */
        GST_MUXER_MUTEX_LOCK (muxer);
        muxer->eos = TRUE;
        muxer->srcresult = GST_FLOW_WRONG_STATE;
        GST_MUXER_SIGNAL_ALL (muxer);
        GST_MUXER_MUTEX_UNLOCK (muxer);

        /* muxing loop should have ended now and can be joined */
        result = gst_pad_stop_task (pad);
    }

    return result;
}

static GstStateChangeReturn
gst_muxer_change_state (GstElement * element, GstStateChange transition)
{
    GstMuxer *muxer = GST_MUXER (element);
    GstStateChangeReturn ret;

    switch (transition) {
        case GST_STATE_CHANGE_NULL_TO_READY:

```

```

    break;
case GST_STATE_CHANGE_READY_TO_PAUSED:
    break;
case GST_STATE_CHANGE_PAUSED_TO_PLAYING:
    break;
default:
    break;
}

ret = GST_ELEMENT_CLASS (parent_class)->change_state (element, transition);
if (ret == GST_STATE_CHANGE_FAILURE)
    goto done;

switch (transition) {
case GST_STATE_CHANGE_PAUSED_TO_READY:
    gst_mux_reset (mux);
    break;
default:
    break;
}

done:
return ret;
}

#ifdef GST_DISABLE_GST_DEBUG

static mjpeg_log_handler_t old_handler = NULL;

/* note that this will affect all mjpegtools elements/threads */
static void
gst_mux_log_callback (log_level_t level, const char *message)
{
    GstDebugLevel gst_level;

#ifdef GST_MJPEGTOOLS_API >= 10900
    static const gint mjpeg_log_error = mjpeg_loglev_t ("error");
    static const gint mjpeg_log_warn = mjpeg_loglev_t ("warn");
    static const gint mjpeg_log_info = mjpeg_loglev_t ("info");
    static const gint mjpeg_log_debug = mjpeg_loglev_t ("debug");
#else
    static const gint mjpeg_log_error = LOG_ERROR;
    static const gint mjpeg_log_warn = LOG_WARN;
    static const gint mjpeg_log_info = LOG_INFO;
    static const gint mjpeg_log_debug = LOG_DEBUG;
#endif

    if (level == mjpeg_log_error) {

```

```

    gst_level = GST_LEVEL_ERROR;
} else if (level == mjpeg_log_warn) {
    gst_level = GST_LEVEL_WARNING;
} else if (level == mjpeg_log_info) {
    gst_level = GST_LEVEL_INFO;
} else if (level == mjpeg_log_debug) {
    gst_level = GST_LEVEL_DEBUG;
} else {
    gst_level = GST_LEVEL_INFO;
}

/* message could have a % in it, do not segfault in such case */
gst_debug_log (mplex_debug, gst_level, "", "", 0, NULL, "%s", message);

/* chain up to the old handler;
 * this could actually be a handler from another mjpegtools based
 * gstreamer element; in which case messages can come out double or from
 * the wrong element ... */
old_handler (level, message);
}
#endif

static gboolean
plugin_init (GstPlugin * plugin)
{
#ifdef GST_DISABLE_GST_DEBUG
    old_handler = mjpeg_log_set_handler (gst_mplex_log_callback);
    g_assert (old_handler != NULL);
#endif
    /* in any case, we do not want default handler output */
    mjpeg_default_handler_verbosity (0);

    return gst_element_register (plugin, "mplex", GST_RANK_NONE, GST_TYPE_MPLEX);
}

GST_PLUGIN_DEFINE (GST_VERSION_MAJOR,
    GST_VERSION_MINOR,
    "mplex",
    "High-quality MPEG/DVD/SVCD/VCD video/audio multiplexer",
    plugin_init, VERSION, "GPL", GST_PACKAGE_NAME, GST_PACKAGE_ORIGIN)
/* GStreamer mplex (mjpegtools) wrapper
 * (c) 2003 Ronald Bultje <rbultje@ronald.bitfreak.net>
 *
 * gstmplex.hh: gstreamer mplex wrapper
 *
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```

```

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* Free Software Foundation, Inc., 59 Temple Place - Suite 330,
* Boston, MA 02111-1307, USA.
*/

```

```

#ifndef __GST_MPLEX_H__
#define __GST_MPLEX_H__

```

```

#include <gst/gst.h>
#include <gst/base/gstadapter.h>
#include <multiplexor.hpp>
#include "gstmplexibitstream.hh"
#include "gstmplexjob.hh"

```

```

G_BEGIN_DECLS

```

```

#define GST_TYPE_MPLEX \
    (gst_mplex_get_type ())
#define GST_MPLEX(obj) \
    (G_TYPE_CHECK_INSTANCE_CAST ((obj), GST_TYPE_MPLEX, GstMplex))
#define GST_MPLEX_CLASS(klass) \
    (G_TYPE_CHECK_CLASS_CAST ((klass), GST_TYPE_MPLEX, GstMplex))
#define GST_IS_MPLEX(obj) \
    (G_TYPE_CHECK_INSTANCE_TYPE ((obj), GST_TYPE_MPLEX))
#define GST_IS_MPLEX_CLASS(obj) \
    (G_TYPE_CHECK_CLASS_TYPE ((klass), GST_TYPE_MPLEX))

```

```

GST_DEBUG_CATEGORY_EXTERN (mplex_debug);

```

```

#define GST_CAT_DEFAULT mplex_debug

```

```

#define GST_MPLEX_MUTEX_LOCK(m) G_STMT_START { \
    GST_LOG_OBJECT (m, "locking tlock from thread %p", g_thread_self ()); \
    g_mutex_lock ((m)->tlock); \
    GST_LOG_OBJECT (m, "locked tlock from thread %p", g_thread_self ()); \
} G_STMT_END

```

```

#define GST_MPLEX_MUTEX_UNLOCK(m) G_STMT_START { \
    GST_LOG_OBJECT (m, "unlocking tlock from thread %p", g_thread_self ()); \
    g_mutex_unlock ((m)->tlock); \
} G_STMT_END

```



```

#define GST_MPLEX_WAIT(m, p) G_STMT_START {
    GST_LOG_OBJECT (m, "thread %p waiting", g_thread_self ());
    g_cond_wait ((p)->cond, (m)->tlock);
} G_STMT_END

#define GST_MPLEX_SIGNAL(m, p) G_STMT_START {
    GST_LOG_OBJECT (m, "signalling from thread %p", g_thread_self ());
    g_cond_signal ((p)->cond);
} G_STMT_END

#define GST_MPLEX_SIGNAL_ALL(m) G_STMT_START {
    GST_LOG_OBJECT (m, "signalling all from thread %p", g_thread_self ());
    GSList *walk = m->pads;
    while (walk) {
        GST_MPLEX_SIGNAL (m, (GstMplexPad *) walk->data);
        walk = walk->next;
    }
} G_STMT_END

typedef struct _GstMplexPad
{
    /* associated pad */
    GstPad *pad;
    /* with mplex TLOCK */
    /* adapter collecting buffers for this pad */
    GstAdapter *adapter;
    /* no more to expect on this pad */
    gboolean eos;
    /* signals counterpart thread to have a look */
    GCond *cond;
    /* amount needed by mplex on this stream */
    guint needed;
    /* bitstream for this pad */
    GstMplexIBitStream *bs;
} GstMplexPad;

typedef struct _GstMplex {
    GstElement parent;

    /* pads */
    GSList *pads;
    GstPad *srcpad;
    guint num_apads, num_vpads;

    /* options wrapper */
    GstMplexJob *job;
}

```

```

/* lock for syncing */
GMutex *tlock;
/* with TLOCK */
/* muxer writer generated eos */
gboolean eos;
/* flowreturn obtained by muxer task */
GstFlowReturn srcresult;
} GstMplex;

typedef struct _GstMplexClass {
    GstElementClass parent;
} GstMplexClass;

GType gst_muxer_get_type (void);

G_END_DECLS

#endif /* __GST_MPLEX_H__ */
/* GStreamer mplex (mjpegtools) wrapper
* (c) 2003 Ronald Bultje <rbultje@ronald.bitfreak.net>
* (c) 2008 Mark Nauwelaerts <mnauw@users.sourceforge.net>
*
* gstmplexibitstream.hh: gstreamer/mplex input bitstream wrapper
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* Free Software Foundation, Inc., 59 Temple Place - Suite 330,
* Boston, MA 02111-1307, USA.
*/

#ifdef HAVE_CONFIG_H
#include "config.h"
#endif

#include <string.h>

#include "gstmplex.hh"
#include "gstmplexibitstream.hh"

```

```

/*
 * Class init/exit functions.
 */

GstMplexIBitStream::GstMplexIBitStream (GstMplexPad * _data, guint buf_size):
IBitStream ()
{
    mpad = _data;
    mplex = GST_MPLEX (GST_PAD_PARENT (mpad->pad));
    eos = FALSE;

    SetBufSize (buf_size);
    eobs = false;
    byteidx = 0;
}

/*
 * Read data.
 */

size_t
GstMplexIBitStream::ReadStreamBytes (uint8_t * buf, size_t size =
    BUFFER_SIZE)
{
    guint8 *data;

    GST_MPLEX_MUTEX_LOCK (mplex);

    GST_DEBUG_OBJECT (mplex, "needing %d bytes", (guint) size);

    while (gst_adapter_available (mpad->adapter) < size
        && !mplex->eos && !mpad->eos) {
        mpad->needed = size;
        GST_MPLEX_SIGNAL (mplex, mpad);
        GST_MPLEX_WAIT (mplex, mpad);
    }

    mpad->needed = 0;
    size = MIN (size, gst_adapter_available (mpad->adapter));
    if (size) {
        data = gst_adapter_take (mpad->adapter, size);
        memcpy (buf, data, size);
        g_free (data);
    }

    GST_MPLEX_MUTEX_UNLOCK (mplex);
}

```

```

return size;
}

/*
 * Are we at EOS?
 */

bool GstMplexIBitStream::EndOfStream (void)
{
return eos;
}

bool GstMplexIBitStream::ReadBuffer ()
{
return ReadIntoBuffer (BUFFER_SIZE);
}
/* GStreamer mplex (mjpegtools) wrapper
 * (c) 2003 Ronald Bultje <rbultje@ronald.bitfreak.net>
 * (c) 2008 Mark Nauwelaerts <mnauw@users.sourceforge.net>
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 * gstmplexibitstream.hh: gstreamer/mplex input bitstream wrapper
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 * Boston, MA 02111-1307, USA.
 */

#ifndef __GST_MPLEXIBITSTREAM_H__
#define __GST_MPLEXIBITSTREAM_H__

#include <gst/gst.h>
#include <mjpeg_types.h>
#include <bits.hpp>

#include "gstmplex.hh"

/* forward declaration; break circular referencing */

```

```

typedef struct _GstMplex GstMplex;
typedef struct _GstMplexPad GstMplexPad;

class GstMplexIBitStream : public IBitStream {
public:
    GstMplexIBitStream (GstMplexPad *pad, guint buf_size = BUFFER_SIZE);
    bool ReadBuffer ();

protected:
    /* read data */
    size_t ReadStreamBytes (uint8_t *buf, size_t number);

    /* are we at EOS? */
    bool EndOfStream (void);

private:
    GstMplex *mplex;
    GstMplexPad *mpad;
    gboolean eos;
};

#endif /* __GST_MPLEXIBITSTREAM_H__ */
/* GStreamer mplex (mjpegtools) wrapper
 * (c) 2003 Ronald Bultje <rbultje@ronald.bitfreak.net>
 *
 * gstmplexjob.hh: gstreamer/mplex multiplex-job wrapper
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 * Free Software Foundation, Inc., 59 Temple Place - Suite 330,
 * Boston, MA 02111-1307, USA.
 */

#ifdef HAVE_CONFIG_H
#include "config.h"
#endif

#include "gstmplexjob.hh"

```

```

enum
{
    ARG_0,
    ARG_FORMAT,
    ARG_MUX_BITRATE,
    ARG_VBR,
    ARG_SYSTEM_HEADERS,
    ARG_SPLIT_SEQUENCE,
    ARG_SEGMENT_SIZE,
    ARG_PACKETS_PER_PACK,
    ARG_SECTOR_SIZE,
    ARG_BUFSIZE
    /* FILL ME */
};

/*
 * Property enumeration types.
 */

#define GST_TYPE_MPLEX_FORMAT \
(gst_mplex_format_get_type ())

static GType
gst_mplex_format_get_type (void)
{
    static GType mplex_format_type = 0;

    if (!mplex_format_type) {
        static const GEnumValue mplex_formats[] = {
            {0, "Generic MPEG-1", "0"},
            {1, "Standard VCD", "1"},
            {2, "User VCD", "2"},
            {3, "Generic MPEG-2", "3"},
            {4, "Standard SVCD", "4"},
            {5, "User SVCD", "5"},
            {6, "VCD Stills sequences", "6"},
            {7, "SVCD Stills sequences", "7"},
            {8, "DVD MPEG-2 for dvdauthor", "8"},
            {9, "DVD MPEG-2", "9"},
            {0, NULL, NULL},
        };

        mplex_format_type =
            g_enum_register_static ("GstMplexFormat", mplex_formats);
    }
}

```

```

return mplex_format_type;
}

/*
 * Class init functions.
 */

GstMplexJob::GstMplexJob (void):
MultiplexJob ()
{
    /* blabla */
    bufsize = 0;
}

/*
 * GObject properties.
 */

void
GstMplexJob::initProperties (GObjectClass * klass)
{
    /* encoding profile */
    g_object_class_install_property (klass, ARG_FORMAT,
        g_param_spec_enum ("format", "Format", "Encoding profile format",
            GST_TYPE_MPLEX_FORMAT, 0,
            (GParamFlags) (G_PARAM_READWRITE | G_PARAM_STATIC_STRINGS)));

    /* total stream datarate. Normally, this shouldn't be needed, but
     * some DVD/VCD/SVCD players really need strict values to handle
     * the created files correctly. */
    g_object_class_install_property (klass, ARG_MUX_BITRATE,
        g_param_spec_int ("mux-bitrate", "Mux. bitrate",
            "Bitrate of output stream in kbps (0 = autodetect)",
            0, 15 * 1024, 0,
            (GParamFlags) (G_PARAM_READWRITE | G_PARAM_STATIC_STRINGS)));

    /* override decode buffer size otherwise determined by format */
    g_object_class_install_property (klass, ARG_BUFSIZE,
        g_param_spec_int ("bufsize", "Decoder buf. size",
            "Target decoders video buffer size (kB) "
            "[default determined by format if not explicitly set]",
            20, 4000, 46,
            (GParamFlags) (G_PARAM_READWRITE | G_PARAM_STATIC_STRINGS)));

    /* some boolean stuff for headers */
    g_object_class_install_property (klass, ARG_VBR,
        g_param_spec_boolean ("vbr", "VBR",
            "Whether the input video stream is variable bitrate",

```

```

    FALSE,
    (GParamFlags) (G_PARAM_READWRITE | G_PARAM_STATIC_STRINGS));
g_object_class_install_property (klass, ARG_SYSTEM_HEADERS,
    g_param_spec_boolean ("system-headers", "System headers",
        "Create system header in every pack for generic formats",
        FALSE,
        (GParamFlags) (G_PARAM_READWRITE | G_PARAM_STATIC_STRINGS));
#if 0
    /* not supported */
g_object_class_install_property (klass, ARG_SPLIT_SEQUENCE,
    g_param_spec_boolean ("split-sequence", "Split sequence",
        "Simply split a sequence across files "
        "(rather than building run-out/run-in)",
        FALSE,
        (GParamFlags) (G_PARAM_READWRITE | G_PARAM_STATIC_STRINGS));

/* size of a segment */
g_object_class_install_property (klass, ARG_SEGMENT_SIZE,
    g_param_spec_int ("max-segment-size", "Max. segment size",
        "Max. size per segment/file in MB (0 = unlimited)",
        0, 10 * 1024, 0,
        (GParamFlags) (G_PARAM_READWRITE | G_PARAM_STATIC_STRINGS));
#endif

/* packets per pack (generic formats) */
g_object_class_install_property (klass, ARG_PACKETS_PER_PACK,
    g_param_spec_int ("packets-per-pack", "Packets per pack",
        "Number of packets per pack for generic formats",
        1, 100, 1,
        (GParamFlags) (G_PARAM_READWRITE | G_PARAM_STATIC_STRINGS));

/* size of one sector */
g_object_class_install_property (klass, ARG_SECTOR_SIZE,
    g_param_spec_int ("sector-size", "Sector size",
        "Specify sector size in bytes for generic formats",
        256, 16384, 2048,
        (GParamFlags) (G_PARAM_READWRITE | G_PARAM_STATIC_STRINGS));
}

/*
 * set/get gobject properties.
 */

void
GstMplexJob::getProperty (guint prop_id, GValue * value)
{
    switch (prop_id) {
        case ARG_FORMAT:
            g_value_set_enum (value, mux_format);

```



```

    break;
case ARG_MUX_BITRATE:
    /* convert from bytes back to bits */
    g_value_set_int (value, (data_rate * 8) / 1000);
    break;
case ARG_VBR:
    g_value_set_boolean (value, VBR);
    break;
case ARG_SYSTEM_HEADERS:
    g_value_set_boolean (value, always_system_headers);
    break;
case ARG_SPLIT_SEQUENCE:
    g_value_set_boolean (value, multifile_segment);
    break;
case ARG_SEGMENT_SIZE:
    g_value_set_int (value, max_segment_size);
    break;
case ARG_PACKETS_PER_PACK:
    g_value_set_int (value, packets_per_pack);
    break;
case ARG_SECTOR_SIZE:
    g_value_set_int (value, sector_size);
    break;
case ARG_BUFSIZE:
    g_value_set_int (value, bufsize);
    break;
default:
    break;
}
}

void
GstMplexJob::setProperty (guint prop_id, const GValue * value)
{
    switch (prop_id) {
    case ARG_FORMAT:
        mux_format = g_value_get_enum (value);
        break;
    case ARG_MUX_BITRATE:
        /* data_rate expects bytes (don't ask me why the property itself is
         * in bits, I'm just staying compatible to mjpegtools options), and
         * rounded up to 50-bytes. */
        data_rate = ((g_value_get_int (value) * 1000 / 8 + 49) / 50) * 50;
        break;
    case ARG_VBR:
        VBR = g_value_get_boolean (value);
        break;
    case ARG_SYSTEM_HEADERS:

```

```

    always_system_headers = g_value_get_boolean (value);
    break;
case ARG_SPLIT_SEQUENCE:
    multifile_segment = g_value_get_boolean (value);
    break;
case ARG_SEGMENT_SIZE:
    max_segment_size = g_value_get_int (value);
    break;
case ARG_PACKETS_PER_PACK:
    packets_per_pack = g_value_get_int (value);
    break;
case ARG_SECTOR_SIZE:
    sector_size = g_value_get_int (value);
    break;
case ARG_BUFSIZE:
    bufsize = g_value_get_int (value);
    break;
default:
    break;
}
}
/* GStreamer mplex (mjpegtools) wrapper
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*
* gstmplexjob.hh: gstreamer/mplex multiplex-job wrapper
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*/

#ifndef __GST_MPLEXJOB_H__
#define __GST_MPLEXJOB_H__

#include <glib-object.h>
#include <interact.hpp>

```

```

class GstMplexJob : public MultiplexJob {
public:
    GstMplexJob (void);

    /* gobject properties */
    static void initProperties (GObjectClass *klass);

    /* set/get gobject properties */
    void getProperty (guint      prop_id,
                    GValue     *value);
    void setProperty (guint      prop_id,
                    const GValue *value);

    int bufsize;
};

#endif /* __GST_MPLEXJOB_H__ */
/* GStreamer mplex (mjpegtools) wrapper
 * (c) 2003 Ronald Bultje <rbultje@ronald.bitfreak.net>
 * (c) 2008 Mark Nauwelaerts <mnauw@users.sourceforge.net>
 *
 * gstmplexoutputstream.hh: gstreamer/mplex output stream wrapper
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 */

#ifdef HAVE_CONFIG_H
#include "config.h"
#endif

#include <string.h>

#include "gstmplex.hh"
#include "gstmplexoutputstream.hh"

```

```

/*
 * Class init functions.
 */

GstMplexOutputStream::GstMplexOutputStream (GstMplex * _element, GstPad * _pad):
OutputStream ()
{
    mplex = _element;
    pad = _pad;
    size = 0;
}

/*
 * Open/close. Basically 'no-op's (close() sets EOS).
 *
 * Open (): -1 means failure, 0 means success.
 */

int
GstMplexOutputStream::Open (void)
{
    return 0;
}

void
GstMplexOutputStream::Close (void)
{
    GST_MPLEX_MUTEX_LOCK (mplex);
    GST_DEBUG_OBJECT (mplex, "closing stream and sending eos");
    gst_pad_push_event (pad, gst_event_new_eos ());
    /* notify chain there is no more need to supply buffers */
    mplex->eos = TRUE;
    GST_MPLEX_SIGNAL_ALL (mplex);
    GST_MPLEX_MUTEX_UNLOCK (mplex);
}

/*
 * Get size of current segment.
 */

#ifdef GST_MJPEGTOOLS_API >= 10900
uint64_t
GstMplexOutputStream::SegmentSize (void)
#else
off_t
GstMplexOutputStream::SegmentSize (void)
#endif
{

```

```

return size;
}

/*
 * Next segment; not really supported.
 */

void
GstMplexOutputStream::NextSegment (void)
{
    size = 0;

    GST_WARNING_OBJECT (mplex, "multiple file output is not supported");
    /* FIXME: no such filesink behaviour to be expected */
}

/*
 * Write data.
 */

void
GstMplexOutputStream::Write (guint8 * data, guint len)
{
    GstBuffer *buf;

    buf = gst_buffer_new_and_alloc (len);
    memcpy (GST_BUFFER_DATA (buf), data, len);

    size += len;
    GST_MPLEX_MUTEX_LOCK (mplex);
    gst_buffer_set_caps (buf, GST_PAD_CAPS (pad));
    mplex->srcresult = gst_pad_push (pad, buf);
    GST_MPLEX_MUTEX_UNLOCK (mplex);
}

/* GStreamer mplex (mjpegtools) wrapper
 * (c) 2003 Ronald Bultje <rbultje@ronald.bitfreak.net>
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*/

```

```

#ifndef __GST_MPLEXOUTPUTSTREAM_H__
#define __GST_MPLEXOUTPUTSTREAM_H__

#include <gst/gst.h>
#include <mjpeg_types.h>
#include <outputstrm.hpp>

#include "gstmux.h"

class GstMplexOutputStream : public OutputStream {
public:
    GstMplexOutputStream (GstMplex *element, GstPad *pad);

    /* open/close. Basically 'no-op's (close() sets EOS). */
    int Open (void);
    void Close (void);

    /* get size of current segment */
    #if GST_MJPEGTOOLS_API >= 10900
        uint64_t SegmentSize (void);
    #else
        off_t SegmentSize (void);
    #endif

    /* next segment */
    void NextSegment (void);

    /* write data */
    void Write (guint8 *data, guint len);

private:
    GstMplex *mux;
    GstPad *pad;
    guint64 size;
};

#endif /* __GST_MPLEXOUTPUTSTREAM_H__ */

```

# 1.17 gstreamer-plugins-base 0.10.35.1

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```
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Gnomovision comes with ABSOLUTELY NO WARRANTY; for details type `show w'.  
This is free software, and you are welcome to redistribute it  
under certain conditions; type `show c' for details.
```

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```
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'Gnomovision' (which makes passes at compilers) written by James Hacker.
```

<signature of Ty Coon>, 1 April 1989

Ty Coon, President of Vice

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\*/

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The plugins which use a GPL library are as follows:

a52dec      liba52      (<http://liba52.sourceforge.net/>)

aasink      aalib      (<http://sourceforge.net/projects/aa-project/>)



cdparanoia libcdparanoia (<http://www.xiph.org/paranoia/>)  
 dtsdec libdts (<http://www.videolan.org/dtsdec.html>)  
 dvdnavsrc libdvdnav (<http://dvd.sourceforge.net/>)  
 dxr3 (<http://dxr3.sourceforge.net/>)  
 icecastsend libshout (<http://www.icecast.org>)  
 mad libmad (<http://www.mars.org/home/rob/proj/mpeg/>)  
 mpeg2dec libmpeg2 (<http://libmpeg2.sourceforge.net/>)  
 mpeg2enc libmpeg2enc (<http://mjpeg.sourceforge.net/>)  
 mplex libmplex (<http://mjpeg.sourceforge.net/>)  
 siddec libsidplay 1.36 (<http://www.geocities.com/SiliconValley/Lakes/5147/sidplay/>,  
<http://sourceforge.net/projects/sidplay2/>)  
 trm libmusicbrainz (<http://www.musicbrainz.org/>)  
 xine libxine (<http://xinehq.de/>)  
 xvid libxvidcore (<http://www.xvid.org/>)

Plugins derived from GPL code are as follows:

dvdreadsrc libdvdread (<http://www.dtek.chalmers.se/groups/dvd/>)  
 jack libjack (<http://jackit.sourceforge.net/>)  
 Note libjack is LGPL, but plugin is GPL.  
 monoscope None (Algorithm by Ralph Loader, Joerg Walter,  
 Richard Boulton, and Andy Lo A Foe)  
 rtjpeg None (Erik Walthinsen's algorithm)  
 rtp None (<http://www.linphone.org/ortp/>)  
 synaesthesia (<http://www.logarithmic.net/pfh/synaesthesia>)  
 system\_encode None (Algorithm by Chrisoph Moar, Wim Tayman's and  
 Erik Walthinsen)  
 vbidec None (Algorithm by Billy Biggs, Doug Bell,  
 Erik Walthinsen and David I. Lehn)

Plugins which use a LGPL library are as follows:

alsa alsa (<http://alsa-project.org/>)  
 artsdsink aRts (<http://arts-project.org/>)  
 cacasink libcaca (<http://sam.zoy.org/projects/libcaca/>)  
 colorspacecs libcolorspace  
 dvdec libdv (<http://libdv.sourceforge.net/>)  
 esdmon,esdsink libesd (<ftp.gnome.org/pub/GNOME/stable/sources/esound/>)  
 faac libfaac (<http://www.audiocoding.com/modules/mydownloads/>)  
 fameenc libfame (<http://fame.sourceforge.net/>)  
 ffmpeg ffmpeg (<http://ffmpeg.sourceforge.net/>)  
 gdkpixbuf GTK+ (<http://www.gtk.org/>)  
 gnomevfs gnome-vfs (<ftp.gnome.org/pub/GNOME/stable/sources/gnome-vfs/>)  
 gst\_arts aRts (<http://arts-project.org/>)  
 gst1394 libraw1394 (<http://www.linux1394.org/>)  
 gstaf libaudiofile (<http://www.68k.org/~michael/audiofile/>)  
 gstsfile libsndfile (<http://www.mega-nerd.com/libsndfile/>)  
 hermescolorspace Hermes (<http://www.clanlib.org/hermes/>)

kio KDE (<http://www.kde.org/>)  
 ladspa (<http://www.ladspa.org/>)  
 lame libmp3lame (<http://lame.sourceforge.net/>)  
 libvisual libvisual (<http://libvisual.sourceforge.net/>)  
 matroska (<http://www.matroska.org/>)  
 mikmod libmikmod (<http://mikmod.raphnet.net/>)  
 ossaudio (<http://www.opensound.com/>)  
 qcamsrc  
 rfbenc librfb  
 sdlvideosink libsdl (<http://www.libsdl.org/>)  
 shout2send libshout2 (<http://www.icecast.org>)  
 smoothwave  
 swfdec (<http://swfdec.sourceforge.net/>)  
 tarkin (<http://svn.xiph.org/trunk/tarkin/>)  
 textoverlay pango (<http://www.pango.org/>)  
 dirac (<http://www.bbc.co.uk/rd/projects/dirac/>)  
 effectv (Our ports was relicensed)(<http://effectv.sourceforge.net/>)  
 musepack (<http://www.musepack.net/>)

Plugins which use a BSD covered library are as follows:

ogg libogg/libvorbis (<http://www.xiph.org/ogg/vorbis/>)  
 vorbis libogg/libvorbis (<http://www.xiph.org/ogg/vorbis/>)  
 gsttheora libtheora (<http://www.theora.org/>)  
 speex (<http://www.speex.org/>)  
 flac libFLAC (<http://flac.sourceforge.net/>)

Plugins based on libraries with other free licenses:

ximagesink libXv  
 xvimagesink libXv  
 - license: MIT X11 / X Consortium license  
  
 gsm libgsm  
 - license MIT license <http://kbs.cs.tu-berlin.de/~jutta/toast.html>  
  
 festival (<http://www.cstr.ed.ac.uk/projects/festival/>)  
 - license: <http://www.cstr.ed.ac.uk/projects/festival/freecopyright.shtml>  
  
 jpeg (<http://www.ijg.org/>)  
 - license: IJG license  
  
 nas (<http://radscan.com/nas.html>)  
 - license: NAS license  
  
 snapshot libpng (<http://www.libpng.org/pub/png/>)  
 - license: PNG license

mngdec/mngenc libmng (<http://gjuyn.xs4all.nl/libmng>)

- license PNG license

Plugins using non-free libraries:

divxdec, divxenc (<http://www.divx.com/>)

osxaudio (<http://www.apple.com/macosx/>)

sunaudiosink (<http://www.sun.com/>)

Unsure:

faad libfaad (<http://www.audiocoding.com/>)

faad's license depends on its major version :

- for FAAD1 : it is LGPL

- for FAAD2 : it is GPL

look at these pages for more information on licenses :

<http://www.audiocoding.com/modules/wiki/?page=FAAD2>

<http://www.audiocoding.com/modules/wiki/?page=FAAC>

by default, GStreamer faad plugin would compile against FAAD2 if available.

it falls back to FAAD1 if not.

## 1.18 gstreamer-plugins-good 0.10.30.1

### 1.18.1 Available under license :

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Version 2.1, February 1999

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<signature of Ty Coon>, 1 April 1990  
Ty Coon, President of Vice

That's all there is to it!

```
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 *
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 */
```

This is a demuxer supporting a subset of the Quicktime video container format developed by Apple. Apple and others have some patents on some features of the Quicktime container format in regards to technologies such as QuicktimeVR and RTP hinting. Due to that be aware that if ever such features are added to this demuxer it would need to be moved to the -ugly module or those features need to come as add-in functionality stored in another module.

As the plugin is as of today's date (19th of June 2007) it does not violate any software patents we know of.

```
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 * SOFTWARE.
 */
```

Disclaimer: The GStreamer team makes a real effort to make sure that the information in this file is as up-to-date and accurate as possible.

However, this file may contain errors and omissions. Some dependant libraries change their licensing from version-to-version and some of the libraries listed here as LGPL were under the GPL license in older releases. Distributions which include GStreamer are responsible for ensuring that plugins are used in accordance with licensing terms and other laws.

GStreamer is developed under the terms of the LGPL (see LICENSE file for details). Some of our plugins however rely on libraries which are available under other licenses. This means that if you are using an application which has a non-GPL compatible license, for instance a closed-source application with GStreamer you have to make sure not to use GPL linked or derived plugins. When using GPL linked plugins GStreamer is for all practical reasons under the GPL itself.

The plugins which use a GPL library are as follows:

a52dec	liba52	( <a href="http://liba52.sourceforge.net/">http://liba52.sourceforge.net/</a> )
aasink	aalib	( <a href="http://sourceforge.net/projects/aa-project/">http://sourceforge.net/projects/aa-project/</a> )
cdparanoia	libcdparanoia	( <a href="http://www.xiph.org/paranoia/">http://www.xiph.org/paranoia/</a> )
dtsdec	libdts	( <a href="http://www.videolan.org/dtsdec.html">http://www.videolan.org/dtsdec.html</a> )
dvdnavsrc	libdvdnav	( <a href="http://dvd.sourceforge.net/">http://dvd.sourceforge.net/</a> )
dxr3		( <a href="http://dxr3.sourceforge.net/">http://dxr3.sourceforge.net/</a> )
icecastsend	libshout	( <a href="http://www.icecast.org">http://www.icecast.org</a> )
mad	libmad	( <a href="http://www.mars.org/home/rob/proj/mpeg/">http://www.mars.org/home/rob/proj/mpeg/</a> )
mpeg2dec	libmpeg2	( <a href="http://libmpeg2.sourceforge.net/">http://libmpeg2.sourceforge.net/</a> )
mpeg2enc	libmpeg2enc	( <a href="http://mjpeg.sourceforge.net/">http://mjpeg.sourceforge.net/</a> )
mplex	libmplex	( <a href="http://mjpeg.sourceforge.net/">http://mjpeg.sourceforge.net/</a> )
siddec	libsidplay 1.36	( <a href="http://www.geocities.com/SiliconValley/Lakes/5147/sidplay/">http://www.geocities.com/SiliconValley/Lakes/5147/sidplay/</a> , <a href="http://sourceforge.net/projects/sidplay2/">http://sourceforge.net/projects/sidplay2/</a> )
trm	libmusicbrainz	( <a href="http://www.musicbrainz.org/">http://www.musicbrainz.org/</a> )
xine	libxine	( <a href="http://xinehq.de/">http://xinehq.de/</a> )
xvid	libxvidcore	( <a href="http://www.xvid.org/">http://www.xvid.org/</a> )

Plugins derived from GPL code are as follows:

dvdreadsrc	libdvdread	( <a href="http://www.dtek.chalmers.se/groups/dvd/">http://www.dtek.chalmers.se/groups/dvd/</a> )
jack	libjack	( <a href="http://jackit.sourceforge.net/">http://jackit.sourceforge.net/</a> ) Note libjack is LGPL, but plugin is GPL.
monoscope	None	(Algorithm by Ralph Loader, Joerg Walter, Richard Boulton, and Andy Lo A Foe)
rtjpeg	None	(Erik Walthinsen's algorithm)
rtp	None	( <a href="http://www.linphone.org/ortp/">http://www.linphone.org/ortp/</a> )
synaesthesia		( <a href="http://www.logarithmic.net/pfh/synaesthesia">http://www.logarithmic.net/pfh/synaesthesia</a> )
system_encode	None	(Algorithm by Chrisoph Moar, Wim Tayman's and Erik Walthinsen)
vbidec	None	(Algorithm by Billy Biggs, Doug Bell, Erik Walthinsen and David I. Lehn)

Plugins which use a LGPL library are as follows:

alsa       alsa       (<http://alsa-project.org/>)  
artsdsink   aRts       (<http://arts-project.org/>)  
cacasink   libcaca   (<http://sam.zoy.org/projects/libcaca/>)  
colorspacecs libcolorspace  
dvdec       libdv       (<http://libdv.sourceforge.net/>)  
esdmon,esdsink libesd     (<ftp://gnome.org/pub/GNOME/stable/sources/esound/>)  
faac       libfaac   (<http://www.audiocoding.com/modules/mydownloads/>)  
fameenc     libfame   (<http://fame.sourceforge.net/>)  
ffmpeg     ffmpeg    (<http://ffmpeg.sourceforge.net/>)  
gdkpixbuf   GTK+       (<http://www.gtk.org/>)  
gnomevfs    gnome-vfs  (<ftp://gnome.org/pub/GNOME/stable/sources/gnome-vfs/>)  
gst\_arts    aRts       (<http://arts-project.org/>)  
gst1394     libraw1394 (<http://www.linux1394.org/>)  
gstaf       libaudiofile (<http://www.68k.org/~michael/audiofile/>)  
gstsf       libsndfile (<http://www.mega-nerd.com/libsndfile/>)  
hermescolorspace Hermes     (<http://www.clanlib.org/hermes/>)  
kio         KDE       (<http://www.kde.org/>)  
ladspa                   (<http://www.ladspa.org/>)  
lame        libmp3lame (<http://lame.sourceforge.net/>)  
libvisual   libvisual  (<http://libvisual.sourceforge.net/>)  
matroska                 (<http://www.matroska.org/>)  
mikmod     libmikmod (<http://mikmod.raphnet.net/>)  
ossaudio                 (<http://www.opensound.com/>)  
qcamsrc  
rfbenc     librfb  
sdlvideosink libSDL     (<http://www.libsdl.org/>)  
shout2send  libshout2 (<http://www.icecast.org/>)  
smoothwave  
swfdec                   (<http://swfdec.sourceforge.net/>)  
tarkin                   (<http://svn.xiph.org/trunk/tarkin/>)  
textoverlay pango     (<http://www.pango.org/>)  
dirac                    (<http://www.bbc.co.uk/rd/projects/dirac/>)  
effectv (Our ports was relicensed)(<http://effectv.sourceforge.net/>)  
musepack   (<http://www.musepack.net/>)

Plugins which use a BSD covered library are as follows:

ogg        libogg/libvorbis (<http://www.xiph.org/ogg/vorbis/>)  
vorbis     libogg/libvorbis (<http://www.xiph.org/ogg/vorbis/>)  
gsttheora  libtheora  (<http://www.theora.org/>)  
speex                    (<http://www.speex.org/>)  
flac       libFLAC    (<http://flac.sourceforge.net/>)

Plugins based on libraries with other free licenses:

ximagesink   libXv



xvimagesink libXv

- license: MIT X11 / X Consortium license

gsm libgsm

- license MIT license <http://kbs.cs.tu-berlin.de/~jutta/toast.html>

festival (<http://www.cstr.ed.ac.uk/projects/festival/>)

- license: <http://www.cstr.ed.ac.uk/projects/festival/freecopyright.shtml>

jpeg (<http://www.ijg.org/>)

- license: IJG license

nas (<http://radscan.com/nas.html>)

- license: NAS license

snapshot libpng (<http://www.libpng.org/pub/png/>)

- license: PNG license

mngdec/mngenc libmng (<http://gjuyn.xs4all.nl/libmng>)

- license PNG license

Plugins using non-free libraries:

divxdec, divxenc (<http://www.divx.com/>)

osxaudio (<http://www.apple.com/macosx/>)

sunaudiosink (<http://www.sun.com/>)

Unsure:

faad libfaad (<http://www.audiocoding.com/>)

faad's license depends on its major version :

- for FAAD1 : it is LGPL

- for FAAD2 : it is GPL

look at these pages for more information on licenses :

<http://www.audiocoding.com/modules/wiki/?page=FAAD2>

<http://www.audiocoding.com/modules/wiki/?page=FAAC>

by default, GStreamer faad plugin would compile against FAAD2 if available.

it falls back to FAAD1 if not.

/\*

\* GStreamer

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\*

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\*

```

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* License along with this library; if not, write to the
* Free Software Foundation, Inc., 59 Temple Place - Suite 330,
* Boston, MA 02111-1307, USA.
*/

/**
* SECTION:element-audioamplify
*
* Amplifies an audio stream by a given factor and allows the selection of different clipping modes.
* The difference between the clipping modes is best evaluated by testing.
*
* <refsect2>
* <title>Example launch line</title>
* [[
* gst-launch audiotestsrc wave=saw ! audioamplify amplification=1.5 ! alsasink
* gst-launch filesrc location="melo1.ogg" ! oggdemux ! vorbisdec ! audioconvert ! audioamplify amplification=1.5
method=wrap-negative ! alsasink
* gst-launch audiotestsrc wave=saw ! audioconvert ! audioamplify amplification=1.5 method=wrap-positive !
audioconvert ! alsasink
* ]]
* </refsect2>
*/

#ifdef HAVE_CONFIG_H
#include "config.h"
#endif

#include <gst/gst.h>
#include <gst/base/gstbasetransform.h>
#include <gst/audio/audio.h>
#include <gst/audio/gstaudiofilter.h>
#include <gst/controller/gstcontroller.h>

#include "audioamplify.h"

#define GST_CAT_DEFAULT gst_audio_amplify_debug
GST_DEBUG_CATEGORY_STATIC (GST_CAT_DEFAULT);

/* Filter signals and args */
enum
{
/* FILL ME */

```

```

LAST_SIGNAL
};

enum
{
PROP_0,
PROP_AMPLIFICATION,
PROP_CLIPPING_METHOD
};

enum
{
METHOD_CLIP = 0,
METHOD_WRAP_NEGATIVE,
METHOD_WRAP_POSITIVE,
METHOD_NOCLIP,
NUM_METHODS
};

#define GST_TYPE_AUDIO_AMPLIFY_CLIPPING_METHOD (gst_audio_amplify_clipping_method_get_type
())
static GType
gst_audio_amplify_clipping_method_get_type (void)
{
static GType gtype = 0;

if (gtype == 0) {
static const GEnumValue values[] = {
{METHOD_CLIP, "Normal clipping (default)", "clip"},
{METHOD_WRAP_NEGATIVE,
"Push overdriven values back from the opposite side",
"wrap-negative"},
{METHOD_WRAP_POSITIVE, "Push overdriven values back from the same side",
"wrap-positive"},
{METHOD_NOCLIP, "No clipping", "none"},
{0, NULL, NULL}
};

/* FIXME 0.11: rename to GstAudioAmplifyClippingMethod */
gtype = g_enum_register_static ("GstAudioPanoramaClippingMethod", values);
}
return gtype;
}

#define ALLOWED_CAPS \
"audio/x-raw-int," \
" depth=(int)8," \
" width=(int)8," \

```

```

" endianness=(int)BYTE_ORDER,"
" signed=(bool)TRUE,"
" rate=(int)[1,MAX],"
" channels=(int)[1,MAX]; "
"audio/x-raw-int,"
" depth=(int)16,"
" width=(int)16,"
" endianness=(int)BYTE_ORDER,"
" signed=(bool)TRUE,"
" rate=(int)[1,MAX],"
" channels=(int)[1,MAX]; "
"audio/x-raw-int,"
" depth=(int)32,"
" width=(int)32,"
" endianness=(int)BYTE_ORDER,"
" signed=(bool)TRUE,"
" rate=(int)[1,MAX],"
" channels=(int)[1,MAX]; "
"audio/x-raw-float,"
" width=(int){32,64},"
" endianness=(int)BYTE_ORDER,"
" rate=(int)[1,MAX],"
" channels=(int)[1,MAX]"

#define DEBUG_INIT(bla) \
GST_DEBUG_CATEGORY_INIT (gst_audio_amplify_debug, "audioamplify", 0, "audioamplify element");

GST_BOILERPLATE_FULL (GstAudioAmplify, gst_audio_amplify, GstAudioFilter,
GST_TYPE_AUDIO_FILTER, DEBUG_INIT);

static gboolean gst_audio_amplify_set_process_function (GstAudioAmplify *
filter, gint clipping, gint format, gint width);
static void gst_audio_amplify_set_property (GObject * object, guint prop_id,
const GValue * value, GParamSpec * pspec);
static void gst_audio_amplify_get_property (GObject * object, guint prop_id,
GValue * value, GParamSpec * pspec);

static gboolean gst_audio_amplify_setup (GstAudioFilter * filter,
GstRingBufferSpec * format);
static GstFlowReturn gst_audio_amplify_transform_ip (GstBaseTransform * base,
GstBuffer * buf);

#define MIN_gint8 G_MININT8
#define MAX_gint8 G_MAXINT8
#define MIN_gint16 G_MININT16
#define MAX_gint16 G_MAXINT16
#define MIN_gint32 G_MININT32
#define MAX_gint32 G_MAXINT32

```

```

#define MAKE_INT_FUNCS(type, targettype) \
static void \
gst_audio_amplify_transform_##type##_clip (GstAudioAmplify * filter, \
void * data, guint num_samples) \
{ \
type *d = data; \
\
while (num_samples--) { \
targettype val = *d * filter->amplification; \
*d++ = CLAMP (val, MIN_##type, MAX_##type); \
} \
} \
static void \
gst_audio_amplify_transform_##type##_wrap_negative (GstAudioAmplify * filter, \
void * data, guint num_samples) \
{ \
type *d = data; \
\
while (num_samples--) { \
targettype val = *d * filter->amplification; \
if (val > MAX_##type) \
val = MIN_##type + (val - MIN_##type) % ((targettype) MAX_##type + 1 - \
MIN_##type); \
else if (val < MIN_##type) \
val = MAX_##type - (MAX_##type - val) % ((targettype) MAX_##type + 1 - \
MIN_##type); \
*d++ = val; \
} \
} \
static void \
gst_audio_amplify_transform_##type##_wrap_positive (GstAudioAmplify * filter, \
void * data, guint num_samples) \
{ \
type *d = data; \
\
while (num_samples--) { \
targettype val = *d * filter->amplification; \
do { \
if (val > MAX_##type) \
val = MAX_##type - (val - MAX_##type); \
else if (val < MIN_##type) \
val = MIN_##type + (MIN_##type - val); \
else \
break; \
} while (1); \
*d++ = val; \
} \
}

```

```

}
static void
gst_audio_amplify_transform_##type##_noclip (GstAudioAmplify * filter,
void * data, guint num_samples)
{
type *d = data;

while (num_samples--)
*d++ *= filter->amplification;
}

#define MAKE_FLOAT_FUNCS(type)
static void
gst_audio_amplify_transform_##type##_clip (GstAudioAmplify * filter,
void * data, guint num_samples)
{
type *d = data;

while (num_samples--) {
type val = *d* filter->amplification;
*d++ = CLAMP (val, -1.0, +1.0);
}
}
static void
gst_audio_amplify_transform_##type##_wrap_negative (GstAudioAmplify *
filter, void * data, guint num_samples)
{
type *d = data;

while (num_samples--) {
type val = *d * filter->amplification;
do {
if (val > 1.0)
val = -1.0 + (val - 1.0);
else if (val < -1.0)
val = 1.0 - (1.0 - val);
else
break;
} while (1);
*d++ = val;
}
}
static void
gst_audio_amplify_transform_##type##_wrap_positive (GstAudioAmplify * filter,
void * data, guint num_samples)
{
type *d = data;

```

```

while (num_samples--) {
    type val = *d* filter->amplification;
    do {
        if (val > 1.0)
            val = 1.0 - (val - 1.0);
        else if (val < -1.0)
            val = -1.0 + (-1.0 - val);
        else
            break;
    } while (1);
    *d++ = val;
}
}
static void
gst_audio_amplify_transform_##type##_noclip (GstAudioAmplify * filter,
    void * data, guint num_samples)
{
    type *d = data;

    while (num_samples--)
        *d++ *= filter->amplification;
}

/* *INDENT-OFF* */
MAKE_INT_FUNCS (gint8,gint)
MAKE_INT_FUNCS (gint16,gint)
MAKE_INT_FUNCS (gint32,gint64)
MAKE_FLOAT_FUNCS (gfloat)
MAKE_FLOAT_FUNCS (gdouble)
/* *INDENT-ON* */

/* GObject vmethod implementations */

static void
gst_audio_amplify_base_init (gpointer klass)
{
    GstElementClass *element_class = GST_ELEMENT_CLASS (klass);
    GstCaps *caps;

    gst_element_class_set_details_simple (element_class, "Audio amplifier",
        "Filter/Effect/Audio",
        "Amplifies an audio stream by a given factor",
        "Sebastian Drge <slomo@circular-chaos.org>");

    caps = gst_caps_from_string (ALLOWED_CAPS);
    gst_audio_filter_class_add_pad_templates (GST_AUDIO_FILTER_CLASS (klass),
        caps);
    gst_caps_unref (caps);
}

```

```

}

static void
gst_audio_amplify_class_init (GstAudioAmplifyClass * klass)
{
    GObjectClass *gobject_class;

    gobject_class = (GObjectClass *) klass;
    gobject_class->set_property = gst_audio_amplify_set_property;
    gobject_class->get_property = gst_audio_amplify_get_property;

    g_object_class_install_property (gobject_class, PROP_AMPLIFICATION,
        g_param_spec_float ("amplification", "Amplification",
            "Factor of amplification", -G_MAXFLOAT, G_MAXFLOAT,
            1.0,
            G_PARAM_READWRITE | GST_PARAM_CONTROLLABLE | G_PARAM_STATIC_STRINGS));

    /**
     * GstAudioAmplify:clipping-method
     *
     * Clipping method: clip mode set values higher than the maximum to the
     * maximum. The wrap-negative mode pushes those values back from the
     * opposite side, wrap-positive pushes them back from the same side.
     */
    g_object_class_install_property (gobject_class, PROP_CLIPPING_METHOD,
        g_param_spec_enum ("clipping-method", "Clipping method",
            "Selects how to handle values higher than the maximum",
            GST_TYPE_AUDIO_AMPLIFY_CLIPPING_METHOD, METHOD_CLIP,
            G_PARAM_READWRITE | G_PARAM_STATIC_STRINGS));

    GST_AUDIO_FILTER_CLASS (klass)->setup =
        GST_DEBUG_FUNCPTR (gst_audio_amplify_setup);
    GST_BASE_TRANSFORM_CLASS (klass)->transform_ip =
        GST_DEBUG_FUNCPTR (gst_audio_amplify_transform_ip);
}

static void
gst_audio_amplify_init (GstAudioAmplify * filter, GstAudioAmplifyClass * klass)
{
    filter->amplification = 1.0;
    gst_audio_amplify_set_process_function (filter, METHOD_CLIP,
        GST_BUFTYPE_LINEAR, 16);
    gst_base_transform_set_in_place (GST_BASE_TRANSFORM (filter), TRUE);
    gst_base_transform_set_gap_aware (GST_BASE_TRANSFORM (filter), TRUE);
}

static GstAudioAmplifyProcessFunc

```



```

gst_audio_amplify_process_function (gint clipping, gint format, gint width)
{
static const struct process
{
gint format;
gint width;
gint clipping;
GstAudioAmplifyProcessFunc func;
} process[] = {
{
GST_BUFTYPE_FLOAT, 32, METHOD_CLIP,
gst_audio_amplify_transform_gfloat_clip}, {
GST_BUFTYPE_FLOAT, 32, METHOD_WRAP_NEGATIVE,
gst_audio_amplify_transform_gfloat_wrap_negative}, {
GST_BUFTYPE_FLOAT, 32, METHOD_WRAP_POSITIVE,
gst_audio_amplify_transform_gfloat_wrap_positive}, {
GST_BUFTYPE_FLOAT, 32, METHOD_NOCLIP,
gst_audio_amplify_transform_gfloat_noclip}, {
GST_BUFTYPE_FLOAT, 64, METHOD_CLIP,
gst_audio_amplify_transform_gdouble_clip}, {
GST_BUFTYPE_FLOAT, 64, METHOD_WRAP_NEGATIVE,
gst_audio_amplify_transform_gdouble_wrap_negative}, {
GST_BUFTYPE_FLOAT, 64, METHOD_WRAP_POSITIVE,
gst_audio_amplify_transform_gdouble_wrap_positive}, {
GST_BUFTYPE_FLOAT, 64, METHOD_NOCLIP,
gst_audio_amplify_transform_gdouble_noclip}, {
GST_BUFTYPE_LINEAR, 8, METHOD_CLIP, gst_audio_amplify_transform_gint8_clip}, {
GST_BUFTYPE_LINEAR, 8, METHOD_WRAP_NEGATIVE,
gst_audio_amplify_transform_gint8_wrap_negative}, {
GST_BUFTYPE_LINEAR, 8, METHOD_WRAP_POSITIVE,
gst_audio_amplify_transform_gint8_wrap_positive}, {
GST_BUFTYPE_LINEAR, 8, METHOD_NOCLIP,
gst_audio_amplify_transform_gint8_noclip}, {
GST_BUFTYPE_LINEAR, 16, METHOD_CLIP,
gst_audio_amplify_transform_gint16_clip}, {
GST_BUFTYPE_LINEAR, 16, METHOD_WRAP_NEGATIVE,
gst_audio_amplify_transform_gint16_wrap_negative}, {
GST_BUFTYPE_LINEAR, 16, METHOD_WRAP_POSITIVE,
gst_audio_amplify_transform_gint16_wrap_positive}, {
GST_BUFTYPE_LINEAR, 16, METHOD_NOCLIP,
gst_audio_amplify_transform_gint16_noclip}, {
GST_BUFTYPE_LINEAR, 32, METHOD_CLIP,
gst_audio_amplify_transform_gint32_clip}, {
GST_BUFTYPE_LINEAR, 32, METHOD_WRAP_NEGATIVE,
gst_audio_amplify_transform_gint32_wrap_negative}, {
GST_BUFTYPE_LINEAR, 32, METHOD_WRAP_POSITIVE,
gst_audio_amplify_transform_gint32_wrap_positive}, {
GST_BUFTYPE_LINEAR, 32, METHOD_NOCLIP,

```

```

    gst_audio_amplify_transform_gint32_noclip}, {
    0, 0, 0, NULL}
};
const struct process *p;

for (p = process; p->func; p++)
    if (p->format == format && p->width == width && p->clipping == clipping)
        return p->func;
return NULL;
}

static gboolean
gst_audio_amplify_set_process_function (GstAudioAmplify * filter, gint
    clipping_method, gint format, gint width)
{
    GstAudioAmplifyProcessFunc process;

    /* set processing function */

    process = gst_audio_amplify_process_function (clipping_method, format, width);
    if (!process) {
        GST_DEBUG ("wrong format");
        return FALSE;
    }

    filter->process = process;
    filter->clipping_method = clipping_method;
    filter->format = format;
    filter->width = width;

    return TRUE;
}

static void
gst_audio_amplify_set_property (GObject * object, guint prop_id,
    const GValue * value, GParamSpec * pspec)
{
    GstAudioAmplify *filter = GST_AUDIO_AMPLIFY (object);

    switch (prop_id) {
        case PROP_AMPLIFICATION:
            filter->amplification = g_value_get_float (value);
            gst_base_transform_set_passthrough (GST_BASE_TRANSFORM (filter),
                filter->amplification == 1.0);
            break;
        case PROP_CLIPPING_METHOD:
            gst_audio_amplify_set_process_function (filter, g_value_get_enum (value),
                filter->format, filter->width);
    }
}

```

```

    break;
default:
    G_OBJECT_WARN_INVALID_PROPERTY_ID (object, prop_id, pspec);
    break;
}
}

static void
gst_audio_amplify_get_property (GObject * object, guint prop_id,
    GValue * value, GParamSpec * pspec)
{
    GstAudioAmplify *filter = GST_AUDIO_AMPLIFY (object);

    switch (prop_id) {
        case PROP_AMPLIFICATION:
            g_value_set_float (value, filter->amplification);
            break;
        case PROP_CLIPPING_METHOD:
            g_value_set_enum (value, filter->clipping_method);
            break;
        default:
            G_OBJECT_WARN_INVALID_PROPERTY_ID (object, prop_id, pspec);
            break;
    }
}

/* GstAudioFilter vmethod implementations */
static gboolean
gst_audio_amplify_setup (GstAudioFilter * base, GstRingBufferSpec * format)
{
    GstAudioAmplify *filter = GST_AUDIO_AMPLIFY (base);

    return gst_audio_amplify_set_process_function (filter,
        filter->clipping_method, format->type, format->width);
}

/* GstBaseTransform vmethod implementations */
static GstFlowReturn
gst_audio_amplify_transform_ip (GstBaseTransform * base, GstBuffer * buf)
{
    GstAudioAmplify *filter = GST_AUDIO_AMPLIFY (base);
    guint num_samples;
    GstClockTime timestamp, stream_time;

    timestamp = GST_BUFFER_TIMESTAMP (buf);
    stream_time =
        gst_segment_to_stream_time (&base->segment, GST_FORMAT_TIME, timestamp);

```

```

GST_DEBUG_OBJECT (filter, "sync to %" GST_TIME_FORMAT,
    GST_TIME_ARGS (timestamp));

if (GST_CLOCK_TIME_IS_VALID (stream_time))
    gst_object_sync_values (G_OBJECT (filter), stream_time);

num_samples =
    GST_BUFFER_SIZE (buf) / (GST_AUDIO_FILTER (filter)->format.width / 8);

if (gst_base_transform_is_passthrough (base) ||
    G_UNLIKELY (GST_BUFFER_FLAG_IS_SET (buf, GST_BUFFER_FLAG_GAP)))
    return GST_FLOW_OK;

filter->process (filter, GST_BUFFER_DATA (buf), num_samples);

return GST_FLOW_OK;
}
/*
 * GStreamer
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 * Boston, MA 02111-1307, USA.
 */

#ifndef __GST_AUDIO_AMPLIFY_H__
#define __GST_AUDIO_AMPLIFY_H__

#include <gst/gst.h>
#include <gst/base/gstbasetransform.h>
#include <gst/audio/audio.h>
#include <gst/audio/gstaudiofilter.h>

G_BEGIN_DECLS
#define GST_TYPE_AUDIO_AMPLIFY      (gst_audio_amplify_get_type())

```

```

#define GST_AUDIO_AMPLIFY(obj)
(G_TYPE_CHECK_INSTANCE_CAST((obj),GST_TYPE_AUDIO_AMPLIFY,GstAudioAmplify))
#define GST_IS_AUDIO_AMPLIFY(obj)
(G_TYPE_CHECK_INSTANCE_TYPE((obj),GST_TYPE_AUDIO_AMPLIFY))
#define GST_AUDIO_AMPLIFY_CLASS(klass) (G_TYPE_CHECK_CLASS_CAST((klass)
,GST_TYPE_AUDIO_AMPLIFY,GstAudioAmplifyClass))
#define GST_IS_AUDIO_AMPLIFY_CLASS(klass) (G_TYPE_CHECK_CLASS_TYPE((klass)
,GST_TYPE_AUDIO_AMPLIFY))
#define GST_AUDIO_AMPLIFY_GET_CLASS(obj) (G_TYPE_INSTANCE_GET_CLASS((obj)
,GST_TYPE_AUDIO_AMPLIFY,GstAudioAmplifyClass))
typedef struct _GstAudioAmplify GstAudioAmplify;
typedef struct _GstAudioAmplifyClass GstAudioAmplifyClass;

typedef void (*GstAudioAmplifyProcessFunc) (GstAudioAmplify *, void *, guint);

struct _GstAudioAmplify
{
    GstAudioFilter audiofilter;

    gfloat amplification;

    /* < private > */
    GstAudioAmplifyProcessFunc process;
    gint clipping_method;
    gint format;
    gint width;
};

struct _GstAudioAmplifyClass
{
    GstAudioFilterClass parent;
};

GType gst_audio_amplify_get_type (void);

G_END_DECLS
#endif /* __GST_AUDIO_AMPLIFY_H__ */

```

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```
#include "config.h"
```

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\* the Mozilla project has been developed by David Einstein  
\* (Deinst@world.std.com). David and I are now  
\* working on parallel development tracks to help  
\* our respective projects (Mozilla and OpenOffice.org  
\* and we will maintain full affix file and dictionary  
\* file compatibility and work on merging our versions  
\* of MySpell back into a single tree. David has been  
\* a significant help in improving MySpell.  
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\* Special thanks also go to La'szlo' Ne'meth  
\* <nemethl@gyorsposta.hu> who is the author of the  
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\* the code to support compound words in MySpell  
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(For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)

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If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

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For an executable, the required form of the "work that uses the Library" must include any data and utility programs needed for reproducing the executable from it. However, as a special exception, the materials to be distributed need not include anything that is normally distributed (in either source or binary form) with the major components (compiler, kernel, and so on) of the operating system on which the executable runs, unless that component itself accompanies the executable.

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## 1.24 hunspell-dict-es-es 1

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(For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)

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## 1.26 Hunspell-dict-it 2.4

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## 1.27 hunspell-dict-nl-nl 1

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README\_nl\_NL.txt [NEDERLANDS/ENGLISH]

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[NEDERLANDS]

Nederlandstalige woordenlijst - OpenTaal

Versie: 1.00 G

Formaat: MySpell

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[ENGLISH]

Dutch word list - OpenTaal

Version: 1.00 G

Format: MySpell

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SET ISO8859-1

TRY àâãäéêíóôúüçesianrtolcdugmphyfvkwjxzx

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## 1.30 Hunspell-dict-pt-pt 1

### 1.30.1 Available under license :

README.pt\_PT

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## HISTÓRIA

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Versão 20.5.2002

Esta versão é completamente diferente da anterior.

1. Utilizámos a nova versão do ispell para portugues como base do trabalho (o ficheiro affix e o dicionário são novos)
2. Utilizou-se um script de perl para a transformação do ficheiro affix para myspell. Supostamente agora temos menos bugs.
3. Graças à preciosa colaboração de Daniel Andrade ([mop12079@mail.telepac.pt](mailto:mop12079@mail.telepac.pt)), que encontrou - e resolveu - este bug, agora as palaras sugeridas incluem também palavras com caracteres portugueses (çããã, etc...)
4. Para além disso, aproveitam a esta versão todos os bugfixes anteriores.

Versão 16.4.2002

Bugfix - corrigido o bug (pt\_PT.aff) que provocava alguns crashes em OpenOffice.org (myspell). O erro devia-se a uma contagem incorrecta de número de sugestões. Arranjado.

Versão 8.4.2002

Bugfix - corrigido o bug (pt\_PT.aff) que fazia algumas palavras terminadas em çãõ serem reconhecidas como erro e sugerida palavra terminada em rãõ.

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Version 2, June 1991

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## 1.33 icu4c 56.1

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## 1.36 json-c 0.12

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## 1.37 json-c/test-driver 0.12

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```
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# test-driver - basic testsuite driver script.

scriptversion=2012-06-27.10; # UTC

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# helps a lot in preventing typo-related bugs.
```

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```

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```

```
<signature of Ty Coon>, 1 April 1989  
Ty Coon, President of Vice
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## 1.38 jsoncpp 1.7.5

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## 1.39 jsoncpp 0.6.0 0.6.0

## 1.40 Kerberos 1.14.3

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cmd/krb5/iprop/iprop\_hdr.h  
cmd/krb5/kadmin/server/ipropd\_svc.c  
cmd/krb5/kproplog/kproplog.c  
cmd/krb5/slave/kpropd\_rpc.c  
lib/gss\_mechs/mech\_krb5/et/kdb5\_err.c  
lib/gss\_mechs/mech\_spnego/mech/gssapiP\_spnego.h  
lib/gss\_mechs/mech\_spnego/mech/spnego\_mech.c  
lib/krb5/kadm5/kadm\_host\_srv\_names.c  
lib/krb5/kdb/kdb\_convert.c  
lib/krb5/kdb/kdb\_hdr.h  
lib/krb5/kdb/kdb\_log.c  
lib/krb5/kdb/kdb\_log.h  
lib/libgss/g\_accept\_sec\_context.c  
lib/libgss/g\_acquire\_cred.c  
lib/libgss/g\_canon\_name.c  
lib/libgss/g\_compare\_name.c  
lib/libgss/g\_context\_time.c  
lib/libgss/g\_delete\_sec\_context.c  
lib/libgss/g\_dsp\_name.c  
lib/libgss/g\_dsp\_status.c  
lib/libgss/g\_dup\_name.c  
lib/libgss/g\_exp\_sec\_context.c  
lib/libgss/g\_export\_name.c  
lib/libgss/g\_glue.c  
lib/libgss/g\_imp\_name.c  
lib/libgss/g\_imp\_sec\_context.c  
lib/libgss/g\_init\_sec\_context.c  
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lib/libgss/g\_inquire\_context.c  
lib/libgss/g\_inquire\_cred.c  
lib/libgss/g\_inquire\_names.c  
lib/libgss/g\_process\_context.c  
lib/libgss/g\_rel\_buffer.c  
lib/libgss/g\_rel\_cred.c  
lib/libgss/g\_rel\_name.c  
lib/libgss/g\_rel\_oid\_set.c  
lib/libgss/g\_seal.c  
lib/libgss/g\_sign.c  
lib/libgss/g\_store\_cred.c  
lib/libgss/g\_unseal.c  
lib/libgss/g\_userok.c  
lib/libgss/g\_utils.c  
lib/libgss/g\_verify.c  
lib/libgss/gssd\_pname\_to\_uid.c  
uts/common/gssapi/include/gssapi\_err\_generic.h  
uts/common/gssapi/include/mechglueP.h

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lib/gssapi/mechglue/g\_accept\_sec\_context.c

lib/gssapi/mechglue/g\_acquire\_cred.c  
lib/gssapi/mechglue/g\_canon\_name.c  
lib/gssapi/mechglue/g\_compare\_name.c  
lib/gssapi/mechglue/g\_context\_time.c  
lib/gssapi/mechglue/g\_delete\_sec\_context.c  
lib/gssapi/mechglue/g\_dsp\_name.c  
lib/gssapi/mechglue/g\_dsp\_status.c  
lib/gssapi/mechglue/g\_dup\_name.c  
lib/gssapi/mechglue/g\_exp\_sec\_context.c  
lib/gssapi/mechglue/g\_export\_name.c  
lib/gssapi/mechglue/g\_glue.c  
lib/gssapi/mechglue/g\_imp\_name.c  
lib/gssapi/mechglue/g\_imp\_sec\_context.c  
lib/gssapi/mechglue/g\_init\_sec\_context.c  
lib/gssapi/mechglue/g\_initialize.c  
lib/gssapi/mechglue/g\_inquire\_context.c  
lib/gssapi/mechglue/g\_inquire\_cred.c  
lib/gssapi/mechglue/g\_inquire\_names.c  
lib/gssapi/mechglue/g\_process\_context.c  
lib/gssapi/mechglue/g\_rel\_buffer.c  
lib/gssapi/mechglue/g\_rel\_cred.c  
lib/gssapi/mechglue/g\_rel\_name.c  
lib/gssapi/mechglue/g\_rel\_oid\_set.c  
lib/gssapi/mechglue/g\_seal.c  
lib/gssapi/mechglue/g\_sign.c  
lib/gssapi/mechglue/g\_store\_cred.c  
lib/gssapi/mechglue/g\_unseal.c  
lib/gssapi/mechglue/g\_userok.c  
lib/gssapi/mechglue/g\_utils.c  
lib/gssapi/mechglue/g\_verify.c  
lib/gssapi/mechglue/gssd\_pname\_to\_uid.c  
lib/gssapi/mechglue/mglueP.h  
lib/gssapi/mechglue/oid\_ops.c  
lib/gssapi/spnego/gssapiP\_spnego.h  
lib/gssapi/spnego/spnego\_mech.c

and the initial implementation of incremental propagation, including the following new or changed files:

include/ipropr\_hdr.h  
kadmin/server/ipropr\_svc.c  
lib/kdb/ipropr.x  
lib/kdb/kdb\_convert.c  
lib/kdb/kdb\_log.c  
lib/kdb/kdb\_log.h  
lib/krb5/error\_tables/kdb5\_err.et  
slave/kpropd\_rpc.c  
slave/kproplog.c

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## 1.42 libhunspell-1.3-0 1.3.2 :4.0

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 \* the Mozilla project has been developed by David Einstein  
 \* (Deinst@world.std.com). David and I are now  
 \* working on parallel development tracks to help  
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 \* of MySpell back into a single tree. David has been

\* a significant help in improving MySpell.  
\*  
\* Special thanks also go to La'szlo' Ne'meth  
\* <nemethl@gyorsposta.hu> who is the author of the  
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## 1.43 libjpeg 6b

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### 1.43.2 Available under license :

The Independent JPEG Group's JPEG software

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README for release 6b of 27-Mar-1998

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DOCUMENTATION ROADMAP

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This file contains the following sections:

OVERVIEW        General description of JPEG and the IJG software.  
LEGAL ISSUES    Copyright, lack of warranty, terms of distribution.  
REFERENCES     Where to learn more about JPEG.  
ARCHIVE LOCATIONS Where to find newer versions of this software.  
RELATED SOFTWARE Other stuff you should get.  
FILE FORMAT WARS Software \*not\* to get.  
TO DO           Plans for future IJG releases.

Other documentation files in the distribution are:

User documentation:

install.doc     How to configure and install the IJG software.  
usage.doc       Usage instructions for cjpeg, djpeg, jpegtran,  
                 rdjpgcom, and wrjpgcom.  
\*.1             Unix-style man pages for programs (same info as usage.doc).  
wizard.doc      Advanced usage instructions for JPEG wizards only.  
change.log      Version-to-version change highlights.

Programmer and internal documentation:

libjpeg.doc     How to use the JPEG library in your own programs.  
example.c       Sample code for calling the JPEG library.  
structure.doc    Overview of the JPEG library's internal structure.  
filelist.doc    Road map of IJG files.  
coderrules.doc  Coding style rules --- please read if you contribute code.

Please read at least the files install.doc and usage.doc. Useful information can also be found in the JPEG FAQ (Frequently Asked Questions) article. See ARCHIVE LOCATIONS below to find out where to obtain the FAQ article.

If you want to understand how the JPEG code works, we suggest reading one or more of the REFERENCES, then looking at the documentation files (in roughly the order listed) before diving into the code.

## OVERVIEW

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This package contains C software to implement JPEG image compression and decompression. JPEG (pronounced "jay-peg") is a standardized compression method for full-color and gray-scale images. JPEG is intended for compressing "real-world" scenes; line drawings, cartoons and other non-realistic images are not its strong suit. JPEG is lossy, meaning that the output image is not exactly identical to the input image. Hence you must not use JPEG if you have to have identical output bits. However, on typical photographic images, very good compression levels can be obtained with no visible change, and remarkably high compression levels are possible if you can tolerate a low-quality image. For more details, see the references, or just experiment with various compression settings.

This software implements JPEG baseline, extended-sequential, and progressive compression processes. Provision is made for supporting all variants of these processes, although some uncommon parameter settings aren't implemented yet. For legal reasons, we are not distributing code for the arithmetic-coding variants of JPEG; see [LEGAL ISSUES](#). We have made no provision for supporting the hierarchical or lossless processes defined in the standard.

We provide a set of library routines for reading and writing JPEG image files, plus two sample applications "cjpeg" and "djpeg", which use the library to perform conversion between JPEG and some other popular image file formats. The library is intended to be reused in other applications.

In order to support file conversion and viewing software, we have included considerable functionality beyond the bare JPEG coding/decoding capability; for example, the color quantization modules are not strictly part of JPEG decoding, but they are essential for output to colormapped file formats or colormapped displays. These extra functions can be compiled out of the library if not required for a particular application. We have also included "jpegtran", a utility for lossless transcoding between different JPEG processes, and "rdjpgcom" and "wrjpgcom", two simple applications for inserting and extracting textual comments in JFIF files.

The emphasis in designing this software has been on achieving portability and flexibility, while also making it fast enough to be useful. In particular, the software is not intended to be read as a tutorial on JPEG. (See the [REFERENCES](#) section for introductory material.) Rather, it is intended to be reliable, portable, industrial-strength code. We do not claim to have achieved that goal in every aspect of the software, but we strive for it.

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The Unix configuration script "configure" was produced with GNU Autoconf. It is copyright by the Free Software Foundation but is freely distributable.



The same holds for its supporting scripts (config.guess, config.sub, ltconfig, ltmain.sh). Another support script, install-sh, is copyright by M.I.T. but is also freely distributable.

It appears that the arithmetic coding option of the JPEG spec is covered by patents owned by IBM, AT&T, and Mitsubishi. Hence arithmetic coding cannot legally be used without obtaining one or more licenses. For this reason, support for arithmetic coding has been removed from the free JPEG software. (Since arithmetic coding provides only a marginal gain over the unpatented Huffman mode, it is unlikely that very many implementations will support it.) So far as we are aware, there are no patent restrictions on the remaining code.

The IJG distribution formerly included code to read and write GIF files. To avoid entanglement with the Unisys LZW patent, GIF reading support has been removed altogether, and the GIF writer has been simplified to produce "uncompressed GIFs". This technique does not use the LZW algorithm; the resulting GIF files are larger than usual, but are readable by all standard GIF decoders.

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## REFERENCES

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We highly recommend reading one or more of these references before trying to understand the innards of the JPEG software.

The best short technical introduction to the JPEG compression algorithm is Wallace, Gregory K. "The JPEG Still Picture Compression Standard", Communications of the ACM, April 1991 (vol. 34 no. 4), pp. 30-44. (Adjacent articles in that issue discuss MPEG motion picture compression, applications of JPEG, and related topics.) If you don't have the CACM issue handy, a PostScript file containing a revised version of Wallace's article is available at <ftp://ftp.uu.net/graphics/jpeg/wallace.ps.gz>. The file (actually a preprint for an article that appeared in IEEE Trans. Consumer Electronics) omits the sample images that appeared in CACM, but it includes corrections and some added material. Note: the Wallace article is copyright ACM and IEEE, and it may not be used for commercial purposes.

A somewhat less technical, more leisurely introduction to JPEG can be found in "The Data Compression Book" by Mark Nelson and Jean-loup Gailly, published by M&T Books (New York), 2nd ed. 1996, ISBN 1-55851-434-1. This book provides good explanations and example C code for a multitude of compression methods

including JPEG. It is an excellent source if you are comfortable reading C code but don't know much about data compression in general. The book's JPEG sample code is far from industrial-strength, but when you are ready to look at a full implementation, you've got one here...

The best full description of JPEG is the textbook "JPEG Still Image Data Compression Standard" by William B. Pennebaker and Joan L. Mitchell, published by Van Nostrand Reinhold, 1993, ISBN 0-442-01272-1. Price US\$59.95, 638 pp. The book includes the complete text of the ISO JPEG standards (DIS 10918-1 and draft DIS 10918-2). This is by far the most complete exposition of JPEG in existence, and we highly recommend it.

The JPEG standard itself is not available electronically; you must order a paper copy through ISO or ITU. (Unless you feel a need to own a certified official copy, we recommend buying the Pennebaker and Mitchell book instead; it's much cheaper and includes a great deal of useful explanatory material.) In the USA, copies of the standard may be ordered from ANSI Sales at (212) 642-4900, or from Global Engineering Documents at (800) 854-7179. (ANSI doesn't take credit card orders, but Global does.) It's not cheap: as of 1992, ANSI was charging \$95 for Part 1 and \$47 for Part 2, plus 7% shipping/handling. The standard is divided into two parts, Part 1 being the actual specification, while Part 2 covers compliance testing methods. Part 1 is titled "Digital Compression and Coding of Continuous-tone Still Images, Part 1: Requirements and guidelines" and has document numbers ISO/IEC IS 10918-1, ITU-T T.81. Part 2 is titled "Digital Compression and Coding of Continuous-tone Still Images, Part 2: Compliance testing" and has document numbers ISO/IEC IS 10918-2, ITU-T T.83.

Some extensions to the original JPEG standard are defined in JPEG Part 3, a newer ISO standard numbered ISO/IEC IS 10918-3 and ITU-T T.84. IJG currently does not support any Part 3 extensions.

The JPEG standard does not specify all details of an interchangeable file format. For the omitted details we follow the "JFIF" conventions, revision 1.02. A copy of the JFIF spec is available from:

Literature Department  
C-Cube Microsystems, Inc.  
1778 McCarthy Blvd.  
Milpitas, CA 95035  
phone (408) 944-6300, fax (408) 944-6314

A PostScript version of this document is available by FTP at <ftp://ftp.uu.net/graphics/jpeg/jfif.ps.gz>. There is also a plain text version at <ftp://ftp.uu.net/graphics/jpeg/jfif.txt.gz>, but it is missing the figures.

The TIFF 6.0 file format specification can be obtained by FTP from <ftp://ftp.sgi.com/graphics/tiff/TIFF6.ps.gz>. The JPEG incorporation scheme found in the TIFF 6.0 spec of 3-June-92 has a number of serious problems.

IJG does not recommend use of the TIFF 6.0 design (TIFF Compression tag 6). Instead, we recommend the JPEG design proposed by TIFF Technical Note #2 (Compression tag 7). Copies of this Note can be obtained from <ftp.sgi.com> or from <ftp://ftp.uu.net/graphics/jpeg/>. It is expected that the next revision of the TIFF spec will replace the 6.0 JPEG design with the Note's design. Although IJG's own code does not support TIFF/JPEG, the free libtiff library uses our library to implement TIFF/JPEG per the Note. libtiff is available from <ftp://ftp.sgi.com/graphics/tiff/>.

## ARCHIVE LOCATIONS

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The "official" archive site for this software is <ftp.uu.net> (Internet address 192.48.96.9). The most recent released version can always be found there in directory [graphics/jpeg](ftp://ftp.uu.net/graphics/jpeg/). This particular version will be archived as <ftp://ftp.uu.net/graphics/jpeg/jpegsrsrc.v6b.tar.gz>. If you don't have direct Internet access, UUNET's archives are also available via UUCP; contact [help@uunet.uu.net](mailto:help@uunet.uu.net) for information on retrieving files that way.

Numerous Internet sites maintain copies of the UUNET files. However, only <ftp.uu.net> is guaranteed to have the latest official version.

You can also obtain this software in DOS-compatible "zip" archive format from the SimTel archives (<ftp://ftp.simtel.net/pub/simtelnet/msdos/graphics/>), or on CompuServe in the Graphics Support forum (GO CIS:GRAPHSUP), library 12 "JPEG Tools". Again, these versions may sometimes lag behind the <ftp.uu.net> release.

The JPEG FAQ (Frequently Asked Questions) article is a useful source of general information about JPEG. It is updated constantly and therefore is not included in this distribution. The FAQ is posted every two weeks to Usenet newsgroups [comp.graphics.misc](news:comp.graphics.misc), [news.answers](news:news.answers), and other groups. It is available on the World Wide Web at <http://www.faqs.org/faqs/jpeg-faq/> and other [news.answers](news:news.answers) archive sites, including the official [news.answers](news:news.answers) archive at [rtfm.mit.edu: ftp://rtfm.mit.edu/pub/usenet/news.answers/jpeg-faq/](ftp://rtfm.mit.edu/pub/usenet/news.answers/jpeg-faq/). If you don't have Web or FTP access, send e-mail to [mail-server@rtfm.mit.edu](mailto:mail-server@rtfm.mit.edu) with body

send usenet/news.answers/jpeg-faq/part1  
send usenet/news.answers/jpeg-faq/part2

## RELATED SOFTWARE

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Numerous viewing and image manipulation programs now support JPEG. (Quite a few of them use this library to do so.) The JPEG FAQ described above lists some of the more popular free and shareware viewers, and tells where to

obtain them on Internet.

If you are on a Unix machine, we highly recommend Jef Poskanzer's free PBPLUS software, which provides many useful operations on PPM-format image files. In particular, it can convert PPM images to and from a wide range of other formats, thus making cjpeg/djpeg considerably more useful. The latest version is distributed by the NetPBM group, and is available from numerous sites, notably <ftp://wuarchive.wustl.edu/graphics/graphics/packages/NetPBM/>. Unfortunately PBPLUS/NETPBM is not nearly as portable as the IJG software is; you are likely to have difficulty making it work on any non-Unix machine.

A different free JPEG implementation, written by the PVRG group at Stanford, is available from <ftp://havefun.stanford.edu/pub/jpeg/>. This program is designed for research and experimentation rather than production use; it is slower, harder to use, and less portable than the IJG code, but it is easier to read and modify. Also, the PVRG code supports lossless JPEG, which we do not. (On the other hand, it doesn't do progressive JPEG.)

## FILE FORMAT WARS

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Some JPEG programs produce files that are not compatible with our library. The root of the problem is that the ISO JPEG committee failed to specify a concrete file format. Some vendors "filled in the blanks" on their own, creating proprietary formats that no one else could read. (For example, none of the early commercial JPEG implementations for the Macintosh were able to exchange compressed files.)

The file format we have adopted is called JFIF (see REFERENCES). This format has been agreed to by a number of major commercial JPEG vendors, and it has become the de facto standard. JFIF is a minimal or "low end" representation. We recommend the use of TIFF/JPEG (TIFF revision 6.0 as modified by TIFF Technical Note #2) for "high end" applications that need to record a lot of additional data about an image. TIFF/JPEG is fairly new and not yet widely supported, unfortunately.

The upcoming JPEG Part 3 standard defines a file format called SPIFF. SPIFF is interoperable with JFIF, in the sense that most JFIF decoders should be able to read the most common variant of SPIFF. SPIFF has some technical advantages over JFIF, but its major claim to fame is simply that it is an official standard rather than an informal one. At this point it is unclear whether SPIFF will supersede JFIF or whether JFIF will remain the de-facto standard. IJG intends to support SPIFF once the standard is frozen, but we have not decided whether it should become our default output format or not. (In any case, our decoder will remain capable of reading JFIF indefinitely.)

Various proprietary file formats incorporating JPEG compression also exist.

We have little or no sympathy for the existence of these formats. Indeed, one of the original reasons for developing this free software was to help force convergence on common, open format standards for JPEG files. Don't use a proprietary file format!

TO DO

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The major thrust for v7 will probably be improvement of visual quality. The current method for scaling the quantization tables is known not to be very good at low Q values. We also intend to investigate block boundary smoothing, "poor man's variable quantization", and other means of improving quality-vs-file-size performance without sacrificing compatibility.

In future versions, we are considering supporting some of the upcoming JPEG Part 3 extensions --- principally, variable quantization and the SPIFF file format.

As always, speeding things up is of great interest.

Please send bug reports, offers of help, etc. to [jpeg-info@uunet.uu.net](mailto:jpeg-info@uunet.uu.net).

## 1.44 libJPEG 9 :9

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The IJG distribution formerly included code to read and write GIF files. To avoid entanglement with the Unisys LZW patent (now expired), GIF reading support has been removed altogether, and the GIF writer has been simplified to produce "uncompressed GIFs". This technique does not use the LZW algorithm; the resulting GIF files are larger than usual, but are readable by all standard GIF decoders.

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Glenn Randers-Pehrson  
glennrp at users.sourceforge.net  
November 12, 2015

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Glenn Randers-Pehrson

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November 12, 2015

```
/* pngset.c - storage of image information into info struct
```

```
*
```

```
* Last changed in libpng 1.6.19 [November 12, 2015]
```

```
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```
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```

```
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```

```
* and license in png.h
```

```
*
```

```
* The functions here are used during reads to store data from the file
```

```
* into the info struct, and during writes to store application data
```

```
* into the info struct for writing into the file. This abstracts the
```

```
* info struct and allows us to change the structure in the future.
```

```
*/
```

```
/*
```

```
* png2pnm.c --- conversion from PNG-file to PGM/PPM-file
```

```
* copyright (C) 1999 by Willem van Schaik <willem@schaik.com>
```

```
*
```

```
* version 1.0 - 1999.10.15 - First version.
```

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```

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```
*/
```

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```

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A "png\_get\_copyright" function is available, for convenient use in "about" boxes and the like:

```
printf("%s", png_get_copyright(NULL));
```

Also, the PNG logo (in PNG format, of course) is supplied in the files "pngbar.png" and "pngbar.jpg (88x31) and "pngnow.png" (98x31).

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Glenn Randers-Pehrson

glennrp at users.sourceforge.net

November 12, 2015

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pugixml 1.7 - an XML processing library

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The distribution contains the following folders:

contrib/ - various contributions to pugixml

docs/ - documentation

docs/samples - pugixml usage examples

docs/quickstart.html - quick start guide

docs/manual.html - complete manual

scripts/ - project files for IDE/build systems

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<pre>
```

```
\htmlinclude LICENSE.md
```

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</pre>
```

```
*/
```

```
# HTML Tidy
```

```
## HTML parser and pretty printer
```

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## 1.69 Zlib 1.2.3

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## 1.70 zlib 1.2.8

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