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That's all there is to it! This package was debianized by Ben Gertzfield <che@debian.org> on Tue, 17 Nov 1998 00:16:10 -0800

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End

# 1.7 gstreamer 0.10.35.1

## 1.7.1 Available under license :

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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.

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<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 <ulink url="http://www.fsf.org/"> FSF lawyers</ulink>, 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 <ulink url="http://www.fluendo.com/">Fluendo</ulink> 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">

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

Can someone distribute the combination of

<itemizedlist>

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

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

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

</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 fictituous 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> </gandaentry> <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> </gandaentry> <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

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

\*

 $\ast$  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.
- \*/
- /\* GStreamer
- \* Copyright (C) 1999,2000 Erik Walthinsen <omega@cse.ogi.edu>
  - 2000 Wim Taymans <wtay@chello.be>
- \*
- \* gstpadtemplate.c: Templates for pad creation
- \*
- \* 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
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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: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()
```

```
* \text{ 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 "gsturio.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 GstObject \*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,
```

 $G\_PARAM\_READWRITE \mid G\_PARAM\_CONSTRUCT\_ONLY \mid G\_PARAM\_STATIC\_STRINGS));$ 

```
/**
```

```
* 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 \mid G\_PARAM\_CONSTRUCT\_ONLY \mid 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,
```

 $G\_PARAM\_READWRITE \mid G\_PARAM\_CONSTRUCT\_ONLY \mid G\_PARAM\_STATIC\_STRINGS));$ 

```
/**
```

```
* GstPadTemplate:caps
*
```

```
\ast 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,
```

 $G\_PARAM\_READWRITE \mid G\_PARAM\_CONSTRUCT\_ONLY \mid G\_PARAM\_STATIC\_STRINGS));$ 

```
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.

 $\ast$  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

 $\ast$  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)
ł
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.

```
k
```

```
* 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:
```

```
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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* 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/gstquery.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 { GstObject object; gchar \*name\_template; GstPadDirection direction; GstPadPresence presence; GstCaps \*caps;

gpointer \_gst\_reserved[GST\_PADDING];
};

```
struct _GstPadTemplateClass {
```

GstObjectClass 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.

```
*/
```

 $\texttt{#define GST\_STATIC\_PAD\_TEMPLATE(padname, dir, pres, caps) \setminus \texttt{}$ 

```
{ \
/* 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

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\*

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\*/

#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 {
   TFun 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;
SFun 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 occured */
int line;
          /* Line number where the test occurred */
int iter; /* The iteration value for looping tests */
const char *tcname; /* Test case that generated the result */
const char *tname; /* 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 \*lfile;
 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

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- \* 2005 Wim Taymans <wim@fluendo.com>
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- \*

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*/
/**
* 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)  $\setminus$ 

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 Schleef <ds@schleef.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

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\*

\* gstidentity.h:

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```
*/
```

#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\_\_ \*/

# 1.8 gstreamer-plugins-bad 0.10.22.1

# 1.8.1 Available under license :

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

That's all there is to it!

/\* GStreamer

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\*

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\*/

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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 (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/)			
monoscope None		(Algorithm by Ralph Loader, Joerg Walter,			
Richard Boulton, and Andy Lo A Foe)					
rtjpeg	None (	Erik Walthinsen's algorithm)			
rtp	None (h	ttp://www.linphone.org/ortp/)			
synaesthesia (http://www.logarithmic.net/pfh/synaesthesia)					
system_encode None (Algorithm by Chrisoph Moar, Wim Tayman's ar					
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/) colorspacelcs 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/) GTK+ gdkpixbuf (http://www.gtk.org/) gnomevfs (ftp.gnome.org//pub/GNOME/stable/sources/gnome-vfs/) gnome-vfs gst\_arts aRts (http://arts-project.org/) libraw1394 (http://www.linux1394.org/) gst1394 libaudiofile (http://www.68k.org/~michael/audiofile/) gstaf libsndfile (http://www.mega-nerd.com/libsndfile/) gstsf 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:

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

Plugins based on libraries with other free licenses:

ximagesink libX xvimagesink libX - license: MIT X			
gsm libgsm - license MIT lic	ense http://kbs.cs.tu-berlin.de/~jutta/toast.html		
festival - license: http://w	(http://www.cstr.ed.ac.uk/projects/festival/) /ww.cstr.ed.ac.uk/projects/festival/freecopyright.shtml		
jpeg - license: IJG lice	(http://www.ijg.org/) ense		
nas - license: NAS lie	(http://radscan.com/nas.html) cense		
snapshot libpng - license: PNG lig			
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. Schleef <ds@schleef.org> *</ds@schleef.org></omega@cse.ogi.edu>			
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\*/

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

#ifdef HAVE\_CONFIG\_H
#include "config.h"
#endif
#include <string.h>
#include <math.h>

/\*#define DEBUG\_ENABLED \*/
#include "gstaudioresample.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 ], " \setminus
   "endianness = (int) BYTE_ORDER, " \
   "width = (int) 16, " \setminus
   "depth = (int) 16, " \setminus
```

```
"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)
```

```
{
```

```
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
```

```
} •
{
```

gint i;

```
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)
ł
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)
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\*/

#ifndef \_\_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>

\*

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\*/

### /\*

\* 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 <cog/cog.h>
#include <cog/cog.h>
#include <cog/cogvirtframe.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 Schleef <ds@schleef.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', '1', '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>
* gstmplex.cc: gstreamer mplex wrapper
*
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* 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\_templ = GST\_STATIC\_PAD\_TEMPLATE ("src", GST\_PAD\_SRC, GST\_PAD\_ALWAYS, GST\_STATIC\_CAPS ("video/mpeg, systemstream = (boolean) true ") );

static GstStaticPadTemplate video\_sink\_templ =
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_templ =
 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_mplex_finalize (GObject * object);
static void gst_mplex_reset (GstMplex * mplex);
static void gst_mplex_loop (GstMplex * mplex);
static GstPad *gst_mplex_request_new_pad (GstElement * element,
GstPadTemplate * templ, const gchar * name);
static void gst_mplex_release_pad (GstElement * element, GstPad * pad);
static gboolean gst_mplex_src_activate_push (GstPad * pad, gboolean active);
static GstStateChangeReturn gst_mplex_change_state (GstElement * element,
GstStateChange transition);
```

```
static void gst_mplex_get_property (GObject * object,
  guint prop_id, GValue * value, GParamSpec * pspec);
static void gst_mplex_set_property (GObject * object,
  guint prop_id, const GValue * value, GParamSpec * pspec);
```

GST\_BOILERPLATE (GstMplex, gst\_mplex, GstElement, GST\_TYPE\_ELEMENT);

static void
gst\_mplex\_base\_init (gpointer klass)
{

## GstElementClass \*element\_class = GST\_ELEMENT\_CLASS (klass);

gst\_element\_class\_set\_details\_simple (element\_class, "mplex 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\_templ)); gst\_element\_class\_add\_pad\_template (element\_class, gst\_static\_pad\_template\_get (&video\_sink\_templ)); gst\_element\_class\_add\_pad\_template (element\_class, gst\_static\_pad\_template\_get (&video\_sink\_templ)); gst\_element\_class\_add\_pad\_template (element\_class,

gst\_static\_pad\_template\_get (&audio\_sink\_templ));
}

static void
gst\_mplex\_class\_init (GstMplexClass \* 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;
```

```
/* 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
```

```
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_mplex_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\_MPLEX\_MUTEX\_LOCK (mplex);
mplex->srcresult = GST\_FLOW\_WRONG\_STATE;
GST\_MPLEX\_SIGNAL (mplex, mpad);
GST\_MPLEX\_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_mplex_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_mplex_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_mplex_get_property (GObject * object,
 guint prop_id, GValue * value, GParamSpec * pspec)
{
GST_MPLEX (object)->job->getProperty (prop_id, value);
}
static void
gst_mplex_set_property (GObject * object,
 guint prop_id, const GValue * value, GParamSpec * pspec)
{
GST_MPLEX (object)->job->setProperty (prop_id, value);
}
static gboolean
gst_mplex_src_activate_push (GstPad * pad, gboolean active)
{
gboolean result = TRUE;
GstMplex *mplex;
mplex = GST_MPLEX (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_MPLEX_MUTEX_LOCK (mplex);
 mplex->eos = TRUE;
 mplex->srcresult = GST_FLOW_WRONG_STATE;
 GST_MPLEX_SIGNAL_ALL (mplex);
 GST_MPLEX_MUTEX_UNLOCK (mplex);
 /* muxing loop should have ended now and can be joined */
 result = gst_pad_stop_task (pad);
}
return result;
}
static GstStateChangeReturn
gst_mplex_change_state (GstElement * element, GstStateChange transition)
{
GstMplex *mplex = GST_MPLEX (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_mplex_reset (mplex);
  break;
 default:
  break;
}
done:
return ret;
}
#ifndef GST_DISABLE_GST_DEBUG
```

static mjpeg\_log\_handler\_t old\_handler = NULL;

/\* note that this will affect all mjpegtools elements/threads \*/
static void
gst\_mplex\_log\_callback (log\_level\_t level, const char \*message)
{

GstDebugLevel gst\_level;

```
#if 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) {

```
#ifndef 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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\*/

#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\_mplex\_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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\*/

```
#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>
*
* gstmplexibitstream.hh: gstreamer/mplex input bitstream wrapper
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```

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```
*/
```

#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>
*
* gstmplex.job.hh: gstreamer/mplex multiplex-job wrapper
```

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\*/

#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 s	tream datarate	Normally,	this s	shouldn't b	e 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
* (c) 2003 Ronald Bultje <rbultje@ronald.bitfreak.net>
*
* 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"
```

#include #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.
*/
#if 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);
```

```
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
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* (c) 2008 Mark Nauwelaerts <mnauw@users.sourceforge.net>
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* Boston, MA 02111-1307, USA.
*/
#ifndef __GST_MPLEXOUTPUTSTREAM_H__
```

#define \_\_GST\_MPLEXOUTPUTSTREAM\_H\_\_

#include <gst/gst.h>
#include <mjpeg\_types.h>
#include <outputstrm.hpp>

#include "gstmplex.hh"

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 \*mplex; GstPad \*pad; guint64 size; };

#endif /\* \_\_GST\_MPLEXOUTPUTSTREAM\_H\_\_ \*/

# 1.9 gstreamer-plugins-base 0.10.35.1

# 1.9.1 Available under license :

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```
*/
```

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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:

dvdreadsro	e libdvdr	ead (http://www.dtek.chalmers.se/groups/dvd/)
jack	libjack	(http://jackit.sourceforge.net/)
	Ν	lote libjack is LGPL, but plugin is GPL.
monoscop	e None	(Algorithm by Ralph Loader, Joerg Walter,
	R	ichard Boulton, and Andy Lo A Foe)
rtjpeg	None	(Erik Walthinsen's algorithm)
rtp	None	(http://www.linphone.org/ortp/)
synaesthes	sia	(http://www.logarithmic.net/pfh/synaesthesia)
system_en	code None	e (Algorithm by Chrisoph Moar, Wim Tayman's and
	E	rik Walthinsen)

# vbidec None (Algorithm by Billy Biggs, Doug Bell, Erik Walthinsen and David I. Lehn)

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alsa	alsa	(http://alsa-project.org/)
artsdsink	aRts	(http://arts-project.org/)
cacasink	libcaca	(http://sam.zoy.org/projects/libcaca/)
colorspace	elcs libcolo	rspace
dvdec	libdv	(http://libdv.sourceforge.net/)
esdmon,es	dsink libeso	d (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	libraw13	94 (http://www.linux1394.org/)
gstaf	libaudiofil	e (http://www.68k.org/~michael/audiofile/)
gstsf	libsndfile	(http://www.mega-nerd.com/libsndfile/)
hermescol	orspace Herr	nes (http://www.clanlib.org/hermes/)
kio	KDE	(http://www.kde.org/)
ladspa		(http://www.ladspa.org/)
lame	libmp3lan	he (http://lame.sourceforge.net/)
libvisual	libvisual	(http://libvisual.sourceforge.net/)
matroska		(http://www.matroska.org/)
mikmod	libmikn	nod (http://mikmod.raphnet.net/)
ossaudio		(http://www.opensound.com/)
qcamsrc		
rfbenc	librfb	
sdlvideosi	nk libsdl	(http://www.libsdl.org/)
shout2send	d libshou	t2 (http://www.icecast.org)
smoothwa	ve	
swfdec		(http://swfdec.sourceforge.net/)
tarkin		(http://svn.xiph.org/trunk/tarkin/)
textoverlag		(http://www.pango.org/)
dirac		(http://www.bbc.co.uk/rd/projects/dirac/)
effectv (O	-	relicensed)(http://effectv.sourceforge.net/)
musepack	(http://ww	vw.musepack.net/)

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vorbis	libogg/libvo	rbis (http://www.xiph.org/ogg/vorbis/)
gsttheora	libtheora	(http://www.theora.org/)
speex	(h	http://www.speex.org/)
flac	libFLAC	(http://flac.sourceforge.net/)

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ximagesink xvimagesin - license:		
gsm - license	libgsm MIT license http://kbs.cs.tu-berlin.de/~jutta/toast.html	
festival - license:	(http://www.cstr.ed.ac.uk/projects/festival/) http://www.cstr.ed.ac.uk/projects/festival/freecopyright.shtml	
jpeg - license:	(http://www.ijg.org/) IJG license	
nas - license:	(http://radscan.com/nas.html) NAS license	
snapshot - license:	libpng (http://www.libpng.org/pub/png/) PNG license	
-	ngenc libmng (http://gjuyn.xs4all.nl/libmng) PNG license	
Plugins using	ng non-free libraries:	
divxdec, di	vxenc (http://www.divx.com/)	
osxaudio	(http://www.apple.com/macosx/)	
sunaudiosink (http://www.sun.com/)		
Unsure:		
faad	libfaad (http://www.audiocoding.com/)	
- for FAAI	se depends on its major version : D1 : it is LGPL	
- for FAAD2 : it is GPL		
look at these pages for more information on licenses :		
-	audiocoding.com/modules/wiki/?page=FAAD2	
nup://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.

# 1.10 gstreamer-plugins-good 0.10.30.1

# 1.10.1 Available under license :

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Version 2.1, February 1999

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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	libcdparan	oia (http://www.xiph.org/paranoia/)
dtsdec	libdts	(http://www.videolan.org/dtsdec.html)
dvdnavsrc	libdvdnav	(http://dvd.sourceforge.net/)
dxr3	(h	ttp://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	libdvdre	ad (http://www.dtek.chalmers.se/groups/dvd/)
jack	libjack	(http://jackit.sourceforge.net/)
	No	te libjack is LGPL, but plugin is GPL.
monoscope	None	(Algorithm by Ralph Loader, Joerg Walter,
	Rie	chard Boulton, and Andy Lo A Foe)
rtjpeg	None	(Erik Walthinsen's algorithm)
rtp	None	(http://www.linphone.org/ortp/)
synaesthesi	a	(http://www.logarithmic.net/pfh/synaesthesia)
system_enc	ode None	(Algorithm by Chrisoph Moar, Wim Tayman's and
	Er	ik Walthinsen)
vbidec	None	(Algorithm by Billy Biggs, Doug Bell,
	Eri	k 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/)
colorspacelcs 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/)
musepack (mp.//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/)

#### 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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\*/

/\*\*

\* 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,"
                                                        1
 " signed=(bool)TRUE,"
                                                 " rate=(int)[1,MAX],"
                                                1
 " 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,largetype) static void gst\_audio\_amplify\_transform\_##type##\_clip (GstAudioAmplify \* filter, \ void \* data, guint num\_samples) { type \*d = data; \ while (num\_samples--) { largetype 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--) { largetype val = \*d \* filter->amplification;

if (val > MAX\_##type) \
val = MIN\_##type + (val - MIN\_##type) % ((largetype) MAX\_##type + 1 - \
MIN\_##type); \

```
else if (val < MIN_##type)
   val = MAX_##type - (MAX_##type - val) % ((largetype) 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--) {
 largetype 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;
                                                      \
                                                1
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;
                                                      \
                                                1
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>");
```

```
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
- $\ast$  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 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, \text{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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* Copyright (C) 2006 Stefan Kost <ensonic@users.sf.net>
*
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```

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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\_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\_\_ \*/

## 1.11 icu4c 56.1

### 1.11.1 Available under license :

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# 1.12 jansson 2.7

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## 1.14 json-c/test-driver 0.12

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#! /bin/sh
# test-driver - basic testsuite driver script.

scriptversion=2012-06-27.10; # UTC

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

include/iprop\_hdr.h kadmin/server/ipropd\_svc.c lib/kdb/iprop.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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```
*
/*
* hash.c: chained hash tables

*
Reference: Your favorite introductory book on algorithms

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- /\* Written by Dr Stephen N Henson (steve@openssl.org) for the OpenSSL
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- \* Modified by Attaullah Baig (abaig@paypal.com) to wrap/unwrap any
- \* size keys (Implemented RFC5649)
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## 1.28 Zlib 1.2.3

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## 1.29 zlib 1.2.8

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/\* zlib.h -- interface of the 'zlib' general purpose compression library version 1.2.8, April 28th, 2013

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The data format used by the zlib library is described by RFCs (Request for Comments) 1950 to 1952 in the files http://tools.ietf.org/html/rfc1950 (zlib format), rfc1951 (deflate format) and rfc1952 (gzip format).

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