



Open Source Used In WebexMeetingClient 43.6.4

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/* zlib.h -- interface of the 'zlib' general purpose compression library
version 1.2.11, January 15th, 2017

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*/

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1.2 websocketpp 0.8.0

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***** Base 64 Library (base64/base64.hpp) *****

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base64.cpp and base64.h

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Ren Nyffenegger rene.nyffenegger@adp-gmbh.ch

***** SHA1 Library (sha1/sha1.hpp) *****

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L. Peter Deutsch
ghost@aladdin.com

***** UTF8 Validation logic (utf8_validation.hpp) *****

utf8_validation.hpp is adapted from code originally written by Bjoern Hoehrmann <bjoern@hoehrmann.de>. See <http://bjoern.hoehrmann.de/utf-8/decoder/dfa/> for details.

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1.3 visual-studio-runtime 12.00.21005.1

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1.4 lame 3.100

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 2. Fully acknowledge that you are using LAME, and give a link to our web site, www.mp3dev.org
 3. If you make modifications to LAME, you **must** release these modifications back to the LAME project, under the LGPL.
- This package was originally made by Stefan Karrmann <S.Karrmann@gmx.net> on Thu, 31 Aug 2000 22:15:07 +0200.

The current maintainer is Rogrio Brito <rbrito@users.sf.net>.

It was downloaded from the CVS repository at <<http://sf.net/projects/lame>>.

Upstream Authors: The LAME team <lame-dev@lists.sf.net>.

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2. Fully acknowledge that you are using LAME, and give a link
to our web site, www.mp3dev.org
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The decoding functions provided in LAME use the mpglib decoding engine which
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<signature of Ty Coon>, 1 April 1990
Ty Coon, President of Vice

That's all there is to it!

```
<!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.0 Transitional//EN"
    "http://www.w3.org/TR/xhtml1/DTD/xhtml1-transitional.dtd">
<html xmlns="http://www.w3.org/1999/xhtml" xml:lang="en" lang="en">
<head>
<meta name="generator" content="PSPad editor, www.pspad.com" />
<meta http-equiv="content-type" content="text/html; charset=UTF-8" />
<link rel="stylesheet" type="text/css" href="styles/lame.css" />
<title>LAME MP3 Encoder :: Developers</title>
</head>
<body>
<div id="menu">
<ul>
<li><a href="index.html">Index page</a></li>
<li><a href="about.html">About LAME</a></li>
<li><a href="introduction.html">Intro to encoding</a></li>
<li><a href="usage.html">Usage of LAME</a></li>
<li><a href="history.html">Version history</a></li>
<li><a href="contributors.html">Coders of LAME</a></li>
<li><a href="contact.html">Contact LAME</a></li>
<li><a style="border: 0" href="links.html">LAME links</a></li>
</ul>
</div>
<div id="container">
<div id="content">

<div align="center">
```

```

<h2 class="hilight">LAME Developers</h2>
</div>
```

```
<p>
Note: if possible, please do not contact developers directly, but proceed as
mentioned in the <a href="contact.html">contact page</a>.
</p>
```

```
<p>
LAME was originally developed by Mike Cheng, from 1998 to 1999. After he
retired, the project started being maintained by Mark Taylor till early 2003.
After 2003, the project became managed by core developpers' teamwork, with no
official hierarchy or leadership.
</p>
```

```
<p>
The following list only represents some of the individuals (in alphabetical
order of family name) that contributed resources to LAME development. LAME
owes its quality and speed to contributions from many other people, including
the many people who post to the mp3encoder mailing list. See <a
href="http://lame.cvs.sourceforge.net/*checkout*/lame/lame/doc/html/history.html">
History</a> for more complete details.
</p>
```

```
<table
class="devlist">
<tbody>
```

```
<tr>
<th colspan="2">Primary developers:</th>
</tr>
```

```
<tr>
<td><a href="http://sourceforge.net/users/robert/">Robert Hegemann</a></td>
<td>Tuning, optimizations, psychoacoustics...</td>
</tr>
```

```
<tr>
<td><a href="http://sourceforge.net/users/aleidinger">Alexander Leidinge</a></td>
<td>Multiplatform configuration, libraries handling, release management...</td>
</tr>
```

```
<tr>
<td><a href="http://www.ime.usp.br/~rbrito/">Rog&eacute;rio Brito</a></td>
<td>Debian packaging, debugging.</td>
</tr>
```

Primary developers - Retired:	
Gabriel Bouvigne Tuning, optimizations, psychoacoustics...	
Mike Cheng Maintainer of LAME v2.x.	
Frank Klemm Psychoacoustics, optimizations.	
Naoki Shibata Psychoacoustics (NSPsyTune model, NSSafeJoint).	
Mark Taylor Maintainer of LAME v3.x, initial implementer of GPsycho psychoacoustic model.	
Takehiro Tominaga Psychoacoustics, bitstream, optimizations, assembly code...	
Additional developers:	
Roberto Amorim Web pages and documentation.	
John Dahlstrom Adaptive ATH.	

John Dee	LAME extended VBR header.
Dominique Duvivier	Speed optimizations.
Albert Faber	Author of CDex and lame_enc.dll.
Peter Gubanov	LAME DirectShow Filter.
Guillaume Lessard	
Steve Lhomme	LAME ACM codec.
Don Melton	id3v1 and v2 code.
Darin Morrison	Presets tuning.
Kyle VanderBeek	Python bindings, website clean-up.

```

</div>
<div id="footer">

<a href="http://sourceforge.net/projects/lame"></a>

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<a href="http://jigsaw.w3.org/css-validator/"></a>

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href="http://www.rjamorim.com" target="_blank">Roberto Amorim</a> and <a
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</div>
</div>

</body>
</html>

```

1.5 icu 58

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```

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## Commands to generate dependency files
GEN_DEPS.c= $(CC) -E -MM $(DEFS) $(CPPFLAGS)
GEN_DEPS.cc= $(CXX) -E -MM $(DEFS) $(CPPFLAGS)

## Flags for position independent code
SHAREDLIBCFLAGS = -fPIC
SHAREDLIBCXXFLAGS = -fPIC
SHAREDLIBCPPFLAGS = -DPIC

```

```

## Additional flags when building libraries and with threads
THREADSCPPFLAGS = -D_REENTRANT
LIBCPPFLAGS =

## Compiler switch to embed a runtime search path
LD_RPATH=
LD_RPATH_PRE= -Wl,-rpath,

## Compiler switch to embed a library name
LD_SONAME = -Wl,-soname -Wl,$(notdir $(MIDDLE_SO_TARGET))

## Shared library options
LD_SOOPTIONS= -Wl,-Bsymbolic

## Shared object suffix
SO = so

## Non-shared intermediate object suffix
STATIC_O = ao

## Compilation
rules
%.${STATIC_O): $(srcdir)/%.c
$(COMPILE.c) $(STATICCPPFLAGS) $(STATICCFLAGS) -o $@ $<
%.o: $(srcdir)/%.c
$(COMPILE.c) $(DYNAMICCPPFLAGS) $(DYNAMICCFLAGS) -o $@ $<

%.${STATIC_O): $(srcdir)/%.cpp
$(COMPILE.cc) $(STATICCPPFLAGS) $(STATICCXXFLAGS) -o $@ $<
%.o: $(srcdir)/%.cpp
$(COMPILE.cc) $(DYNAMICCPPFLAGS) $(DYNAMICCXXFLAGS) -o $@ $<

## Dependency rules
%.d: $(srcdir)/%.c
@echo "generating dependency information for $<"
@$(SHELL) -ec '$(GEN_DEPS.c) $< \
| sed "s/\($*\)\.o[ :]*/\1.o $@ : /g"' > $@; \
[ -s $@ ] || rm -f $@

%.d: $(srcdir)/%.cpp
@echo "generating dependency information for $<"
@$(SHELL) -ec '$(GEN_DEPS.cc) $< \
| sed "s/\($*\)\.o[ :]*/\1.o $@ : /g"' > $@; \
[ -s $@ ] || rm -f $@

## Versioned libraries rules

%.${SO}.${SO_TARGET_VERSION_MAJOR): %.${SO}.${SO_TARGET_VERSION)

```



```
$(RM) $@ && ln -s ${<F} $@
%.(SO): %.(SO).$(SO_TARGET_VERSION_MAJOR)
$(RM) $@ && ln -s ${*F}.$(SO).$(SO_TARGET_VERSION) $@
```

```
## Bind internal references
```

```
# LDflags that pkgdata will use
BIR_LDFLAGS= -Wl,-Bsymbolic
```

```
# Dependencies [i.e. map files] for the final library
BIR_DEPS=
```

```
## Remove shared library 's'
STATIC_PREFIX_WHEN_USED =
STATIC_PREFIX =
```

```
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#
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```

```

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1.6 opus 1.3.1

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1.7 protobuf 3.12.2

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This file contains a list of people who have made large contributions
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* Small patch to fix Python CallMethod().
Ulrich Kunitz <kune@deine-taler.de>
* Small optimizations to Python serialization.
Leandro Lucarella <llucax@gmail.com>
* VI syntax highlighting tweaks.
* Fix compiler to not make output executable.

Dilip Joseph <dilip.antony.joseph@gmail.com>
 * Heuristic detection of sub-messages when printing unknown fields in text format.

Brian Atkinson <nairb774@gmail.com>
 * Added @Override annotation to generated Java code where appropriate.

Vincent Choiniere <Choiniere.Vincent@hydro.qc.ca>
 * Tru64 support.

Monty Taylor <monty.taylor@gmail.com>
 * Solaris 10 + Sun Studio fixes.

Alek Storm <alek.storm@gmail.com>
 * Slicing support for repeated scalar fields for the Python API.

Oleg Smolsky <oleg.smolsky@gmail.com>
 * MS Visual Studio error format option.
 * Detect unordered_map in stl_hash.m4.

Brian Olson <brianolson@google.com>
 * gzip/zlib I/O support.

Michael Poole <mdpoole@troilus.org>
 * Fixed warnings about generated constructors not explicitly initializing all fields (only present with certain compiler settings).
 * Added generation of field number constants.

Wink Saville <wink@google.com>
 * Fixed initialization ordering problem in logging code.

Will Pierce <willp@nuclei.com>
 * Small patch improving performance of in Python serialization.

Alexandre Vassalotti <alexandre@peadrop.com>
 * Emacs mode for Protocol Buffers (editors/protobuf-mode.el).

Scott Stafford <scott.stafford@gmail.com>
 * Added Swap(), SwapElements(), and RemoveLast() to Reflection interface.

Alexander Melnikov <alm@sibmail.ru>
 * HPUX support.

Oliver Jowett <oliver.jowett@gmail.com>
 * Detect whether zlib is new enough in configure script.
 * Fixes for Solaris 10 32/64-bit confusion.

Evan Jones <evanj@mit.edu>
 * Optimize Java serialization code when writing a small message to a stream.
 * Optimize Java serialization of strings so that UTF-8 encoding happens only once per string per serialization call.
 * Clean up some Java warnings.
 * Fix bug with permanent callbacks that delete themselves when run.

Michael Kucharski <m.kucharski@gmail.com>
 * Added CodedInputStream.getTotalBytesRead().

Kacper Kowalik <xarthisius.kk@gmail.com>
 * Fixed m4/acx_pthread.m4 problem for some Linux distributions.

William Orr <will@worrbase.com>
 * Fixed detection of sched_yield on Solaris.
 * Added atomicops for Solaris

Andrew Paprocki <andrew@ishiboo.com>

- * Fixed minor IBM xLC compiler build issues
- * Added atomicops for AIX (POWER)

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This software is the work of Tom Lane, Guido Vollbeding, Philip Gladstone, Bill Allombert, Jim Boucher, Lee Crocker, Bob Friesenhahn, Ben Jackson, Julian Minguillon, Luis Ortiz, George Phillips, Davide Rossi, Ge' Weijers, and other members of the Independent JPEG Group.

IJG is not affiliated with the ISO/IEC JTC1/SC29/WG1 standards committee (previously known as JPEG, together with ITU-T SG16).

DOCUMENTATION ROADMAP

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This file contains the following sections:

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

Other documentation files in the distribution are:

User documentation:

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

Programmer and internal documentation:

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

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

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

OVERVIEW

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This package contains C software to implement JPEG image encoding, decoding, and transcoding. JPEG (pronounced "jay-peg") is a standardized compression method for full-color and grayscale images.

This software implements JPEG baseline, extended-sequential, and progressive compression processes. Provision is made for supporting all variants of these processes, although some uncommon parameter settings aren't implemented yet. We have made no provision for supporting the hierarchical or lossless processes defined in the standard.

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

In order to support file conversion and viewing software, we have included considerable functionality beyond the bare JPEG coding/decoding capability; for example, the color quantization modules are not strictly part of JPEG decoding, but they are essential for output to colormapped file formats or colormapped displays. These extra functions can be compiled out of the library if not required for a particular application.

We have also included "jpegtran", a utility for lossless transcoding between different JPEG processes, and "rdjpgcom" and "wrjpgcom", two simple applications for inserting and extracting textual comments in JFIF files.

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

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The Unix configuration script "configure" was produced with GNU Autoconf. It is copyright by the Free Software Foundation but is freely distributable. The same holds for its supporting scripts (config.guess, config.sub, ltmain.sh). Another support script, install-sh, is copyright by X Consortium but is also freely distributable.

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

REFERENCES

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

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

and it may not be used for commercial purposes.

A somewhat less technical, more leisurely introduction to JPEG can be found in "The Data Compression Book" by Mark Nelson and Jean-loup Gailly, published by M&T Books (New York), 2nd ed. 1996, ISBN 1-55851-434-1. This book provides good explanations and example C code for a multitude of compression methods including JPEG. It is an excellent source if you are comfortable reading C code but don't know much about data compression in general.

The book's JPEG

sample code is far from industrial-strength, but when you are ready to look at a full implementation, you've got one here...

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

Although this is by far the most detailed and comprehensive exposition of JPEG publicly available, we point out that it is still missing an explanation of the most essential properties and algorithms of the underlying DCT technology.

If you think that you know about DCT-based JPEG after reading this book, then you are in delusion. The real fundamentals and corresponding potential of DCT-based JPEG are not publicly known so far, and that is the reason for all the mistaken developments taking place in the image coding domain.

The original JPEG standard is divided into two parts, Part 1 being the actual specification, while Part 2 covers compliance testing methods. Part 1 is titled "Digital Compression and Coding of Continuous-tone Still Images, Part 1: Requirements and guidelines" and has document numbers ISO/IEC IS 10918-1, ITU-T T.81. Part 2 is titled "Digital Compression and Coding of Continuous-tone Still Images, Part 2: Compliance testing" and has document numbers ISO/IEC IS 10918-2, ITU-T T.83.

IJG JPEG 8 introduced an implementation of the JPEG SmartScale extension which is specified in two documents: A contributed document at ITU and ISO with title "ITU-T JPEG-Plus Proposal for Extending ITU-T T.81 for Advanced Image Coding", April 2006, Geneva, Switzerland. The latest version of this document is Revision 3. And a contributed document ISO/IEC JTC1/SC29/WG1 N 5799 with title "Evolution of JPEG", June/July 2011, Berlin, Germany.

IJG JPEG 9 introduces a reversible color transform

for improved lossless

compression which is described in a contributed document ISO/IEC JTC1/SC29/WG1 N 6080 with title "JPEG 9 Lossless Coding", June/July 2012, Paris, France.

The JPEG standard does not specify all details of an interchangeable file format. For the omitted details we follow the "JFIF" conventions, version 2.

JFIF version 1 has been adopted as Recommendation ITU-T T.871 (05/2011) :
Information technology - Digital compression and coding of continuous-tone
still images: JPEG File Interchange Format (JFIF). It is available as a
free download in PDF file format from <http://www.itu.int/rec/T-REC-T.871>.
A PDF file of the older JFIF document is available at
<http://www.w3.org/Graphics/JPEG/jfif3.pdf>.

The TIFF 6.0 file format specification can be obtained by FTP from
<ftp://ftp.sgi.com/graphics/tiff/TIFF6.ps.gz>. The JPEG incorporation scheme
found in the TIFF 6.0 spec of 3-June-92 has a number of serious problems.
IJG does not recommend use of the TIFF 6.0 design (TIFF
Compression tag 6).
Instead, we recommend the JPEG design proposed by TIFF Technical Note #2
(Compression tag 7). Copies of this Note can be obtained from
<http://www.iijg.org/files/>. It is expected that the next revision
of the TIFF spec will replace the 6.0 JPEG design with the Note's design.
Although IJG's own code does not support TIFF/JPEG, the free libtiff library
uses our library to implement TIFF/JPEG per the Note.

ARCHIVE LOCATIONS

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The "official" archive site for this software is www.iijg.org.
The most recent released version can always be found there in
directory "files". This particular version will be archived as
<http://www.iijg.org/files/jpegsrc.v9c.tar.gz>, and in Windows-compatible
"zip" archive format as <http://www.iijg.org/files/jpegsr9c.zip>.

The JPEG FAQ (Frequently Asked Questions) article is a source of some
general information about JPEG.
It is available on the World Wide Web at <http://www.faqs.org/faqs/jpeg-faq/>
and other news.answers archive sites,
including the official news.answers
archive at [rtfm.mit.edu](http://rtfm.mit.edu/pub/usenet/news.answers/jpeg-faq/): [ftp://rtfm.mit.edu/pub/usenet/news.answers/jpeg-faq/](http://rtfm.mit.edu/pub/usenet/news.answers/jpeg-faq/).
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ACKNOWLEDGMENTS

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Thank to Juergen Bruder for providing me with a copy of the common DCT
algorithm article, only to find out that I had come to the same result
in a more direct and comprehensible way with a more generative approach.

Thank to Istvan Sebestyen and Joan L. Mitchell for inviting me to the ITU JPEG (Study Group 16) meeting in Geneva, Switzerland.

Thank to Thomas Wiegand and Gary Sullivan for inviting me to the Joint Video Team (MPEG & ITU) meeting in Geneva, Switzerland.

Thank to Thomas Richter and Daniel Lee for inviting me to the ISO/IEC JTC1/SC29/WG1 (previously known as JPEG, together with ITU-T SG16) meeting in Berlin, Germany.

Thank to John Korejwa and Massimo Ballerini
for inviting me to
fruitful consultations in Boston, MA and Milan, Italy.

Thank to Hendrik Elstner, Roland Fassauer, Simone Zuck, Guenther Maier-Gerber, Walter Stoeber, Fred Schmitz, and Norbert Braunagel for corresponding business development.

Thank to Nico Zschach and Dirk Stelling of the technical support team at the Digital Images company in Halle for providing me with extra equipment for configuration tests.

Thank to Richard F. Lyon (then of Foveon Inc.) for fruitful communication about JPEG configuration in Sigma Photo Pro software.

Thank to Andrew Finkenstadt for hosting the ijg.org site.

Thank to Thomas G. Lane for the original design and development of this singular software package.

Thank to Lars Goehler, Andreas Heinecke, Sebastian Fuss, Yvonne Roebert, Andrej Werner, and Ulf-Dietrich Braumann for support and public relations.

FILE FORMAT WARS

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The ISO/IEC JTC1/SC29/WG1 standards committee (previously known as JPEG, together with ITU-T SG16) currently promotes different formats containing the name "JPEG" which is misleading because these formats are incompatible with original DCT-based JPEG and are based on faulty technologies. IJG therefore does not and will not support such momentary mistakes (see REFERENCES).

There exist also distributions under the name "OpenJPEG" promoting such kind of formats which is misleading because they don't support original JPEG images.

We have no sympathy for the promotion of inferior formats. Indeed, one of

the original reasons for developing this free software was to help force convergence on common, interoperable format standards for JPEG files. Don't use an incompatible file format!
(In any case, our decoder will remain capable of reading existing JPEG image files indefinitely.)

The ISO committee pretends to be "responsible for the popular JPEG" in their public reports which is not true because they don't respond to actual requirements for the maintenance of the original JPEG specification. Furthermore,
the ISO committee pretends to "ensure interoperability" with their standards which is not true because their "standards" support only application-specific and proprietary use cases and contain mathematically incorrect code.

There are currently different distributions in circulation containing the name "libjpeg" which is misleading because they don't have the features and are incompatible with formats supported by actual IJG libjpeg distributions. One of those fakes is released by members of the ISO committee and just uses the name of libjpeg for misdirection of people, similar to the abuse of the name JPEG as described above, while having nothing in common with actual IJG libjpeg distributions and containing mathematically incorrect code. The other one claims to be a "derivative" or "fork" of the original libjpeg, but violates the license conditions as described under LEGAL ISSUES above and violates basic C programming properties. We have no sympathy for the release of
misleading, incorrect and illegal
distributions derived from obsolete code bases.
Don't use an obsolete code base!

According to the UCC (Uniform Commercial Code) law, IJG has the lawful and legal right to foreclose on certain standardization bodies and other institutions or corporations that knowingly perform substantial and systematic deceptive acts and practices, fraud, theft, and damaging of the value of the people of this planet without their knowing, willing and intentional consent.

The titles, ownership, and rights of these institutions and all their assets are now duly secured and held in trust for the free people of this planet. People of the planet, on every country, may have a financial interest in the assets of these former principals, agents, and beneficiaries of the foreclosed institutions and corporations.

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willing and intentional consent made by contract or accommodation agreement.
IJG expresses that which already was.

The people have already determined and demanded that public administration entities, national governments, and their supporting judicial systems must be fully transparent, accountable, and liable.
IJG has secured the value for all concerned free people of the planet.

A partial list of foreclosed institutions and corporations ("Hall of Shame") is currently prepared and will be published later.

TO DO

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Version 9 is the second release of a new generation JPEG standard to overcome the limitations of the original JPEG specification, and is the first true source reference JPEG codec.
More features are being prepared for coming releases...

Please send bug reports, offers of help, etc. to jpeg-info@jpegclub.org.
No license file was found, but licenses were detected in source scan.

```
/*
 * jdct.h
 *
 * Copyright (C) 1994-1996, Thomas G. Lane.
 * Modified 2002-2019 by Guido Vollbeding.
 * This file is part of the Independent JPEG Group's software.
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 *
 * This include file contains common declarations for the forward and
 * inverse DCT modules. These declarations are private to the DCT managers
 * (jcdctmgr.c, jddctmgr.c) and the individual DCT algorithms.
 * The individual DCT algorithms are kept in separate files to ease
 * machine-dependent tuning (e.g., assembly coding).
 */
```

Found in path(s):

```
* /jpegsrc-v9d-tar-gz/jpeg-9d/jdct.h
```

1.10 openssl 1.1.1i

1.10.1 Available under license :

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The source code for a work means the preferred form of the work for making modifications to it. For an executable work, complete source code means all the source code for all modules it contains, plus any associated interface definition files, plus the scripts used to

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1.11 curl 7.57.0

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1.13 openssl 1.1.1k

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1.14 sqlite 3.0.16605.0

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 */
```

Found in path(s):

```
* /vendors-lame-3-97-0-r4102-179-windows-zip/include/lame/include/lame.h
* /vendors-lame-3-97-0-r4102-179-windows-zip/include/lame/lame.h
```

No license file was found, but licenses were detected in source scan.

```

/*
 * Blade Type of DLL Interface for Lame encoder
 *
 * Copyright (c) 1999-2002 A.L. Faber
 * Based on bladedll.h version 1.0 written by Jukka Poikolainen
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 * Free Software Foundation, Inc., 59 Temple Place - Suite 330,
 * Boston, MA 02111-1307, USA.
 */

```

Found in path(s):

```
* /vendors-lame-3-97-0-r4102-179-windows-zip/include/lame/dll/BladeMP3EncDLL.h
```

1.16 sqlite 3.34.1

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1.17 cpprest 2.9.0

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```

Found in path(s):

```
* /vendors-gtest-1-8-0-234-windows-zip/include/gtest/gtest_pred_impl.h
* /vendors-gtest-1-8-0-234-windows-zip/include/gmock/internal/gmock-internal-utils.h
* /vendors-gtest-1-8-0-234-windows-zip/include/gmock/gmock-matchers.h
* /vendors-gtest-1-8-0-234-windows-zip/include/gtest/gtest-death-test.h
*
/vendors-gtest-1-8-0-234-windows-zip/include/opensource/gmock-1.7.0/include/gmock/gmock-actions.h
* /vendors-gtest-1-8-0-234-windows-zip/include/gtest/internal/gtest-internal.h
* /vendors-gtest-1-8-0-234-windows-zip/include/opensource/gmock-1.7.0/include/gmock/gmock-generated-
matchers.h
* /vendors-gtest-1-8-0-234-windows-zip/include/opensource/gtest-1.7.0/include/gtest/gtest_prod.h
* /vendors-gtest-1-8-0-234-windows-zip/include/opensource/gmock-1.7.0/include/gmock/gmock-spec-builders.h
* /vendors-gtest-1-8-0-234-windows-zip/include/opensource/gmock-1.7.0/include/gmock/gmock.h
* /vendors-gtest-1-8-0-234-windows-zip/include/opensource/gmock-1.7.0/include/gmock/internal/gmock-port.h
* /vendors-gtest-1-8-0-234-windows-zip/include/gmock/gmock-generated-matchers.h
* /vendors-gtest-1-8-0-234-windows-zip/include/opensource/gmock-1.7.0/include/gmock/gmock-matchers.h
* /vendors-gtest-1-8-0-234-windows-zip/include/opensource/gtest-1.7.0/include/gtest/gtest-param-test.h.pump
*
/vendors-gtest-1-8-0-234-windows-zip/include/gmock/gmock-spec-builders.h
* /vendors-gtest-1-8-0-234-windows-zip/include/gtest/gtest-printers.h
* /vendors-gtest-1-8-0-234-windows-zip/include/gtest/internal/gtest-filepath.h
* /vendors-gtest-1-8-0-234-windows-zip/include/gmock/internal/gmock-generated-internal-utils.h
* /vendors-gtest-1-8-0-234-windows-zip/include/opensource/gtest-1.7.0/include/gtest/internal/gtest-filepath.h
* /vendors-gtest-1-8-0-234-windows-zip/include/gmock/gmock-more-actions.h
* /vendors-gtest-1-8-0-234-windows-zip/include/opensource/gtest-1.7.0/include/gtest/gtest-param-test.h
* /vendors-gtest-1-8-0-234-windows-zip/include/opensource/gtest-1.7.0/include/gtest/gtest_pred_impl.h
* /vendors-gtest-1-8-0-234-windows-zip/include/gmock/gmock-cardinalities.h
* /vendors-gtest-1-8-0-234-windows-zip/include/gmock/gmock-generated-matchers.h.pump
* /vendors-gtest-1-8-0-234-windows-zip/include/gtest/gtest-param-test.h
* /vendors-gtest-1-8-0-234-windows-zip/include/opensource/gmock-1.7.0/include/gmock/gmock-generated-nice-
strict.h
*
/vendors-gtest-1-8-0-234-windows-zip/include/opensource/gmock-1.7.0/include/gmock/internal/gmock-generated-
internal-utils.h.pump
* /vendors-gtest-1-8-0-234-windows-zip/include/gmock/gmock-generated-nice-strict.h
* /vendors-gtest-1-8-0-234-windows-zip/include/opensource/gtest-1.7.0/include/gtest/gtest-spi.h
* /vendors-gtest-1-8-0-234-windows-zip/include/gmock/internal/gmock-port.h
* /vendors-gtest-1-8-0-234-windows-zip/include/opensource/gtest-1.7.0/include/gtest/gtest-test-part.h
* /vendors-gtest-1-8-0-234-windows-zip/include/opensource/gmock-1.7.0/include/gmock/gmock-generated-
actions.h
* /vendors-gtest-1-8-0-234-windows-zip/include/gtest/gtest_prod.h
* /vendors-gtest-1-8-0-234-windows-zip/include/opensource/gtest-1.7.0/include/gtest/internal/gtest-port.h
* /vendors-gtest-1-8-0-234-windows-zip/include/opensource/gtest-1.7.0/include/gtest/gtest-message.h
```

```

* /vendors-gtest-1-8-0-234-windows-zip/include/opensource/gmock-1.7.0/include/gmock/gmock-generated-
actions.h.pump
*
/vendors-gtest-1-8-0-234-windows-zip/include/opensource/gtest-1.7.0/include/gtest/internal/gtest-string.h
* /vendors-gtest-1-8-0-234-windows-zip/include/gmock/gmock-generated-actions.h.pump
* /vendors-gtest-1-8-0-234-windows-zip/include/gtest/internal/gtest-port.h
* /vendors-gtest-1-8-0-234-windows-zip/include/gtest/internal/gtest-string.h
* /vendors-gtest-1-8-0-234-windows-zip/include/opensource/gmock-1.7.0/include/gmock/gmock-generated-
function-mockers.h
* /vendors-gtest-1-8-0-234-windows-zip/include/opensource/gmock-1.7.0/include/gmock/gmock-more-actions.h
* /vendors-gtest-1-8-0-234-windows-zip/include/opensource/gmock-1.7.0/include/gmock/internal/gmock-generated-
internal-utils.h
* /vendors-gtest-1-8-0-234-windows-zip/include/opensource/gtest-1.7.0/include/gtest/internal/gtest-linked_ptr.h
* /vendors-gtest-1-8-0-234-windows-zip/include/gtest/gtest.h
* /vendors-gtest-1-8-0-234-windows-zip/include/gmock/gmock-more-matchers.h
* /vendors-gtest-1-8-0-234-windows-zip/include/opensource/gtest-1.7.0/include/gtest/gtest-death-test.h
*
/vendors-gtest-1-8-0-234-windows-zip/include/opensource/gtest-1.7.0/include/gtest/gtest-printers.h
* /vendors-gtest-1-8-0-234-windows-zip/include/gmock/internal/gmock-generated-internal-utils.h.pump
* /vendors-gtest-1-8-0-234-windows-zip/include/gtest/gtest-test-part.h
* /vendors-gtest-1-8-0-234-windows-zip/include/gmock/gmock-generated-function-mockers.h.pump
* /vendors-gtest-1-8-0-234-windows-zip/include/gmock/gmock-generated-actions.h
* /vendors-gtest-1-8-0-234-windows-zip/include/gmock/gmock-generated-function-mockers.h
* /vendors-gtest-1-8-0-234-windows-zip/include/opensource/gmock-1.7.0/include/gmock/gmock-more-matchers.h
* /vendors-gtest-1-8-0-234-windows-zip/include/opensource/gtest-1.7.0/include/gtest/gtest.h
* /vendors-gtest-1-8-0-234-windows-zip/include/opensource/gtest-1.7.0/include/gtest/internal/gtest-internal.h
* /vendors-gtest-1-8-0-234-windows-zip/include/gtest/internal/gtest-death-test-internal.h
*
/vendors-gtest-1-8-0-234-windows-zip/include/gtest/gtest-param-test.h.pump
* /vendors-gtest-1-8-0-234-windows-zip/include/opensource/gmock-1.7.0/include/gmock/gmock-generated-
function-mockers.h.pump
* /vendors-gtest-1-8-0-234-windows-zip/include/opensource/gmock-1.7.0/include/gmock/gmock-generated-
matchers.h.pump
* /vendors-gtest-1-8-0-234-windows-zip/include/opensource/gtest-1.7.0/include/gtest/internal/gtest-death-test-
internal.h
* /vendors-gtest-1-8-0-234-windows-zip/include/gtest/gtest-message.h
* /vendors-gtest-1-8-0-234-windows-zip/include/gmock/gmock-actions.h
* /vendors-gtest-1-8-0-234-windows-zip/include/gtest/gtest-spi.h
* /vendors-gtest-1-8-0-234-windows-zip/include/gtest/internal/gtest-linked_ptr.h
* /vendors-gtest-1-8-0-234-windows-zip/include/gmock/gmock.h
* /vendors-gtest-1-8-0-234-windows-zip/include/opensource/gmock-1.7.0/include/gmock/internal/gmock-internal-
utils.h
* /vendors-gtest-1-8-0-234-windows-zip/include/opensource/gmock-1.7.0/include/gmock/gmock-cardinalities.h
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```

```

$$ -*- mode: c++; -*-

```

```

$var n = 50 $$ Maximum length of type lists we want to support.

```

```

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```

```

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//
// Author: wan@google.com (Zhanyong Wan)

// Type utilities needed for implementing typed and type-parameterized
// tests. This file is generated by a SCRIPT. DO NOT EDIT BY HAND!
//
// Currently we support at most $n types in a list, and at most $n
// type-parameterized tests in one
// type-parameterized test case.
// Please contact googletestframework@googlegroups.com if you need
// more.

#ifndef GTEST_INCLUDE_GTEST_INTERNAL_GTEST_TYPE_UTIL_H_
#define GTEST_INCLUDE_GTEST_INTERNAL_GTEST_TYPE_UTIL_H_

#include "gtest/internal/gtest-port.h"

// #ifdef __GNUC__ is too general here. It is possible to use gcc without using
// libstdc++ (which is where cxxabi.h comes from).
# if GTEST_HAS_CXXABI_H_

```

```

# include <cxxabi.h>
# elif defined(__HP_aCC)
# include <acxx_demangle.h>
# endif // GTEST_HASH_CXXABI_H_

namespace testing {
namespace internal {

// GetTypeName<T>() returns a human-readable name of type T.
// NB: This function is also used in Google Mock, so don't move it inside of
// the typed-test-only section below.
template <typename T>
std::string GetTypeName() {
# if GTEST_HAS_RTTI

    const char* const name = typeid(T).name();
# if GTEST_HASH_CXXABI_H_ || defined(__HP_aCC)
    int status = 0;
    // gcc's implementation of typeid(T).name() mangles the type name,
    //
    // so we have to demangle it.
# if GTEST_HASH_CXXABI_H_
    using abi::__cxa_demangle;
# endif // GTEST_HASH_CXXABI_H_
    char* const readable_name = __cxa_demangle(name, 0, 0, &status);
    const std::string name_str(status == 0 ? readable_name : name);
    free(readable_name);
    return name_str;
# else
    return name;
# endif // GTEST_HASH_CXXABI_H_ || __HP_aCC

# else

    return "<type>";

# endif // GTEST_HAS_RTTI
}

#if GTEST_HAS_TYPED_TEST || GTEST_HAS_TYPED_TEST_P

// AssertTypeEq<T1, T2>::type is defined iff T1 and T2 are the same
// type. This can be used as a compile-time assertion to ensure that
// two types are equal.

template <typename T1, typename T2>
struct AssertTypeEq;

```



```

template <typename T>
struct AssertTypeEq<T, T> {
    typedef bool type;
};

// A unique type used as the default value for the arguments of class
// template Types. This allows us to simulate variadic templates
// (e.g. Types<int>, Type<int, double>, and etc), which C++ doesn't
// support directly.
struct
    None {};

// The following family of struct and struct templates are used to
// represent type lists. In particular, TypesN<T1, T2, ..., TN>
// represents a type list with N types (T1, T2, ..., and TN) in it.
// Except for Types0, every struct in the family has two member types:
// Head for the first type in the list, and Tail for the rest of the
// list.

// The empty type list.
struct Types0 {};

// Type lists of length 1, 2, 3, and so on.

template <typename T1>
struct Types1 {
    typedef T1 Head;
    typedef Types0 Tail;
};

$range i 2..n

$for i [[
$range j 1..i
$range k 2..i
template <$for j, [[typename T$j]]>
struct Types$i {
    typedef T1 Head;
    typedef Types$(i-1)<$for k, [[T$k]]> Tail;
};

]]

} // namespace internal

// We don't want to require the users to write TypesN<...> directly,
// as that would require them to count the length. Types<...> is much

```

```

// easier to write, but generates horrible messages when there is a
// compiler error, as gcc insists on printing out each
// template
// argument, even if it has the default value (this means Types<int>
// will appear as Types<int, None, None, ..., None> in the compiler
// errors).
//
// Our solution is to combine the best part of the two approaches: a
// user would write Types<T1, ..., TN>, and Google Test will translate
// that to TypesN<T1, ..., TN> internally to make error messages
// readable. The translation is done by the 'type' member of the
// Types template.

$range i 1..n
template <$for i, [[typename T$i = internal::None]]>
struct Types {
    typedef internal::Types$N<$for i, [[T$i]]> type;
};

template <>
struct Types<$for i, [[internal::None]]> {
    typedef internal::Types0 type;
};

$range i 1..n-1
$for i [[
$range j 1..i
$range k i+1..n
template <$for j, [[typename T$j]]>
struct Types<$for j, [[T$j]]$for k[[, internal::None]]> {
    typedef internal::Types$i<$for j, [[T$j]]> type;
};

]]

namespace internal {

# define GTEST_TEMPLATE_ template <typename T> class

// The template "selector" struct
// TemplateSel<Tmpl> is used to
// represent Tmpl, which must be a class template with one type
// parameter, as a type. TemplateSel<Tmpl>::Bind<T>::type is defined
// as the type Tmpl<T>. This allows us to actually instantiate the
// template "selected" by TemplateSel<Tmpl>.
//
// This trick is necessary for simulating typedef for class templates,
// which C++ doesn't support directly.

```

```

template <GTEST_TEMPLATE_ Tmpl>
struct TemplateSel {
  template <typename T>
  struct Bind {
    typedef Tmpl<T> type;
  };
};

# define GTEST_BIND_(TmplSel, T) \
  TmplSel::template Bind<T>::type

// A unique struct template used as the default value for the
// arguments of class template Templates. This allows us to simulate
// variadic templates (e.g. Templates<int>, Templates<int, double>,
// and etc), which C++ doesn't support directly.
template <typename T>
struct NoneT {};

// The following family of struct and struct templates are used to
// represent template lists. In particular, TemplatesN<T1,
// T2, ...,
// TN> represents a list of N templates (T1, T2, ..., and TN). Except
// for Templates0, every struct in the family has two member types:
// Head for the selector of the first template in the list, and Tail
// for the rest of the list.

// The empty template list.
struct Templates0 {};

// Template lists of length 1, 2, 3, and so on.

template <GTEST_TEMPLATE_ T1>
struct Templates1 {
  typedef TemplateSel<T1> Head;
  typedef Templates0 Tail;
};

$range i 2..n

$for i [[
$range j 1..i
$range k 2..i
template <$for j, [[GTEST_TEMPLATE_ T$j]]>
struct Templates$i {
  typedef TemplateSel<T1> Head;
  typedef Templates$(i-1)<$for k, [[T$k]]> Tail;
};

```

```

]]

// We don't want to require the users to write TemplatesN<...> directly,
// as that would require them to count the length. Templates<...> is much
// easier to write, but generates horrible messages when there is a
// compiler error, as gcc insists on printing out each template
// argument, even if it has the default value (this
// means Templates<list>
// will appear as Templates<list, NoneT, NoneT, ..., NoneT> in the compiler
// errors).
//
// Our solution is to combine the best part of the two approaches: a
// user would write Templates<T1, ..., TN>, and Google Test will translate
// that to TemplatesN<T1, ..., TN> internally to make error messages
// readable. The translation is done by the 'type' member of the
// Templates template.

$range i 1..n
template <$for i, [[GTEST_TEMPLATE_ T$i = NoneT]]>
struct Templates {
  typedef TemplatesN<$for i, [[T$i]]> type;
};

template <>
struct Templates<$for i, [[NoneT]]> {
  typedef Templates0 type;
};

$range i 1..n-1
$for i [[
$range j 1..i
$range k i+1..n
template <$for j, [[GTEST_TEMPLATE_ T$j]]>
struct Templates<$for j, [[T$j]]$for k[[, NoneT]]> {
  typedef Templates$i<$for j, [[T$j]]> type;
};

]]

// The TypeList template makes it possible to use either a single type
// or a Types<...> list in TYPED_TEST_CASE() and
// INSTANTIATE_TYPED_TEST_CASE_P().

template
<typename T>
struct TypeList {
  typedef Types1<T> type;

```

```
};
```

```
$range i 1..n
template <$for i, [[typename T$i]]>
struct TypeList<Types<$for i, [[T$i]]> > {
    typedef typename Types<$for i, [[T$i]]>::type type;
};
```

```
#endif // GTEST_HAS_TYPED_TEST || GTEST_HAS_TYPED_TEST_P
```

```
} // namespace internal
} // namespace testing
```

```
#endif // GTEST_INCLUDE_GTEST_INTERNAL_GTEST_TYPE_UTIL_H_
```

Found in path(s):

- * /vendors-gtest-1-8-0-234-windows-zip/include/gtest/internal/gtest-type-util.h.pump
- * /vendors-gtest-1-8-0-234-windows-zip/include/opensource/gtest-1.7.0/include/gtest/internal/gtest-type-util.h.pump

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```

Found in path(s):

- * /vendors-gtest-1-8-0-234-windows-zip/include/gtest/internal/gtest-param-util.h
- * /vendors-gtest-1-8-0-234-windows-zip/include/opensource/gtest-1.7.0/include/gtest/internal/gtest-tuple.h.pump
- * /vendors-gtest-1-8-0-234-windows-zip/include/gtest/internal/gtest-tuple.h
- * /vendors-gtest-1-8-0-234-windows-zip/include/opensource/gtest-1.7.0/include/gtest/internal/gtest-tuple.h
- *
- /vendors-gtest-1-8-0-234-windows-zip/include/gtest/internal/gtest-param-util-generated.h
- * /vendors-gtest-1-8-0-234-windows-zip/include/opensource/gtest-1.7.0/include/gtest/internal/gtest-param-util.h
- * /vendors-gtest-1-8-0-234-windows-zip/include/gtest/internal/gtest-type-util.h
- * /vendors-gtest-1-8-0-234-windows-zip/include/opensource/gtest-1.7.0/include/gtest/gtest-typed-test.h
- * /vendors-gtest-1-8-0-234-windows-zip/include/opensource/gtest-1.7.0/include/gtest/internal/gtest-type-util.h
- * /vendors-gtest-1-8-0-234-windows-zip/include/gtest/gtest-typed-test.h
- * /vendors-gtest-1-8-0-234-windows-zip/include/gtest/internal/gtest-tuple.h.pump
- * /vendors-gtest-1-8-0-234-windows-zip/include/opensource/gtest-1.7.0/include/gtest/internal/gtest-param-util-generated.h

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```
$$ -*- mode: c++; -*-
$var n = 50 $$ Maximum length of Values arguments we want to support.
$var maxtuple = 10 $$ Maximum number of Combine arguments we want to support.
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//
// Author: vladl@google.com (Vlad Losev)

// Type and function utilities for implementing parameterized tests.
// This file is generated by a SCRIPT. DO NOT EDIT BY HAND!
//
// Currently Google Test
// supports at most $n arguments in Values,
// and at most $maxtuple arguments in Combine. Please contact
// googletestframework@googlegroups.com if you need more.
// Please note that the number of arguments to Combine is limited
// by the maximum arity of the implementation of tr1::tuple which is
// currently set at $maxtuple.
```

```

#ifndef GTEST_INCLUDE_GTEST_INTERNAL_GTEST_PARAM_UTIL_GENERATED_H_
#define GTEST_INCLUDE_GTEST_INTERNAL_GTEST_PARAM_UTIL_GENERATED_H_

// scripts/fuse_gtest.py depends on gtest's own header being #included
// *unconditionally*. Therefore these #includes cannot be moved
// inside #if GTEST_HAS_PARAM_TEST.
#include "gtest/internal/gtest-param-util.h"
#include "gtest/internal/gtest-port.h"

#if GTEST_HAS_PARAM_TEST

namespace testing {

// Forward declarations of ValuesIn(), which is implemented in
// include/gtest/gtest-param-test.h.
template <typename ForwardIterator>
internal::ParamGenerator<
    typename ::testing::internal::IteratorTraits<ForwardIterator>::value_type>
ValuesIn(ForwardIterator
    begin, ForwardIterator end);

template <typename T, size_t N>
internal::ParamGenerator<T> ValuesIn(const T (&array)[N]);

template <class Container>
internal::ParamGenerator<typename Container::value_type> ValuesIn(
    const Container& container);

namespace internal {

// Used in the Values() function to provide polymorphic capabilities.
template <typename T1>
class ValueArray1 {
public:
    explicit ValueArray1(T1 v1) : v1_(v1) {}

    template <typename T>
    operator ParamGenerator<T>() const { return ValuesIn(&v1_, &v1_ + 1); }

private:
    // No implementation - assignment is unsupported.
    void operator=(const ValueArray1& other);

    const T1 v1_;
};

$range i 2..n
$for i [[

```

```

$range j 1..i

template <$for j, [[typename T$j]]>
class ValueArray$i {
public:
    ValueArray$i($for j, [[T$j v$j]]) : $for j, [[v$(j)_(v$j)]] {}

    template <typename T>
    operator ParamGenerator<T>() const {
        const T array[] = {$for j, [[static_cast<T>(v$(j)_)]]};
        return
        ValuesIn(array);
    }

private:
    // No implementation - assignment is unsupported.
    void operator=(const ValueArray$i& other);

    $for j [[

        const T$j v$(j)_;
    ]]

    };

    ]]

# if GTEST_HAS_COMBINE
// INTERNAL IMPLEMENTATION - DO NOT USE IN USER CODE.
//
// Generates values from the Cartesian product of values produced
// by the argument generators.
//
$range i 2..maxtuple
$for i [[
    $range j 1..i
    $range k 2..i

    template <$for j, [[typename T$j]]>
    class CartesianProductGenerator$i
        : public ParamGeneratorInterface< ::std::tr1::tuple<$for j, [[T$j]]> > {
    public:
        typedef ::std::tr1::tuple<$for j, [[T$j]]> ParamType;

        CartesianProductGenerator$i($for j, [[const ParamGenerator<T$j>& g$j]])
            : $for j, [[g$(j)_(g$j)]] {}
        virtual ~CartesianProductGenerator$i() {}

```



```

virtual ParamIteratorInterface<ParamType>* Begin() const {
    return new Iterator(this, $for j, [[g$(j)_, g$(j)_.begin()]]);
}
virtual ParamIteratorInterface<ParamType>* End() const {
    return new Iterator(this,
$for j, [[g$(j)_, g$(j)_.end()]]);
}

private:
class Iterator : public ParamIteratorInterface<ParamType> {
public:
    Iterator(const ParamGeneratorInterface<ParamType>* base, $for j, [[

        const ParamGenerator<T$j>& g$j,
        const typename ParamGenerator<T$j>::iterator& current$(j)]]
        : base_(base),
$for j, [[

            begin$(j)_(g$j.begin()), end$(j)_(g$j.end()), current$(j)_(current$j)
]] {
        ComputeCurrentValue();
    }
    virtual ~Iterator() {}

    virtual const ParamGeneratorInterface<ParamType>* BaseGenerator() const {
        return base_;
    }
    // Advance should not be called on beyond-of-range iterators
    // so no component iterators must be beyond end of range, either.
    virtual void Advance() {
        assert(!AtEnd());
        ++current$(i)_;

$for k [[
        if (current$(i+2-k)_ == end$(i+2-k)_ ) {
            current$(i+2-k)_ = begin$(i+2-k)_;
            ++current$(i+2-k-1)_;
        }

]]
        ComputeCurrentValue();
    }
    virtual ParamIteratorInterface<ParamType>*
Clone() const {
        return new Iterator(*this);
    }
    virtual const ParamType* Current() const { return &current_value_; }
    virtual bool Equals(const ParamIteratorInterface<ParamType>& other) const {

```

```

// Having the same base generator guarantees that the other
// iterator is of the same type and we can downcast.
GTEST_CHECK_(BaseGenerator() == other.BaseGenerator())
    << "The program attempted to compare iterators "
    << "from different generators." << std::endl;
const Iterator* typed_other =
    CheckedDowncastToActualType<const Iterator>(&other);
// We must report iterators equal if they both point beyond their
// respective ranges. That can happen in a variety of fashions,
// so we have to consult AtEnd().
return (AtEnd() && typed_other->AtEnd()) ||
    ($for j && [[
        current$(j)_ == typed_other->current$(j)_
    ]]);
}

private:
Iterator(const Iterator& other)
    : base_(other.base_), $for j, [[
        begin$(j)_ (other.begin$(j)_),
        end$(j)_ (other.end$(j)_),
        current$(j)_ (other.current$(j)_
    ]] {
    ComputeCurrentValue();
}

void ComputeCurrentValue() {
    if (!AtEnd())
        current_value_ = ParamType($for j, [[*current$(j)_]]);
}

bool AtEnd() const {
    // We must report iterator past the end of the range when either of the
    // component iterators has reached the end of its range.
    return
$for j || [[
        current$(j)_ == end$(j)_
    ]];
}

// No implementation - assignment is unsupported.
void operator=(const Iterator& other);

const ParamGeneratorInterface<ParamType>* const base_;
// begin[i]_ and end[i]_ define the i-th range that Iterator traverses.
// current[i]_ is the actual traversing iterator.

```

```

$for j [[

    const typename ParamGenerator<T$j>::iterator begin$(j)_;
    const typename ParamGenerator<T$j>::iterator end$(j)_;
    typename ParamGenerator<T$j>::iterator
    current$(j)_;
]]

    ParamType current_value_;
}; // class CartesianProductGenerator$i::Iterator

// No implementation - assignment is unsupported.
void operator=(const CartesianProductGenerator$i& other);

$for j [[
    const ParamGenerator<T$j> g$(j)_;

]]
}; // class CartesianProductGenerator$i

]]

// INTERNAL IMPLEMENTATION - DO NOT USE IN USER CODE.
//
// Helper classes providing Combine() with polymorphic features. They allow
// casting CartesianProductGeneratorN<T> to ParamGenerator<U> if T is
// convertible to U.
//
$range i 2..maxtuple
$for i [[
$range j 1..i

template <$for j, [[class Generator$j]]>
class CartesianProductHolder$i {
public:
CartesianProductHolder$i($for j, [[const Generator$j& g$j]])
    : $for j, [[g$(j)_(g$j)]] {}
template <$for j, [[typename T$j]]>
operator ParamGenerator< ::std::tr1::tuple<$for j, [[T$j]]> >() const {
    return ParamGenerator< ::std::tr1::tuple<$for j, [[T$j]]> >(
        new CartesianProductGenerator$i<$for
        j, [[T$j]]>(
$for j,[[

            static_cast<ParamGenerator<T$j> >(g$(j)_)
]]));

```

```

}

private:
// No implementation - assignment is unsupported.
void operator=(const CartesianProductHolder& other);

$for j [[
const Generator$g g$(j);

]]
}; // class CartesianProductHolder$i

]]

# endif // GTEST_HAS_COMBINE

} // namespace internal
} // namespace testing

#endif // GTEST_HAS_PARAM_TEST

#endif // GTEST_INCLUDE_GTEST_INTERNAL_GTEST_PARAM_UTIL_GENERATED_H_

Found in path(s):
* /vendors-gtest-1-8-0-234-windows-zip/include/opensource/gtest-1.7.0/include/gtest/internal/gtest-param-util-generated.h.pump
* /vendors-gtest-1-8-0-234-windows-zip/include/gtest/internal/gtest-param-util-generated.h.pump
No license file was found, but licenses were detected in source scan.

$$ -*- mode: c++; -*-
$$ This is a Pump source file. Please use Pump to convert it to
$$ gmock-generated-nice-strict.h.
$$
$var n = 10 $$ The maximum arity we support.
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//
// Author: wan@google.com (Zhanyong Wan)

// Implements class templates NiceMock, NaggyMock, and StrictMock.
//
// Given a mock class MockFoo that is created using Google Mock,
// NiceMock<MockFoo> is
// a subclass of MockFoo that allows
// uninteresting calls (i.e. calls to mock methods that have no
// EXPECT_CALL specs), NaggyMock<MockFoo> is a subclass of MockFoo
// that prints a warning when an uninteresting call occurs, and
// StrictMock<MockFoo> is a subclass of MockFoo that treats all
// uninteresting calls as errors.
//
// Currently a mock is naggy by default, so MockFoo and
// NaggyMock<MockFoo> behave like the same. However, we will soon
// switch the default behavior of mocks to be nice, as that in general
// leads to more maintainable tests. When that happens, MockFoo will
// stop behaving like NaggyMock<MockFoo> and start behaving like
// NiceMock<MockFoo>.
//
// NiceMock, NaggyMock, and StrictMock "inherit" the constructors of
// their respective base class, with up-to $n arguments. Therefore
// you can write NiceMock<MockFoo>(5, "a") to construct a nice mock
// where MockFoo has a constructor that accepts (int, const char*),
// for example.
//
// A known limitation is
// that NiceMock<MockFoo>, NaggyMock<MockFoo>,
// and StrictMock<MockFoo> only works for mock methods defined using
// the MOCK_METHOD* family of macros DIRECTLY in the MockFoo class.
// If a mock method is defined in a base class of MockFoo, the "nice"

```

```

// or "strict" modifier may not affect it, depending on the compiler.
// In particular, nesting NiceMock, NaggyMock, and StrictMock is NOT
// supported.
//
// Another known limitation is that the constructors of the base mock
// cannot have arguments passed by non-const reference, which are
// banned by the Google C++ style guide anyway.

#ifndef GMOCK_INCLUDE_GMOCK_GMOCK_GENERATED_NICE_STRICT_H_
#define GMOCK_INCLUDE_GMOCK_GMOCK_GENERATED_NICE_STRICT_H_

#include "gmock/gmock-spec-builders.h"
#include "gmock/internal/gmock-port.h"

namespace testing {

$range kind 0..2
$for kind [[

$var clazz=[[ $if kind==0 [[NiceMock]]
               $elif kind==1 [[NaggyMock]]
               $else [[StrictMock]]]]]

$var method=[[ $if kind==0 [[AllowUninterestingCalls]]
                   $elif kind==1 [[WarnUninterestingCalls]]
                   $else [[FailUninterestingCalls]]]]]

template <class MockClass>
class $clazz : public MockClass {
public:
    // We don't factor out the constructor body to a common method, as
    // we have to avoid a possible clash with members of MockClass.
    $clazz() {
        ::testing::Mock::$method(
            internal::ImplicitCast_<MockClass*>(this));
    }

    // C++ doesn't (yet) allow inheritance of constructors, so we have
    // to define it for each arity.
    template <typename A1>
    explicit $clazz(const A1& a1) : MockClass(a1) {
        ::testing::Mock::$method(
            internal::ImplicitCast_<MockClass*>(this));
    }

$range i 2..n
$for i [[
$range j 1..i

```

```

template <$for j, [[typename A$j]]>
$clazz($for j, [[const A$j& a$j]]) : MockClass($for j, [[a$j]]) {
    ::testing::Mock::$method(
        internal::ImplicitCast_<MockClass*>(this));
}

]]

virtual ~$clazz() {
    ::testing::Mock::UnregisterCallReaction(
        internal::ImplicitCast_<MockClass*>(this));
}

private:
    GTEST_DISALLOW_COPY_AND_ASSIGN_($clazz);
};

]]

// The following specializations catch some (relatively more common)
// user errors of nesting nice and strict mocks. They do NOT catch
// all possible errors.

// These specializations are declared but not defined, as NiceMock,
// NaggyMock, and StrictMock cannot be nested.

template <typename MockClass>
class NiceMock<NiceMock<MockClass> >;
template <typename MockClass>
class NiceMock<NaggyMock<MockClass> >;
template <typename MockClass>
class NiceMock<StrictMock<MockClass> >;

template <typename MockClass>
class NaggyMock<NiceMock<MockClass> >;
template <typename MockClass>
class NaggyMock<NaggyMock<MockClass> >;
template <typename MockClass>
class NaggyMock<StrictMock<MockClass> >;

template <typename MockClass>
class StrictMock<NiceMock<MockClass> >;
template <typename MockClass>
class StrictMock<NaggyMock<MockClass> >;
template <typename MockClass>
class StrictMock<StrictMock<MockClass>
>;

```

```
} // namespace testing
```

```
#endif // GMOCK_INCLUDE_GMOCK_GMOCK_GENERATED_NICE_STRICT_H_
```

Found in path(s):

- * /vendors-gtest-1-8-0-234-windows-zip/include/gmock/gmock-generated-nice-strict.h.pump

- * /vendors-gtest-1-8-0-234-windows-zip/include/opensource/gmock-1.7.0/include/gmock/gmock-generated-nice-strict.h.pump

1.18 visual-studio-runtime 14.28.29334.0

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pyparser -- A C parser in Python

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1.19 libjpeg 6

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1.20 sqlite 3.37.1

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1.21 zlib 1.2.12

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* zlib.h -- interface of the 'zlib' general purpose compression library
version 1.2.12, March 11th, 2022

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Jean-loup Gailly Mark Adler
jloup@gzip.org madler@alumni.caltech.edu

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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1.22 zlib 1.2.11

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/* zlib.h -- interface of the 'zlib' general purpose compression library
version 1.2.11, January 15th, 2017

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*/

1.23openh264 1.13.130.2101

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1.28 jansson 0.25

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////

```
[#mpl]
```

```
# MPL Support, <boost/mp11/mpl.hpp>
```

```
:toc:
```

```
:toc-title:
```

```
:idprefix:
```

The header `<boost/mp11/mpl.hpp>`, when included, defines the necessary support infrastructure for `mp_list` and `std::tuple` to be valid link:../.../libs/mpl[MPL] sequences.

NOTE: `mpl.hpp` is not included by `<boost/mp11.hpp>`.

It's also possible to only enable support for `mp_list` by including `<boost/mp11/mpl_list.hpp>`, and for `std::tuple` by including `<boost/mp11/mpl_tuple.hpp>`. This may be required because some libraries, such as Boost.Fusion, contain their own MPL support for `std::tuple`, which conflicts with Mp11's one.

<!DOCTYPE html>

<html>

<head></head>

<body>

<h3>

Copyright Test

</h3>

<p class="copyright">

1963, 1964, 1965 Jane Doe

</p>

<p class="copyright">

2018 Joe Blow, John Coe

</p>

<p class="copyright">

1977, 1985 Someone else

</p>

</body>

</html>

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<?xml version="1.0" encoding="UTF-8"?>

<!DOCTYPE article PUBLIC "-//Boost//DTD BoostBook XML V1.0//EN"

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

```
<article id="copyright_test" last-revision="DEBUG MODE Date: 2000/12/20 12:00:00 $"
xmlns:xi="http://www.w3.org/2001/XInclude">
<title>Copyright Test</title>
<articleinfo>
  <copyright>
    <year>1963</year> <year>1964</year> <year>1965</year> <holder>Jane Doe</holder>
  </copyright>
  <copyright>
    <year>2018</year> <holder>Joe Blow, John Coe</holder>
  </copyright>
  <copyright>
    <year>1977</year> <year>1985</year> <holder>Someone else</holder>
  </copyright>
</articleinfo>
</article>
```

```
=====
Copyright (c) 2007-2011 Barend Gehrels, Amsterdam, the Netherlands.
Copyright (c) 2008-2011 Bruno Lalande, Paris, France.
Copyright (c) 2009-2011 Mateusz Loskot, London, UK.
```

```
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```

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- implemented file-format e.g. WKB
- implemented specific strategy or algorithm e.g. intersections

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- 4) Tests -> might take sole copyright
- 5) Docs -> might take sole copyright
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1.35 tidy 0.0.1.x

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1.36 tiny-xml 0.0.1.x

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www.sourceforge.net/projects/tinyxml

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1.37 libsrtp 0.0.1.x

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1.38 json-cpp 0.0.1.x

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- * /vendors-jsoncpp-1-8-4-r4102-376-windows-zip/include/json/allocator.h
- * /vendors-jsoncpp-1-8-4-r4102-376-windows-zip/include/json/forwards.h
- * /vendors-jsoncpp-1-8-4-r4102-376-windows-zip/include/json/reader.h
- * /vendors-jsoncpp-1-8-4-r4102-376-windows-zip/include/json/value.h
- * /vendors-jsoncpp-1-8-4-r4102-376-windows-zip/include/json/json.h
- * /vendors-jsoncpp-1-8-4-r4102-376-windows-zip/include/json/config.h
- * /vendors-jsoncpp-1-8-4-r4102-376-windows-zip/include/json/autolink.h
- * /vendors-jsoncpp-1-8-4-r4102-376-windows-zip/include/json/features.h
- * /vendors-jsoncpp-1-8-4-r4102-376-windows-zip/include/json/writer.h
- * /vendors-jsoncpp-1-8-4-r4102-376-windows-zip/include/json/assertions.h

1.39 ffmpeg 0.0.1.x

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Found in path(s):

```

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/flv.h

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/id3v2.h

```

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* MXF

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/riff.h
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/rtpdec.h

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/ffserver.h

*

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/ffserver.h

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/dcahuff.h

*

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/dcahuff.h

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/libschroedinger.h
*
/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/libdirac_libschro.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/libdirac_libschro.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/libschroedinger.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/libdirac.h
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/g729.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/g729.h
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/integer.h
*

```

```

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/integer.h

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```

Found in path(s):

```

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/mpegaudio3.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/mpegaudio3.h

```

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```

/*
* Header file for hardcoded motionpixels RGB to YUV table
*

```

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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/motionpixels_tablegen.h
 *
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/motionpixels_tablegen.h
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/*
 * Duck Truemotion v1 Decoding Tables
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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/truemotion1data.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/truemotion1data.h
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/*

* Video Decode and Presentation API for UNIX (VDPAU) is used for
* HW decode acceleration for MPEG-1/2, H.264 and VC-1.
*
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*/

Found in

path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/vdpau_internal.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/vdpau_internal.h
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/*

* linear least squares model
*
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- */

Found in path(s):

- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/lfs.h
- *

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/lfs.h

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```
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 * reference discrete cosine transform (double precision)
 * Copyright (C) 2009 Dylan Yudaken
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```

Found in path(s):

- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/dctref.h
- *

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/dctref.h

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 * Ratecontrol
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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/ratecontrol.h
 *
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/ratecontrol.h
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/dirac.h
 *

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/dirac.h

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/*

* Windows Media Voice (WMAVoice) tables.

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*/

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/wmavoice_data.h

*

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/wmavoice_data.h

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/ps2/mmi.h

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/*

* Filter graphs

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavfilter/avfiltergraph.h

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/*

* Delay Locked Loop based time filter prototypes and declarations

* Copyright (c) 2009 Samalyse

* Copyright (c) 2009 Michael Niedermayer

* Author: Olivier Guilyardi <olivier.samalyse.com>

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/timefilter.h
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* E-AC-3 decoder tables
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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/eac3dec_data.h
*
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/eac3dec_data.h
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* LSP computing for ACELP-based codecs
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 *
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/lsp.h
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 * RealVideo 3 decoder
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 *
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/rv30data.h
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 * MPEG1/2 decoder tables

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/mpeg12decdata.h
 *

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/mpeg12decdata.h

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/rtspcodes.h

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/*

* DV input/output over IEEE 1394 on OHCI chips

* Copyright (C)2001 Daniel Maas <dmaas@dcine.com>

* receive, proc_fs by Dan Dennedy <dan@dennedy.org>

*

* based on:

* video1394.h - driver for OHCI 1394 boards

* Copyright (C)1999,2000 Sebastien Rougeaux <sebastien.rougeaux@anu.edu.au>

* Peter Schlaile <udbz@rz.uni-karlsruhe.de>

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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/ppc/dsputil_altivec.h
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Found in path(s):

```

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/mpegaudiodectab.h
*
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/mpegaudiodectab.h
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Found in path(s):

```

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/x86/vp3dsp_mmx.h
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- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/mpc7data.h
- *
- /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/mpc.h
- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/mpcdata.h
- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/mpc.h
- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/mpcdata.h
- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/mpc7data.h

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```
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 * TIFF tables
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Found in path(s):

- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/tiff.h

*
/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/tiff.h
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/*
* rectangle filling function
* Copyright (c) 2003 Michael Niedermayer <michaelni@gmx.at>
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*/

Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/rectangle.h
*
/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/rectangle.h
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*/

Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/gxf.h

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/*

* MLP parser prototypes

* Copyright (c) 2007 Ian Caulfield

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*/

Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/mlp_parser.h

*

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/mlp_parser.h

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/*

* MPEG4 encoder/decoder internal header.

* Copyright (c) 2000,2001 Fabrice Bellard

* Copyright (c) 2002-2010 Michael Niedermayer <michaelni@gmx.at>

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Found in path(s):

*
/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/mpeg4video.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/mpeg4video.h
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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/aes.h
*
/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/aes.h
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/*
* Common code between the AC-3 encoder and decoder
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- */

Found in path(s):

- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/ac3.h
- *
- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/ac3.h

No license file was found, but licenses were detected in source scan.

```
/*
 * General DV muxer/demuxer
 * Copyright (c) 2003 Roman Shaposhnik
 *
 * Many thanks to Dan Dennedy <dan@dennedy.org> for providing wealth
 * of DV technical info.
 *
 * Raw DV format
 * Copyright (c) 2002 Fabrice Bellard
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 */
```

Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/dv.h

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/*

* audio interleaving prototypes and declarations

*

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*/

Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/audiointerleave.h

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/*

* ID3v1 header parser

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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/id3v1.h

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* SVQ1 Encoder

* Copyright (C) 2004 Mike Melanson <melanson@pcisys.net>

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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/svq1enc_cb.h

*

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/svq1enc_cb.h

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/*

* AAC Spectral Band Replication function declarations

* Copyright (c) 2008-2009 Robert Swain (rob opendot cl)

* Copyright (c) 2010 Alex Converse <alex.converse@gmail.com>

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 * USA
 */

Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/aacsbr.h
 * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/aacsbr.h
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 * CAF common code
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/caf.h
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 * adaptive and fixed codebook vector operations for ACELP-based codecs
 *
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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/acelp_vectors.h
 *
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/acelp_vectors.h
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/*
 * AAC definitions and structures
 * Copyright (c) 2005-2006 Oded Shimon (ods15 ods15 dyndns org)
 * Copyright (c) 2006-2007 Maxim Gavrilov (maxim.gavrilov gmail com)
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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/aac.h
 * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/aac.h
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 * Copyright (C) 2007 Marc Hoffman <marc.hoffman@analog.com>

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```

Found in path(s):

```

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/bfin/config_bfin.h
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```

```

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* Matroska constants
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Found in path(s):

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/matroska.h
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```

```

/*

```

```

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```

Found in path(s):

```

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/xvmc.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/xvmc.h

```

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```

/*
* The Video Decode and Presentation API for UNIX (VDPAU) is used for
* hardware-accelerated decoding of MPEG-1/2, H.264 and VC-1.
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```

Found

in path(s):

```
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/vdpau.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/vdpau.h
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```

```
/**
```

```
* @file
* high precision timer, useful to profile code
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```

Found in path(s):

```
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/timer.h
*
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/timer.h
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```

```
/*
```

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/golomb.h
*
/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/golomb.h
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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/x86/dsputil_mmx.h
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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/crc_data.h
 *
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/crc_data.h
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/*
 * MPEG-4 Parametric Stereo definitions and declarations
 * Copyright (c) 2010 Alex Converse <alex.converse@gmail.com>
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```

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/aacps.h
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```

```

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Found in path(s):

```

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/audioconvert.h
*
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/audioconvert.h
No license file was found, but licenses were detected in source scan.

```

```

/*

```


- * VC-1 and WMV3 decoder
- * Copyright (c) 2006-2007 Konstantin Shishkov
- * Partly based on vc9.c (c) 2005 Anonymous, Alex Beregszaszi, Michael Niedermayer
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- */

Found in

path(s):

- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/vc1.h
- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/vc1.h

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/*

- * seek utility functions for use within format handlers
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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/seek.h

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/*

* Misc image conversion routines

* most functionality is exported to the public API, see avcodec.h

*

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/imgconvert.h

*

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/imgconvert.h

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/wmv2.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/wmv2.h
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/aacpsy.h
*
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/aacpsy.h
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* Simple math operations
* Copyright (c) 2009 Mans Rullgard <mans@mansr.com>
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Found in path(s):

```

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/avr32/mathops.h
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```

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/swf.h
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/rl.h
*

```

```

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/rl.h

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* VC3/DNxHD decoder.
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```

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/dnxhddata.h
*

```

```

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/dnxhddata.h

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/faanidct.h
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 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/faanidct.h

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/qcelpdata.h
*
/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/qcelpdata.h
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/*
* SVQ1 decoder
* ported to MPlayer by Arpi <arpi@thot.banki.hu>
* ported to libavcodec by Nick Kurshev <nickols_k@mail.ru>
*
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* SVQ1 Encoder (c) 2004 Mike Melanson <melanson@pcisys.net>
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/svq1.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/svq1.h
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- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/synth_filter.h
- *
- /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/synth_filter.h

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- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/rtp.h

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```

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/colospace.h
*

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/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/colospace.h

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Found in path(s):

```

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/rtpdec_amr.h

```

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```

/*
* MSMPEG4 backend for ffmpeg encoder and decoder
* copyright (c) 2007 Aurelien Jacobs <aurel@gnueage.org>

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/msmpeg4.h
*
/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/msmpeg4.h
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```

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/fft.h
*

```

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/fft.h

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/aacps_tablegen.h

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* RTSP definitions

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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/rtsp.h

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* LZW decoder

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* Copyright (c) 2006 Konstantin Shishkov

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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/lzw.h

*

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/lzw.h

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/*

* rational numbers

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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/rational.h
*
/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/rational.h
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* RTMP packet utilities
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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/rtmppkt.h
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- */

Found in path(s):

- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/avr32/intreadwrite.h
- *
- /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/mips/mathops.h
- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/mips/intreadwrite.h
- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/arm/dsputil_arm.h
- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/arm/timer.h

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Found in path(s):

- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/faxcompr.h
- *
- /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/faxcompr.h

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```
/*
 * Intel Indeo 2 codec
```

```

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```

Found in path(s):

```

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/indeo2data.h
*
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/indeo2data.h
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```

```

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* AC-3 parser prototypes
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```

Found in path(s):

```
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/ac3_parser.h
*
/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/ac3_parser.h
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```

```
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```

Found in path(s):

```
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/ac3tab.h
*
/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/ac3tab.h
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```

```
/**
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```

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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/oggdec.h

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/*

* Alpha optimized DSP utils

* copyright (c) 2002 Falk Hueffner <falk@debian.org>

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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/alpha/regdef.h

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/*

* vp6dsp MMX function declarations

* Copyright (c) 2009 Sebastien Lucas <sebastien.lucas@gmail.com>

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```

Found in path(s):

```

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/x86/vp6dsp_mmx.h
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```

```

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Found in path(s):

```

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/mpegaudiodecheader.h
*
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/mpegaudiodecheader.h
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```

```

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- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/httpauth.h

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```
/*
 * MSMPEG4 backend for ffmpeg encoder and decoder
 * copyright (c) 2001 Fabrice Bellard
 * copyright (c) 2002-2004 Michael Niedermayer <michaelni@gmx.at>
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Found in path(s):

- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/msmpeg4data.h
- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/msmpeg4data.h

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```

Found in path(s):

```
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/elbg.h
*
```

```
/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/elbg.h
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```

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/ra144.h

*

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/ra144.h

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*

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/softfloat.h

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/put_bits.h
*
/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/unary.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/unary.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/get_bits.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/get_bits.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/put_bits.h

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/s3tc.h
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/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/s3tc.h

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 * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/qdm2data.h
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 * Copyright (c) 2003 Alex Beregszaszi
 * Copyright (c) 2003-2004 Michael Niedermayer
 *
 * Support for external huffman table, various fixes (AVID workaround),
 * aspecting, new decode_frame mechanism and apple mjpeg-b support
 * by Alex Beregszaszi
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Found in path(s):

- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/mjpeg.h
- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/mjpeg.h

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Found in path(s):

- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/vp3data.h
- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/svq1_vlc.h
- *
- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/svq1_vlc.h
- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/vp3data.h

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/x86/idct_xvid.h
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```
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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/mpeg4data.h
 *
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/mpeg4data.h
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```
/**
 * @file
 * VP5 compatible video decoder
 *
 * Copyright (C) 2006 Aurelien Jacobs <aurel@gnuage.org>
 */
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 */

Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/vp5data.h
 *
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/vp5data.h
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 */

Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/ra288.h
 *

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/ra288.h

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/*

* JPEG-LS common code

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*/

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/jpegls.h

*

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/jpegls.h

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* AIFF/AIFF-C muxer/demuxer common header

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/aiff.h

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* raw FLAC muxer

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/flacenc.h

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* RC4 encryption/decryption/pseudo-random number generator

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/rc4.h
*

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/rc4.h

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* WMA compatible decoder
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/wmadata.h
*

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/wmadata.h

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/bmp.h
 * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/bmp.h
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 * vp6dsp SSE2 function declarations
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/x86/vp6dsp_sse2.h
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- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/mpeg12.h
- *

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/mpeg12.h

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- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/intfloat_readwrite.h
- *

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/mathematics.h

- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/mathematics.h

- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/intfloat_readwrite.h

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavfilter/parseutils.h
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```

```

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 * Spectral Band Replication definitions and structures
 * Copyright (c) 2008-2009 Robert Swain ( rob opendot cl )
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```

Found in path(s):

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/sbr.h

```


* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/sbr.h

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* DXVA2 HW acceleration

*

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*

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/dxva2_internal.h

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/rtpenc.h

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* VC-1 and WMV3 decoder

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* (c) 2005 anonymous, Alex Beregszaszi, Michael Niedermayer

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*

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/vc1data.h

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/lfg.h
 *

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/lfg.h

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/*

* Common code between Nellymoser encoder and decoder
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 * 539459aeb7d425140b62a3ec7dbf6dc8e408a306, and
 * 520e17cd55896441042b14df2566a6eb610ed444
 * Copyright (c) 2007 Loic Minier <lool at dooz.org>
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 * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/nellymoser.h
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/sha.h
 * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/sha.h
 *
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/sha1.h
 * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/sha1.h
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 * IBM Ultimotion Video Decoder
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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/ulti_cb.h

*

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/ulti_cb.h

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/*

* ISO Media common code

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* copyright (c) 2002 Francois Revol <revol@free.fr>

* copyright (c) 2006 Baptiste Coudurier <baptiste.coudurier@free.fr>

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*/

Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/isom.h

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/*

* Microsoft RLE decoder

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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/msrledec.h
*
/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/msrledec.h
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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/amrnbdata.h
*
/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/amrnbdata.h
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Found in path(s):

- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/avstring.h
- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/avstring.h

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 */
```

Found in path(s):

- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/pnm.h
- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/pnm.h

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```
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 * MPEG-4 Audio common header
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 */

Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/mpeg4audio.h
 *
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/mpeg4audio.h
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 * AAC parser prototypes
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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/aac_parser.h
 *

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/aac_parser.h

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/*

* H.26L/H.264/AVC/JVT/14496-10/... parser

* Copyright (c) 2003 Michael Niedermayer <michaelni@gmx.at>

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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/h264_parser.h

*

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/h264_parser.h

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/*

* AVCodecParser prototypes and definitions

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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/parser.h
*

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/parser.h

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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/sox.h

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavdevice/alsa-audio.h

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/cookdata.h

*

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/cookdata.h

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Found in path(s):

- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/sp5x.h
- *

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/sp5x.h

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 * RealVideo 4 decoder
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Found in path(s):

- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/rv34data.h
- *

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/rv40vlc2.h

- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/rv40data.h

- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/rv34data.h

- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/rv40data.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/rv40vlc2.h

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* DCA compatible decoder

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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/dca.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/dca.h

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/*

* Video Acceleration API (shared data between FFmpeg and the video player)

* HW decode acceleration for MPEG-2, MPEG-4, H.264 and VC-1

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/vaapi.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/vaapi.h
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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/sipr16kdata.h
*
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/sipr16kdata.h
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*

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/h261.h

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/mpeg.h

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```

/*
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```

Found in path(s):

```

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/h264data.h
*

```

```

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/h264data.h

```

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```


Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/aacenc.h

*

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/aacenc.h

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/*

* Default Palettes for Quicktime Files

* Automatically generated from a utility derived from XAnim:

* <http://xanim.va.pubnix.com/home.html>

*

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*/

Found in path(s):

*

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/qtpalette.h

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/*

* MJPEG decoder

* Copyright (c) 2000, 2001 Fabrice Bellard

* Copyright (c) 2003 Alex Beregszaszi

* Copyright (c) 2003-2004 Michael Niedermayer

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Found in path(s):

- *
- /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/mjpegdec.h
- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/mjpegdec.h

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```
/**
 * @file
 * VP5 and VP6 compatible video decoder (common data)
 *
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 */
```

Found in path(s):

- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/vp56data.h
- *
- /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/vp56data.h

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```
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 * Constants for DV codec
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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/dvdata.h
 *
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/dvdata.h
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 */

Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/roqvideo.h
 *
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/roqvideo.h

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```
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 */
```

Found in path(s):

```
*/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/h264dsp.h
*/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/h264dsp.h
```

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 */
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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/adler32.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/adler32.h
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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/sh4/sh4.h
*
/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/ppc/intreadwrite.h
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/*

* The simplest mpeg encoder (well, it was the simplest!)
* Copyright (c) 2000,2001 Fabrice Bellard
* Copyright (c) 2002-2004 Michael Niedermayer <michaelni@gmx.at>
*
* 4MV & hq & B-frame encoding stuff by Michael Niedermayer <michaelni@gmx.at>
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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/mpegvideo_common.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/mpegvideo_common.h
No license file was found, but licenses were detected in source scan.

/*
* Cyril Comparon, Larbi Joubala, Resonate-MP4 2009
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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/avlanguage.h
No license file was found, but licenses were detected in source scan.

/*
* various filters for ACELP-based codecs
*
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Found in path(s):

- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/acelp_filters.h
- *
- /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/acelp_filters.h

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```
/*
 * H.263 parser
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```

Found in path(s):

- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/h263_parser.h
- *
- /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/h263_parser.h

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```
/*
 * MPEG1/2 tables
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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/mpeg12data.h
 *
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/mpeg12data.h
 No license file was found, but licenses were detected in source scan.

/*
 * VC3/DNxHD encoder structure definitions and prototypes
 * Copyright (c) 2007 Baptiste Coudurier <baptiste dot coudurier at smartjog dot com>
 *
 * VC-3 encoder funded by the British Broadcasting Corporation
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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/dnxhdenc.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/dnxhdenc.h

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/*

* TwinVQ decoder

* Copyright (c) 2009 Vitor Sessak

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*/

Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/twinvq_data.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/twinvq_data.h

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/**

* @file

* VP5 and VP6 compatible video decoder (common features)

*

* Copyright (C) 2006 Aurelien Jacobs <aurel@gnuage.org>

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/vp56.h
*

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/vp56.h

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/*

* RTP H.263 Depacketizer, RFC 4629

* Copyright (c) 2010 Martin Storsjo

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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/rtpdec_h263.h

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/*

* RV30/40 decoder common data declarations

* Copyright (c) 2007 Mike Melanson, Konstantin Shishkov

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- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/rv34.h
- *
- /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/rv34.h

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 * CGA ROM data
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Found in path(s):

- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/cga_data.h
- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/cga_data.h

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```
/*
 * WMA 9/3/PRO compatible decoder
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 * Copyright (c) 2008 - 2009 Sascha Sommer
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Found in path(s):

- *
- /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/wmaprodata.h
- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/wmaprodata.h

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```

Found in path(s):

- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/asfcrypt.h

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```
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 * LPC utility code
 * Copyright (c) 2006 Justin Ruggles <justin.ruggles@gmail.com>
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/lpc.h
 *
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/lpc.h
 No license file was found, but licenses were detected in source scan.

/*
 * Video Acceleration API (video decoding)
 * HW decode acceleration for MPEG-2, MPEG-4, H.264 and VC-1
 *
 * Copyright (C) 2008-2009 Splitted-Desktop Systems
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 */

Found

in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/vaapi_internal.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/vaapi_internal.h
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```
/*
 * Header file for hardcoded AAC cube-root table
 *
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 */
```

Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/cbrt_tablegen.h
*
/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/cbrt_tablegen.h
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```
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 * Simple IDCT
 *
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*/

Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/simple_idct.h
*
/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/simple_idct.h
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* H263 internal header
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*/

Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/h263.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/h263.h
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/*
* simple math operations
* Copyright (c) 2006 Michael Niedermayer <michaelni@gmx.at> et al
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*/

```

Found in path(s):

```

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/x86/mathops.h
*
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/arm/mathops.h
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```

```

/*
* Bethesda VID video decoder
* Copyright (C) 2007 Nicholas Tung
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*/

```

Found in path(s):

```

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/bethsoftvideo.h
*
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/bethsoftvideo.h
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```

```

/*
* IFF PBM/ILBM bitmap decoder
* Copyright (c) 2010 Peter Ross <pross@xvid.org>
*

```


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 */

Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/iff.h
 *
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/iff.h
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 * DES encryption/decryption
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 */

Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/des.h
 *

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/des.h

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/*

* Xiph RTP Protocols

* Based off RFC 5215 (Vorbis RTP) and the Theora RTP draft.

* Copyright (c) 2009 Colin McQuillan

* Copyright (c) 2010 Josh Allmann

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*/

Found

in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/rtpdec_xiph.h

No license file was found, but licenses were detected in source scan.

/vendors-ffmpeg-0-6-0-30-windows-zip/lib/release/svslibavutil.lib: binary file matches

Found in path(s):

* /bin/grep

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/*

* Intel Indeo 3 (IV31, IV32, etc.) video decoder for ffmpeg

* written, produced, and directed by Alan Smithee

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- */

Found in path(s):

- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/indeo3data.h
- *
- /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/indeo3data.h

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```
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 * various filters for CELP-based codecs
 *
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Found in path(s):

- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/celp_filters.h
- *
- /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/celp_filters.h

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```
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 * VC-1 and WMV3 decoder
 * copyright (c) 2006 Konstantin Shishkov
 *
```

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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/vc1acdata.h
 *
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/vc1acdata.h
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 * Atrac 3 compatible decoder data
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 * Copyright (c) 2006-2007 Benjamin Larsson
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 */

Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/atrac3data.h
 *

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/atrac3data.h

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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/libxvid_internal.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/libxvid_internal.h

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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/xiph.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/xiph.h
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```
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 * Header file for hardcoded PCM tables
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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/pcm_tablegen.h
*
/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/pcm_tablegen.h
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 * Musepack SV8 decoder
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Found in path(s):

```

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/mpc8huff.h
*
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/mpc8data.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/mpc8huff.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/mpc8data.h
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```

```

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* Header file for hardcoded mpegaudiodec tables
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```

Found in path(s):

```

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/mpegaudio_tablegen.h
*
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/mpegaudio_tablegen.h
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Found in path(s):

- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/ppc/timer.h

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 * RealVideo 3/4 decoder
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Found in path(s):

- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/rv34vlc.h
- *
- */vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/rv34vlc.h

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```
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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/ppc/dsputil_ppc.h

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 * Copyright (c) 2002-2004 Michael Niedermayer
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 */

Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/mpegvideo.h

*

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/mpegvideo.h

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```
/*
* ADTS muxer.
* Copyright (c) 2006 Baptiste Coudurier <baptiste.coudurier@smartjog.com>
*      Mans Rullgard <mans@mansr.com>
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```

Found in path(s):

```
/*
*
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/adts.h
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```

```
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* FLAC (Free Lossless Audio Codec) decoder/demuxer common functions
* Copyright (c) 2008 Justin Ruggles
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```

*/

Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/flac.h

*

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/flac.h

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/*

* MPEG4 video parser prototypes

* Copyright (c) 2003 Fabrice Bellard

* Copyright (c) 2003 Michael Niedermayer

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*/

Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/mpeg4video_parser.h

*

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/mpeg4video_parser.h

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/*

* data for G.729 decoder

* Copyright (c) 2007 Vladimir Voroshilov

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- */

Found in path(s):

- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/g729data.h
- *
- /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/g729data.h

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```

Found in path(s):

- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/rm.h

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Found in path(s):

- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/random_seed.h
- *
- /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/random_seed.h

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```

Found in path(s):

- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/dv_vlc_data.h
- *
- /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/dv_vlc_data.h

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Found in path(s):

- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/sh4/dsputil_sh4.h
- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/intreadwrite.h
- *
- /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/internal.h
- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/fifo.h
- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/x86/bswap.h
- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/aandcttab.h
- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/dcadsp.h
- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavdevice/avdevice.h
- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/arm/intreadwrite.h
- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/error.h
- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/arm/bswap.h
- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/libm.h
- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/intrax8huf.h
- *
- /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/avfft.h
- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/arm/mpegvideo_arm.h
- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/alpha/dsputil_alpha.h
- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/intrax8.h
- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/internal.h
- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/x86/fft.h
- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/sh4/bswap.h
- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/avfft.h
- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/aandcttab.h
- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/intrax8.h
- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/dcadsp.h
- *
- /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/ppc/util_altivec.h
- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/error.h
- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/libm.h
- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/avr32/bswap.h
- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/intreadwrite.h

```
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/sparc/dsputil_vis.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/fifo.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/intrax8huf.h
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```
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/mlp.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/mlp.h
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```
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 * XVideo Motion Compensation internal functions
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/xvmc_internal.h
*

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/xvmc_internal.h

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/atrac1data.h
*

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/atrac1data.h

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- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/ppc/types_altivec.h

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```
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 * Header file for hardcoded MDCT tables
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- *
- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/mdct_tablegen.h

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```
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```

Found in path(s):

```

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*
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/ac3dec_data.h
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```

```

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```

Found in path(s):

```

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*
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/faandct.h
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```

Found in path(s):

```

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/binkdata.h

```

```

*

```

```

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/binkdata.h

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```

Found in path(s):

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*/

Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/wma.h

*

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/wma.h

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* RTP H264 Protocol (RFC3984)

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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/rtpdec_h264.h

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/sparc/vis.h

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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/x86/intreadwrite.h

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* AVOptions

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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/opt.h

*

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/opt.h

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Found in path(s):

- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/attributes.h
- *
- /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/md5.h
- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/common.h
- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/x86_cpu.h
- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/common.h
- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/x86/timer.h
- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/pixfmt.h
- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/tree.h
- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/log.h
- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/bswap.h
- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/attributes.h
- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/pixfmt.h
- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/internal.h
- *
- /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/avutil.h
- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/crc.h
- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/bswap.h
- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/mem.h
- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/mem.h
- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/log.h
- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/tree.h
- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/internal.h
- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/avutil.h
- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/crc.h
- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/x86_cpu.h
- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/md5.h

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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/atrac.h
 *
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/atrac.h
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 * DSP functions for Indeo Video Interactive codecs (Indeo4 and Indeo5)
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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/ivi_dsp.h
 *
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/ivi_dsp.h
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/*
 * Generate a file for hardcoded tables
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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/tableprint.h
 *
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/tableprint.h
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 * MOV, 3GP, MP4 muxer
 * Copyright (c) 2003 Thomas Raivio
 * Copyright (c) 2004 Gildas Bazin <gbazin at videolan dot org>
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/movenc.h

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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/vp56dsp.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/arm/intmath.h

*

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/x86/intmath.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/intmath.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/arm/aac.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/vp56dsp.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/intmath.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/tomi/intreadwrite.h

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* DSP utils

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/dsputil.h
 *

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/dsputil.h

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* DXVA2 HW acceleration

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/dxva2.h
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/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/dxva2.h

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* simple math operations

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/ppc/mathops.h
 *
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/mathops.h
 * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/mathops.h

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/bytestream.h
*
/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/bytestream.h
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/voc.h
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*

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/base64.h

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* PNG image format

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*
/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/png.h
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*/

Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/aacsbrdata.h
*
/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/aacsbrdata.h
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/*
* Common AAC and AC-3 parser prototypes
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* Copyright (c) 2003 Michael Niedermayer
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 */

Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/aac_ac3_parser.h
 *
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/aac_ac3_parser.h
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/*
 * FFM (ffserver live feed) common header
 * Copyright (c) 2001 Fabrice Bellard
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 */

Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/ffmpeg.h
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/*
 * Range coder
 * Copyright (c) 2004 Michael Niedermayer <michaelni@gmx.at>
 *

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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/rangecoder.h
 *
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/rangecoder.h
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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/vorbis.h
 *
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/vorbis.h
 * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/vorbis_enc_data.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/vorbis_enc_data.h

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/*

* ADX ADPCM codecs

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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/adx.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/adx.h

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/*

* "NUT" Container Format (de)muxer

* Copyright (c) 2006 Michael Niedermayer

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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/nut.h

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/*

* IMC compatible decoder

* Copyright (c) 2002-2004 Maxim Poliakovski

* Copyright (c) 2006 Benjamin Larsson

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Found in path(s):

*

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/imcdata.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/imcdata.h

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/*

* AAC decoder data

* Copyright (c) 2005-2006 Oded Shimon (ods15 ods15 dyndns org)

* Copyright (c) 2006-2007 Maxim Gavrilov (maxim.gavrilov gmail com)

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- */

Found

in path(s):

- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/aacdecTab.h
- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/aacdecTab.h

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```
/*
 * H.26L/H.264/AVC/JVT/14496-10/... motion vector prediction
 * Copyright (c) 2003 Michael Niedermayer <michaelni@gmx.at>
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```

Found in path(s):

- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/h264_mvpred.h
- *
- /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/h264_mvpred.h

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Found in path(s):

```

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/rle.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/rle.h
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```

```

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* simple math operations
*
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```

Found in path(s):

```

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/bfin/mathops.h
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```

```

/*
* gain code, gain pitch and pitch delay decoding
*

```

```

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```

Found in path(s):

```

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/acelp_pitch_delay.h
*
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/acelp_pitch_delay.h
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* RTJpeg decoding functions
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```

Found in path(s):

```

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/rtpjpeg.h

```

*
/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/rtjpeg.h
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libswscale/swscale_internal.h
*
/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libswscale/swscale.h
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/*
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Found

in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/aactab.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/aactab.h

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/*

* MJPEG encoder

* Copyright (c) 2000, 2001 Fabrice Bellard

* Copyright (c) 2003 Alex Beregszaszi

* Copyright (c) 2003-2004 Michael Niedermayer

*

* Support for external huffman table, various fixes (AVID workaround),

* aspecting, new decode_frame mechanism and apple mjpeg-b support

*

by Alex Beregszaszi

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- */

Found in path(s):

- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/mjpegenc.h
- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/mjpegenc.h

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Found in path(s):

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```

Found in path(s):

```

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/h261data.h
*
/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/h261data.h
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```

```

/*
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```

Found in path(s):

```

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/cabac.h
*

```

```
/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/h264pred.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/h264.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/h264pred.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/h264.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/x86/h264_i386.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/cabac.h
```

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```

Found in path(s):

```
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/truespeech_data.h
*
```

```
/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/truespeech_data.h
```

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```
/*
* Chinese AVS video (AVS1-P2, JiZhun profile) decoder.
* Copyright (c) 2006 Stefan Gehrer <stefan.gehrer@gmx.de>
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*/

Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/cavsdata.h
*
/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/cavs.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/cavsdata.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/cavs.h
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/*
* APE tag handling
* Copyright (c) 2007 Benjamin Zores <ben@geexbox.org>
* based upon libdemac from Dave Chapman.
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/apetag.h
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/metadata.h
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```

```

/*
* copyright (c) 2000,2001 Fabrice Bellard
* H263+ support
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/h263data.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/h263data.h
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```

```

/*
* principal component analysis (PCA)

```

```

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```

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/pca.h
*
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/pca.h
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Found in path(s):

```
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/aac_tablegen.h
*
/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/aac_tablegen_decl.h
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```
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/rtmp.h
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/iirfilter.h

*

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/iirfilter.h

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/*

* FLAC data header

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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/flacdata.h

*

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/flacdata.h

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- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/rtpdec_asf.h

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- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/avcodec.h
- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/mpegaudio.h
- *
- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/mpegaudio.h
- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/avio.h
- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/internal.h
- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/avi.h
- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/avformat.h
- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/avcodec.h

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/eval.h
 * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/eval.h
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/*
 * SVQ1 decoder
 * ported to MPlayer by Arpi <arpi@thot.banki.hu>
 * ported to libavcodec by Nick Kurshev <nickols_k@mail.ru>
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```
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/svq1_cb.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/svq1_cb.h
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Found in path(s):

```
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/qdm2_tablegen.h
*
/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/qdm2_tablegen.h
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/bfin/dsputil_bfin.h
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/indeo5data.h
*
/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/indeo5data.h
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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/lzo.h
 * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/lzo.h
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/mpegaudiotab.h
 *
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/mpegaudiotab.h
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 * common functions for Indeo Video Interactive codecs (Indeo4 and Indeo5)
 *

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/ivi_common.h
*
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/ivi_common.h
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Found in path(s):

```

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/lcl.h

```

*
/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/lcl.h
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/dwt.h
*
/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/dwt.h
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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/psymodel.h

*

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/psymodel.h

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/*

* Various fixed-point math operations

*

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/celp_math.h

*

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/celp_math.h

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/*

* JPEG-LS decoder

* Copyright (c) 2003 Michael Niedermayer

* Copyright (c) 2006 Konstantin Shishkov

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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/jpeglsdec.h
 *

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/jpeglsdec.h

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/*

* SIPR / ACELP.NET decoder

*

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* Copyright (c) 2009 Vitor Sessak

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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/sipr.h

*

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/siprdata.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/sipr.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/siprdata.h

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```

Found in path(s):

```

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/asf.h

```

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```

/*
 * software RGB to RGB converter
 * pluralize by Software PAL8 to RGB converter
 *     Software YUV to YUV converter
 *     Software YUV to RGB converter
 * Written by Nick Kurshev.
 * YUV & runtime CPU stuff by Michael (michaelni@gmx.at)
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*/

Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libswscale/rgb2rgb.h

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/*

* vp3dsp SSE2 function declarations

* Copyright (c) 2007 Aurelien Jacobs <aurel@gnuage.org>

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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/x86/vp3dsp_sse2.h

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* AVC helper functions for muxers

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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/avc.h

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* Header file for hardcoded DV tables

*

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/dv_tablegen.h

*

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/dv_tablegen.h

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* Raw Video Codec

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- */

Found in path(s):

- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/raw.h
- *

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/raw.h

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/**

- * @file
- * huffman tree builder and VLC generator
- * Copyright (C) 2007 Aurelien Jacobs <aurel@gnuage.org>
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Found in path(s):

- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/huffman.h
- *

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/huffman.h

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- * RAW muxer and demuxer
- * Copyright (C) 2007 Aurelien Jacobs <aurel@gnuage.org>
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Found in path(s):

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/raw.h
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```

```

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* Filter graph parser
* copyright (c) 2007 Bobby Bingham
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```

Found in path(s):

```

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavfilter/graphparser.h
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```

```

/*
* Various utilities for command line tools
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/cmdutils.h
 *

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/cmdutils.h

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/flv.h
 * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/flv.h

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```

Found in path(s):

```
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/vorbiscomment.h
```

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/snow.h
```


*

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/snow.h

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* MPEG Audio common tables

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/mpegaudiodata.h

*

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/mpegaudiodata.h

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/bfin/bswap.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/bfin/timer.h

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* Common code between the AC-3 and E-AC-3 decoders

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/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/ac3dec.h

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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/pixdesc.h
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/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/pixdesc.h

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* Block Gilbert-Moore decoder

* Copyright (c) 2010 Thilo Borgmann <thilo.borgmann_at_googlemail.com>

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 */

Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/dcadata.h
 *
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/dcadata.h
 No license file was found, but licenses were detected in source scan.

/**
 * @file
 * VP6 compatible video decoder

```

*
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*/

```

Found in path(s):

```

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/vp6data.h
*
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/vp6data.h

```

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```

/*
* SGI image encoder
* Xiaohui Sun <tjnksxh@hotmail.com>
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*/

```

Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/sgi.h

*

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/sgi.h

1.40 libilbc 0.0.1.x

1.40.1 Available under license :

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/*

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* license.

*

* From: Wilco Dijkstra <Wilco.Dijkstra@ntlworld.com>

* Date: Fri, Jun 24, 2011 at 3:20 AM

* Subject: Re: sqrt routine

* To: Kevin Ma <kma@google.com>

* Hi Kevin,

* Thanks for asking. Those routines are public domain (originally posted to
* comp.sys.arm a long time ago), so you can use them freely for any purpose.

* Cheers,

* Wilco

*

* ----- Original Message -----

* From: "Kevin Ma" <kma@google.com>

* To: <Wilco.Dijkstra@ntlworld.com>

* Sent: Thursday, June 23, 2011 11:44 PM

* Subject: Fwd: sqrt routine

* Hi Wilco,

* I saw your sqrt routine from several web sites, including

* <http://www.finesse.demon.co.uk/steven/sqrt.html>.

* Just wonder if there's any copyright information with your Successive
* approximation routines, or if I can freely use it for any purpose.

* Thanks.

* Kevin

*/

1.41 jansson 0.0.1.x

1.41.1 Available under license :

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1.42 speexdsp 0.0.1.x

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1.43 swscale 0.0.1.x

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 * FLV common header
 *
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```

Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/flv.h

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```
/*
 * ID3v2 header parser
 * Copyright (c) 2003 Fabrice Bellard
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- */

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```
/*
 * MXF
 * Copyright (c) 2006 SmartJog S.A., Baptiste Coudurier <baptiste dot coudurier at smartjog dot com>
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```

Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/mxf.h
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```
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 * IFF PBM/ILBM bitmap decoder
 * Copyright (c) 2010 Peter Ross <pross@xvid.org>
 *
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```

Found in path(s):

```

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/iff.h
*

```

```

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/iff.h

```

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```

Found in path(s):

```

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/mips/mathops.h
*
/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/arm/timer.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/mips/intreadwrite.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/arm/dsputil_arm.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/avr32/intreadwrite.h

```

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```
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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/riff.h

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```
/*
 * MPEG1/2 tables
 * copyright (c) 2000,2001 Fabrice Bellard
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 *
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```


Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/mpeg12data.h

*

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/mpeg12data.h

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/*

* Colorspace conversion defines

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/colorspace.h

*

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/colorspace.h

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/*

* RTP demuxer definitions

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/rtpdec.h
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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/ffserver.h
*
/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/ffserver.h
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*
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- */

Found in path(s):

- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/vp6data.h
- *
- /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/vp6data.h

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```
/*
 * Video Acceleration API (video decoding)
 * HW decode acceleration for MPEG-2, MPEG-4, H.264 and VC-1
 *
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 */
```

Found

in path(s):

- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/vaapi_internal.h
- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/vaapi_internal.h

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 */
```

Found in path(s):

```
*/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libswscale/swscale.h
*/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libswscale/swscale_internal.h
```

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```

Found in path(s):

```
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/vp3data.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/vp3data.h
*
/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/svq1_vlc.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/svq1_vlc.h
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```

Found in path(s):

```
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/mpegaudio3.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/mpegaudio3.h
No license file was found, but licenses were detected in source scan.
```

```
/*
* Header file for hardcoded motionpixels RGB to YUV table
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/motionpixels_tablegen.h
*
/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/motionpixels_tablegen.h
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/*
* Common code between the AC-3 and E-AC-3 decoders
* Copyright (c) 2007 Bartlomiej Wolowiec <bartek.wolowiec@gmail.com>
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/ac3dec.h
*
/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/ac3dec.h
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* Duck Truemotion v1 Decoding Tables
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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/truemotion1data.h
 * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/truemotion1data.h
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 * linear least squares model
 *
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/lls.h
 *

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* RealVideo 4 decoder

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/rv34data.h

*

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/rv34data.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/rv40data.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/rv40data.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/rv40vlc2.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/rv40vlc2.h

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/*

* Windows Media Voice (WMAVoice) tables.

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*
/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/wmavoice_data.h
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* Filter graphs
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- * Delay Locked Loop based time filter prototypes and declarations
- * Copyright (c) 2009 Samalyse
- * Copyright (c) 2009 Michael Niedermayer
- * Author: Olivier Guilyardi <olivier.samalyse.com>
- * Michael Niedermayer <michaelni@gmx.at>
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- * adaptive and fixed codebook vector operations for ACELP-based codecs
- *
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/acelp_vectors.h
 *
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/acelp_vectors.h
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/pixdesc.h
 *

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/pixdesc.h

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* LSP computing for ACELP-based codecs

*

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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/lsp.h

*

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/lsp.h

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* MPEG1/2 decoder tables

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*

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/mpeg12decdata.h

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* RTSP definitions

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/rtspcodes.h

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* Realmedia RTSP (RDT) definitions

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```

Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/ppc/dsputil_altivec.h

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 * DV input/output over IEEE 1394 on OHCI chips
 * Copyright (C)2001 Daniel Maas <dmaas@dcine.com>
 * receive, proc_fs by Dan Dennedy <dan@dennedy.org>
 *
 * based on:
 * video1394.h - driver for OHCI 1394 boards
 * Copyright (C)1999,2000 Sebastien Rougeaux <sebastien.rougeaux@anu.edu.au>
 * Peter Schlaile <udbz@rz.uni-karlsruhe.de>
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/*
 * vp3dsp MMX function declarations
 * Copyright (c) 2007 Aurelien Jacobs <aurel@gnuage.org>
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 */

Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/x86/vp3dsp_mmx.h
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```

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 * Copyright (c) 2002-2004 Michael Niedermayer <michaelni@gmx.at>
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```

Found in path(s):

```

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/fft.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/fft.h
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```

```

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 * rectangle filling function
 * Copyright (c) 2003 Michael Niedermayer <michaelni@gmx.at>
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```


Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/rectangle.h

*

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/rectangle.h

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/*

* GXF demuxer

* copyright (c) 2006 Reimar Doeffinger

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*/

Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/gxf.h

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/*

* MLP parser prototypes

* Copyright (c) 2007 Ian Caulfield

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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/mlp_parser.h
*

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/mlp_parser.h

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* Common code between the AC-3 encoder and decoder

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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/ac3.h

*

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/ac3.h

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/*

* General DV muxer/demuxer

* Copyright (c) 2003 Roman Shaposhnik

*

* Many thanks to Dan Dennedy <dan@dennedy.org> for providing wealth

* of DV technical info.

*

* Raw DV format

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```

Found in path(s):

```

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/dv.h

```

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```

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* audio interleaving prototypes and declarations
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```

Found in path(s):

```

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/audiointerleave.h

```

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```

/*

```

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- */

Found in path(s):

- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/id3v1.h

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```
/*
 * SVQ1 decoder
 * ported to MPlayer by Arpi <arpi@thot.banki.hu>
 * ported to libavcodec by Nick Kurshev <nickols_k@mail.ru>
 *
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*/

Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/svq1_cb.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/svq1_cb.h

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/*

* SVQ1 Encoder

* Copyright (C) 2004 Mike Melanson <melanson@pcisys.net>

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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/svq1enc_cb.h

*

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/svq1enc_cb.h

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/*

* AAC Spectral Band Replication function declarations

* Copyright (c) 2008-2009 Robert Swain (rob opendot cl)

* Copyright (c) 2010 Alex Converse <alex.converse@gmail.com>

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- USA
- */

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- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/aacsbr.h
- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/aacsbr.h

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 */
```

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- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/caf.h

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```
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 * @file
 * high precision timer, useful to profile code
 *
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- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/timer.h
- *
- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/timer.h

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Found in path(s):

- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/bfin/config_bfin.h

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- * Matroska constants
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 * mpeg audio layer 2 tables. Most of them come from the mpeg audio
 * specification.
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/mpegaudiotab.h
 *

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/mpegaudiotab.h

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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/os_support.h

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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/truespeech_data.h

*

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/truespeech_data.h

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/*

* MPEG-4 Parametric Stereo definitions and declarations

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/*

* The Video Decode and Presentation API for UNIX (VDPAU) is used for
* hardware-accelerated decoding of MPEG-1/2, H.264 and VC-1.
*
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Found

in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/vdpau.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/vdpau.h
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* VC-1 and WMV3 decoder
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* Partly based on vc9.c (c) 2005 Anonymous, Alex Beregszaszi, Michael Niedermayer
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Found in

path(s):

- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/vc1.h
- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/vc1.h

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```
/*
 * seek utility functions for use within format handlers
 *
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 */
```

Found in path(s):

- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/seek.h

No license file was found, but licenses were detected in source scan.

```
/*
 * Misc image conversion routines
 * most functionality is exported to the public API, see avcodec.h
 *
```

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 */

Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/imgconvert.h
 *
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/imgconvert.h
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/wmv2.h
 * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/wmv2.h

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```
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 * Copyright (c) 2009 Benjamin Larsson
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 */
```

Found in path(s):

```
*/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/atrac.h
*/
/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/atrac.h
```

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```
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 * Simple math operations
 * Copyright (c) 2009 Mans Rullgard <mans@mansr.com>
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*/

Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/avr32/mathops.h

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/*

* AAC definitions and structures

* Copyright (c) 2005-2006 Oded Shimon (ods15 ods15 dyndns org)

* Copyright (c) 2006-2007 Maxim Gavrilov (maxim.gavrilov gmail com)

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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/aac.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/aac.h

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* Flash Compatible Streaming Format common header.

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/swf.h
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* G.729 decoder
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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/g729.h
*
/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/g729.h
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* VC3/DNxHD decoder.
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Found in path(s):

- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/dnxhddata.h
- *

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/dnxhddata.h

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/*

- * Floating point AAN IDCT
- * Copyright (c) 2008 Michael Niedermayer <michaelni@gmx.at>
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Found in path(s):

- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/faanidct.h
- *

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/faanidct.h

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/*

- * QCELP decoder
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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/qcelpdata.h

*

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/qcelpdata.h

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/*

* SVQ1 decoder
 * ported to MPlayer by Arpi <arpi@thot.banki.hu>
 * ported to libavcodec by Nick Kurshev <nickols_k@mail.ru>
 *
 * Copyright (C) 2002 the xine project
 * Copyright (C) 2002 the ffmpeg project
 *
 * SVQ1 Encoder (c) 2004 Mike Melanson <melanson@pcisys.net>
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/svq1.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/svq1.h

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* MPEG Audio decoder

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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/mpegaudiodectab.h

*

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/mpegaudiodectab.h

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* RTP definitions

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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/rtp.h

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/*

* RTP AMR Depacketizer, RFC 3267

* Copyright (c) 2010 Martin Storsjo

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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/rtpdec_amr.h

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Found in path(s):

- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/softfloat.h
- *

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/softfloat.h

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 * MSMPEG4 backend for ffmpeg encoder and decoder
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- *

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/msmpeg4.h

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```

Found in path(s):

```

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/rational.h
*
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/rational.h
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```

```

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* Header file for hardcoded Parametric Stereo tables
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```

Found in path(s):

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/aacps_tablegen.h
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```

```

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```

Found in path(s):

```

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/rangecoder.h

```

```

*

```

```

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/rangecoder.h

```

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```

Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/rtsp.h

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/*

* LZW decoder

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/lzw.h

*

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/lzw.h

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/*

* RTMP packet utilities

* Copyright (c) 2009 Kostya Shishkov

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/rtmppkt.h
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*/

Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/faxcompr.h
*
/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/faxcompr.h
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* Sunplus JPEG tables
* Copyright (c) 2003 the ffmpeg project
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Found in path(s):

- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/sp5x.h
- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/sp5x.h

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```
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 * AC-3 parser prototypes
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```

Found in path(s):

- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/ac3_parser.h
- *
- /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/ac3_parser.h

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 * AC-3 tables
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Found in path(s):

- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/ac3tab.h
- *

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/ac3tab.h

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/**

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**/

Found in path(s):

- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/oggdec.h

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```
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 * Alpha optimized DSP utils
 * copyright (c) 2002 Falk Hueffner <falk@debian.org>
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 */
```

Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/alpha/regdef.h

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```
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 * vp6dsp MMX function declarations
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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/x86/vp6dsp_mmx.h

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/*

* MPEG Audio header decoder

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*/

Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/mpegaudiodecheader.h

*

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/mpegaudiodecheader.h

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/*

* HTTP authentication

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/*

* Common code between Nellymoser encoder and decoder

* Copyright (c) 2007 a840bda5870ba11f19698ff6eb9581dfb0f95fa5,

* 539459aeb7d425140b62a3ec7dbf6dc8e408a306, and

* 520e17cd55896441042b14df2566a6eb610ed444

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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/nellymoser.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/nellymoser.h

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/*

* arbitrary precision integers

* Copyright (c) 2004 Michael Niedermayer <michaelni@gmx.at>

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```

Found in path(s):

```

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/integer.h
*
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/integer.h
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```

```

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* Indeo Video Interactive 5 compatible decoder
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```

Found in path(s):

```

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/indeo5data.h
*
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/indeo5data.h
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```

```

/*
* Header file for hardcoded PCM tables

```

```

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```

Found in path(s):

```

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/pcm_tablegen.h
*
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/pcm_tablegen.h

```

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```

/*
* H.26L/H.264/AVC/JVT/14496-10/... encoder/decoder
* Copyright (c) 2003 Michael Niedermayer <michaelni@gmx.at>
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```

Found in path(s):


```
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/cabac.h
*
/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/h264.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/h264pred.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/cabac.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/h264pred.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/x86/h264_i386.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/h264.h
```

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* Generic DCT based hybrid video encoder
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```

Found in path(s):

```
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/mpegvideo.h
*
/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/mpegvideo.h
```

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* RealVideo 3 decoder
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```

Found in path(s):

```

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/rv30data.h
*
/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/rv30data.h
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```

```

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* LZO 1x decompression
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```

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/lzo.h
*
/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/lzo.h
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```

```

/*
* S3 Texture Compression (S3TC) decoding functions
* Copyright (c) 2007 by Ivo van Poorten
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Found in path(s):

- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/s3tc.h

- *

- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/s3tc.h

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/*

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- * Copyright (c) 2000, 2001 Fabrice Bellard
- * Copyright (c) 2003 Alex Beregszaszi
- * Copyright (c) 2003-2004 Michael Niedermayer
- *
- * Support for external huffman table, various fixes (AVID workaround),
- * aspecting, new decode_frame mechanism and apple mjpeg-b support
- * by Alex Beregszaszi
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/mjpeg.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/mjpeg.h

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* XVID MPEG-4 VIDEO CODEC

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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/x86/idct_xvid.h

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* Ratecontrol

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*
/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/ratecontrol.h
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/roqvideo.h
*
/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/roqvideo.h
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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/mpeg4data.h
 *
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/mpeg4data.h
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/ra288.h
 *
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/ra288.h
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/**
 * @file

```

* VP5 compatible video decoder
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```

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/vp5data.h
*
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/vp5data.h
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```

Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/crc_data.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/crc_data.h

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```

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/aiff.h

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 */
```


*/

Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/flacenc.h

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/*

* RC4 encryption/decryption/pseudo-random number generator

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/rc4.h

*

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/rc4.h

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/*

* internals for BMP codecs

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/bmp.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/bmp.h

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/*

* vp6dsp SSE2 function declarations
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/x86/vp6dsp_sse2.h

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/mpeg12.h
*

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/mpeg12.h

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*

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/golomb.h

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- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavfilter/parseutils.h

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- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/aandcttab.h
- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/arm/bswap.h
- *
- /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/intreadwrite.h
- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/avr32/bswap.h
- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/error.h
- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/aandcttab.h
- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/sh4/bswap.h
- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/internal.h
- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/libm.h
- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavdevice/avdevice.h
- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/dcadsp.h

```

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/intrax8.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/fifo.h
*
/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/intrax8.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/intrax8huf.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/sh4/dsputil_sh4.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/intrax8huf.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/ppc/util_altivec.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/avfft.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/error.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/arm/mpegvideo_arm.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/avfft.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/internal.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/dcadsp.h
*
/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/intreadwrite.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/libm.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/x86/bswap.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/arm/intreadwrite.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/fifo.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/alpha/dsputil_alpha.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/sparc/dsputil_vis.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/x86/fft.h
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Found in path(s):

```

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/arm/mathops.h

```

*
/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/x86/mathops.h
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/dxva2_internal.h
*

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/dxva2_internal.h
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*

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/sh4/sh4.h

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* RTP muxer definitions

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/rtpenc.h

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/*

* VC-1 and WMV3 decoder

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* (c) 2005 anonymous, Alex Beregszaszi, Michael Niedermayer

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Found in path(s):

- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/vc1data.h
- *
- /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/vc1data.h

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 */
```

Found in path(s):

- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/dv_vlc_data.h
- *
- /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/dv_vlc_data.h

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```
/*
 * DCA compatible decoder data
 * Copyright (C) 2004 Gildas Bazin
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```



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```

Found in path(s):

```

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/dcadata.h
*

```

```

    /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/dcadata.h

```

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```

Found in path(s):

```

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/xiph.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/xiph.h

```

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```

/*

```

```

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```

Found in path(s):

```

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/ulti_cb.h
*
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/ulti_cb.h

```

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```

/*
* ISO Media common code
* copyright (c) 2001 Fabrice Bellard
* copyright (c) 2002 Francois Revol <revol@free.fr>
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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/isom.h

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/*

* MPEG-4 Audio common header

* Copyright (c) 2008 Baptiste Coudurier <baptiste.coudurier@free.fr>

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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/mpeg4audio.h

*

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/mpeg4audio.h

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/*

* AVCodecParser prototypes and definitions

* Copyright (c) 2003 Fabrice Bellard

* Copyright (c) 2003 Michael Niedermayer

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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/parser.h
 *

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/parser.h

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/*

* H.26L/H.264/AVC/JVT/14496-10/... parser
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/h264_parser.h
 *

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/h264_parser.h

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/*

* DCA compatible decoder - huffman tables
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- */

Found in path(s):

- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/dcahuff.h
- *
- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/dcahuff.h

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```
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 * Header file for hardcoded mpegaudiodec tables
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- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/mpegaudio_tablegen.h
- *
- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/mpegaudio_tablegen.h

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 * SoX native format common data
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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/sox.h

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```
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/dca.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/dca.h

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* JPEG-LS common code

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/jpegls.h

*

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/jpegls.h

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* ALSA input and output

* Copyright (c) 2007 Luca Abeni (lucabe72 email it)

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavdevice/alsa-audio.h
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/*
 * IMC compatible decoder
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Found in path(s):

*
 * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/imcdata.h
 * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/imcdata.h
 No license file was found, but licenses were detected in source scan.

/*
 * COOK compatible decoder data
 * Copyright (c) 2003 Sascha Sommer
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Found in path(s):

```

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/cookdata.h
*
/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/cookdata.h
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```

```

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* SIPR decoder for the 16k mode
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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/sipr16kdata.h
*
/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/sipr16kdata.h
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/*
* Video Acceleration API (shared data between FFmpeg and the video player)
* HW decode acceleration for MPEG-2, MPEG-4, H.264 and VC-1
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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/vaapi.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/vaapi.h
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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/mpc.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/mpc.h
*
/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/mpcdata.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/mpc7data.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/mpc7data.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/mpcdata.h

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* common functions for Indeo Video Interactive codecs (Indeo4 and Indeo5)
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*
/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/ivi_common.h

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```

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Found in path(s):

```

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/h261.h
*
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/h261.h
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```

```

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Found in path(s):

```

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/aacenc.h

```

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/aacenc.h

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/*

* MPEG1/2 muxer and demuxer common defines

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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/mpeg.h

No license file was found, but licenses were detected in source scan.

/*

* Chinese AVS video (AVS1-P2, JiZhun profile) decoder.

* Copyright (c) 2006 Stefan Gehrer <stefan.gehrer@gmx.de>

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Found in path(s):

```
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/cavs.h
*
/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/cavsdata.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/cavs.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/cavsdata.h
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```

```
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* MPEG Audio common tables
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*/
```

Found in path(s):

```
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/mpegaudiodata.h
*
/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/mpegaudiodata.h
No license file was found, but licenses were detected in source scan.
```

```
/*
* Default Palettes for Quicktime Files
* Automatically generated from a utility derived from XAnim:
* http://xanim.va.pubnix.com/home.html
*
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*/
```

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Found in path(s):

- *
- /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/qpalette.h

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- /*
- * AAC Spectral Band Replication decoding data
- * Copyright (c) 2008-2009 Robert Swain (rob.opendot.cl)
- *
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- */

Found in path(s):

- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/aacsbrdata.h
- *
- /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/aacsbrdata.h

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- /*
- * Intel Indeo 2 codec
- * copyright (c) 2005 Konstantin Shishkov
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- */

Found in path(s):

- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/indeo2data.h
- *
- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/indeo2data.h

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/**

- * @file
- * VP5 and VP6 compatible video decoder (common data)
- *
- * Copyright (C) 2006 Aurelien Jacobs <aurel@gnuage.org>
- *
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- */

Found in path(s):

- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/vp56data.h
- *

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/vp56data.h

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/*

* MJPEG decoder

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* Copyright (c) 2003 Alex Beregszaszi

* Copyright (c) 2003-2004 Michael Niedermayer

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*

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/mjpegdec.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/mjpegdec.h

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/*

* Constants for DV codec

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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/dvdata.h
*

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/dvdata.h
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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/des.h
*

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/des.h
No license file was found, but licenses were detected in source scan.

/*

* Video Decode and Presentation API for UNIX (VDPAU) is used for
* HW decode acceleration for MPEG-1/2, H.264 and VC-1.
*
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Found in

path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/vdpau_internal.h
 * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/vdpau_internal.h
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/*

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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/jpeglsdec.h
 *
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/jpeglsdec.h
 No license file was found, but licenses were detected in source scan.

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* DSP utils
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 * Copyright (c) 2002-2004 Michael Niedermayer <michaelni@gmx.at>
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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/dsputil.h
 *
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/dsputil.h
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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/lfg.h

*

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/lfg.h

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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/h264dsp.h

*

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/h264dsp.h

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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/adler32.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/adler32.h
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/*
* The simplest mpeg encoder (well, it was the simplest!)
* Copyright (c) 2000,2001 Fabrice Bellard
* Copyright (c) 2002-2004 Michael Niedermayer <michaelni@gmx.at>
*
* 4MV & hq & B-frame encoding stuff by Michael Niedermayer <michaelni@gmx.at>
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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/mpegvideo_common.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/mpegvideo_common.h
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* Cyril Comparon, Larbi Joubala, Resonate-MP4 2009
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Found in path(s):

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 * various filters for ACELP-based codecs
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/acelp_filters.h
 *
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/acelp_filters.h
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```
/*
 * H26L/H264/AVC/JVT/14496-10/... encoder/decoder
 * Copyright (c) 2003 Michael Niedermayer <michaelni@gmx.at>
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Found in path(s):

- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/h264data.h
- *
- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/h264data.h

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```
/*
 * VC3/DNxHD encoder structure definitions and prototypes
 * Copyright (c) 2007 Baptiste Coudurier <baptiste dot coudurier at smartjog dot com>
 *
 * VC-3 encoder funded by the British Broadcasting Corporation
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```

Found in path(s):

- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/dnxhdenc.h
- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/dnxhdenc.h

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```
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 * @file
 * VP5 and VP6 compatible video decoder (common features)
 *
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 */
```

Found in path(s):

```
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/vp56.h
*
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/vp56.h
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```

```
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*/

Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/avutil.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/internal.h
*
/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/x86_cpu.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/crc.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/x86/timer.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/attributes.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/internal.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/bswap.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/mem.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/pixfmt.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/common.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/pixfmt.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/md5.h
*
/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/crc.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/mem.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/tree.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/tree.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/avutil.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/common.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/x86_cpu.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/bswap.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/md5.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/attributes.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/log.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/log.h
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/*

* RTP H.263 Depacketizer, RFC 4629

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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/rtpdec_h263.h

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/*
* RV30/40 decoder common data declarations
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/rv34.h

*

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/rv34.h

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* CGA ROM data
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- */

Found in path(s):

- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/cga_data.h
- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/cga_data.h

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```
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 * Copyright (c) 2006-2007 Robert Swain
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Found in path(s):

- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/amrnbdata.h
- *

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/amrnbdata.h

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```
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 * ASF decryption
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```

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/asfcrypt.h
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```

```

/*
* QDM2 compatible decoder
* Copyright (c) 2003 Ewald Snel
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* Copyright (c) 2005 Roberto Togni
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USA
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```

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/qdm2data.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/qdm2data.h

```

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```
/*
 * E-AC-3 decoder tables
 * Copyright (c) 2007 Bartlomiej Wolowiec <bartek.wolowiec@gmail.com>
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 */
```

Found in path(s):

```
/* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/eac3dec_data.h
 *
 * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/eac3dec_data.h
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```
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/x86/intmath.h
*
/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/arm/aac.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/intmath.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/tomi/intreadwrite.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/intmath.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/vp56dsp.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/arm/intmath.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/vp56dsp.h
```

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* MLP codec common header file
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```

Found in path(s):

```
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/mlp.h
*
/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/mlp.h
```

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/**

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* LPC utility code
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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/lpc.h
 *
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/lpc.h
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 * Header file for hardcoded AAC cube-root table
 *
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 */

Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/cbrt_tablegen.h
 *
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/cbrt_tablegen.h
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/*


```

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```

Found in path(s):

```

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/simple_idct.h
*
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/simple_idct.h
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```

```

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```

Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/bgmc.h

*

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/bgmc.h

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/*

* Bethesda VID video decoder

* Copyright (C) 2007 Nicholas Tung

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*

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/bethsoftvideo.h

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/*

* Xiph RTP Protocols

* Based off RFC 5215 (Vorbis RTP) and the Theora RTP draft.

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Found

in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/rtpdec_xiph.h
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/vendors-ffmpeg-0-6-0-30-windows-zip/lib/release/svslibavutil.lib: binary file matches

Found in path(s):

* /bin/grep

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/*

* Intel Indeo 3 (IV31, IV32, etc.) video decoder for ffmpeg
* written, produced, and directed by Alan Smithee
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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/indeo3data.h

*

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/indeo3data.h
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/*

* various filters for CELP-based codecs

```

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*/

```

Found in path(s):

```

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/celp_filters.h
*

```

```

    /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/celp_filters.h

```

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```

Found in path(s):

```
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/vc1acdata.h
*
/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/vc1acdata.h
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```

Found in path(s):

```
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/libdirac_libschro.h
*
/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/libdirac_libschro.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/libdirac.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/libschroedinger.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/libdirac.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/libschroedinger.h
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```

```
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Found in path(s):

- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/atrac3data.h
- *

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/atrac3data.h

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Found in path(s):

- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/libxvid_internal.h
- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/libxvid_internal.h

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/rtjpeg.h

*

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/rtjpeg.h

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/ppc/timer.h

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Found in path(s):

- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/avstring.h
- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/avstring.h

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- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/rv34vlc.h
- *

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/rv34vlc.h

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```
/*
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Found in path(s):

- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/aac_parser.h
- *
- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/aac_parser.h

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/elbg.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/elbg.h

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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/ppc/dsputil_ppc.h

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* Common AAC and AC-3 parser prototypes

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/aac_ac3_parser.h

*

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/aac_ac3_parser.h

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/flac.h
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/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/flac.h

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*

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/mpeg4video_parser.h

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- *
- /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/pca.h

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- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/mpeg4video.h

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```
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/random_seed.h
*
/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/random_seed.h
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```
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*
/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/dwt.h
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/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/xvmc_internal.h

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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/atrac1data.h

*

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/atrac1data.h

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- */

Found in path(s):

- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/ppc/types_altivec.h

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/*

- * Header file for hardcoded MDCT tables

*

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Found in path(s):

- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/mdct_tablegen.h

*

- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/mdct_tablegen.h

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/*

- * DXVA2 HW acceleration

*

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```

Found in path(s):

```

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/dxva2.h
*
/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/dxva2.h
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```

```

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```

Found in path(s):

```

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/faandct.h
*
/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/faandct.h
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```

```

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 * AAC encoder psychoacoustic model
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 */

```

Found in path(s):

```

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/aacpsy.h
*
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/aacpsy.h
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```

```

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```

Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/binkdata.h

*

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/binkdata.h

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/*

* mmx.h

* Copyright (C) 1997-2001 H. Dietz and R. Fisher

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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/x86/mmx.h

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/*

* reference discrete cosine transform (double precision)

* Copyright (C) 2009 Dylan Yudaken

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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/dctref.h
*

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/dctref.h

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* WMA compatible codec
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/wma.h
*

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/wma.h

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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/vorbis_enc_data.h
*
/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/vorbis_enc_data.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/vorbis.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/vorbis.h
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* RTP H264 Protocol (RFC3984)
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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/rtpdec_h264.h
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- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/twinvq_data.h
- *

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/twinvq_data.h

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Found in path(s):

- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/x86/intreadwrite.h

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/sparc/vis.h

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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/sha.h

*

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/sha.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/sha1.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/sha1.h

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Found in path(s):

```
*/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/opt.h
*/
*/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/opt.h
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/pnm.h

*

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/pnm.h

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* DSP functions for Indeo Video Interactive codecs (Indeo4 and Indeo5)

*

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*

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/ivi_dsp.h

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/*

* Generate a file for hardcoded tables

*

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- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/tableprint.h
- *

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/tableprint.h

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```
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 * MOV, 3GP, MP4 muxer
 * Copyright (c) 2003 Thomas Raivio
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```

Found in path(s):

- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/movenc.h

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/dirac.h
 *
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/dirac.h
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 * simple math operations
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 *

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/mathops.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/mathops.h
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```
/*
 * Bytestream functions
 * copyright (c) 2006 Baptiste Coudurier <baptiste.coudurier@free.fr>
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 */
```

Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/bytestream.h
*
/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/bytestream.h
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```
/*
 * audio conversion
 * Copyright (c) 2006 Michael Niedermayer <michaelni@gmx.at>
 * Copyright (c) 2008 Peter Ross
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*/

Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/audioconvert.h
*

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/audioconvert.h

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*/

Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/aes.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/aes.h

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* Creative Voice File demuxer.

* Copyright (c) 2006 Aurelien Jacobs <aurel@gnuage.org>

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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/voc.h

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/*

* MPEG2 transport stream defines
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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/mpegts.h

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/*

* WMA 9/3/PRO compatible decoder
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* Copyright (c) 2008 - 2009 Sascha Sommer
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Found in path(s):

- *
- /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/wmaprodata.h
- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/wmaprodata.h

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```
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```

Found in path(s):

- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/base64.h
- *
- /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/base64.h

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```
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 * FFM (ffserver live feed) common header
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 */
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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/ffm.h

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 * "NUT" Container Format (de)muxer
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/nut.h

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 * ADX ADPCM codecs

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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/adx.h
 * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/adx.h
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 * Musepack SV8 decoder
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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/mpc8huff.h
 *

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/mpc8data.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/mpc8huff.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/mpc8data.h
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/*
* AAC decoder data
* Copyright (c) 2005-2006 Oded Shimon (ods15 ods15 dyndns org)
* Copyright (c) 2006-2007 Maxim Gavrilov (maxim.gavrilov gmail com)
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*/

Found

in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/aacdecTAB.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/aacdecTAB.h
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/*
* H.26L/H.264/AVC/JVT/14496-10/... motion vector prediction
* Copyright (c) 2003 Michael Niedermayer <michaelni@gmx.at>
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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/h264_mvpred.h
*
/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/h264_mvpred.h
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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/rle.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/rle.h
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* simple math operations
*
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Found in path(s):

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/bfin/mathops.h
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```

```

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* H.263 parser
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```

Found in path(s):

```

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/h263_parser.h
*
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/h263_parser.h
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```

```

/*
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* H263+ support
* copyright (c) 2001 Juan J. Sierralta P
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/h263data.h
 * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/h263data.h
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/*
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Found

in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/aactab.h
 * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/aactab.h

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 */
```

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavfilter/avfilter.h

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```
/*
 * MJPEG encoder
 * Copyright (c) 2000, 2001 Fabrice Bellard
 * Copyright (c) 2003 Alex Beregszaszi
 * Copyright (c) 2003-2004 Michael Niedermayer
 *
 * Support for external huffman table, various fixes (AVID workaround),
 * aspecting, new decode_frame mechanism and apple mjpeg-b support
 *
 * by Alex Beregszaszi
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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/mjpegenc.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/mjpegenc.h
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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/g729data.h
*
/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/g729data.h
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```

Found in path(s):

- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/tiff.h
- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/tiff.h

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```
/*
 * APE tag handling
 * Copyright (c) 2007 Benjamin Zores <ben@geexbox.org>
 * based upon libdemac from Dave Chapman.
 *
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Found in path(s):

```

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/apetag.h
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Found in path(s):

```

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/metadata.h
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```

```

/*
* Header file for hardcoded AAC tables
*
* Copyright (c) 2010 Alex Converse <alex.converse@gmail.com>

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```

Found in path(s):

```

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/aac_tablegen.h
*
/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/aac_tablegen_decl.h
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```

Found in path(s):

```

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/msrledec.h
*

```

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/msrledec.h

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* RTMP definitions

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/rtmp.h

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/iirfilter.h
*

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/iirfilter.h

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* FLAC data header

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/flacdata.h
*

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/flacdata.h

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/avio.h
 * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/avi.h
 *
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/avformat.h
 * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/avcodec.h
 * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/mpegaudio.h
 * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/avcodec.h
 * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/mpegaudio.h
 * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/internal.h
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/rtpdec_asf.h
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Found in path(s):

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/png.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/png.h

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Found in path(s):

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/eval.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/eval.h

```

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/*
* Header file for hardcoded QDM2 tables

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Found in path(s):

```

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/qdm2_tablegen.h
*

```

```

    /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/qdm2_tablegen.h

```

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/bfin/dsputil_bfin.h

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*

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/h261data.h

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* LCL (LossLess Codec Library) Codec

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/lcl.h
*

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/lcl.h

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* @file

* huffman tree builder and VLC generator

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*

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/huffman.h

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* Spectral Band Replication definitions and structures

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* Copyright (c) 2010 Alex Converse <alex.converse@gmail.com>

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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/sbr.h
 * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/sbr.h
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 * audio encoder psychoacoustic model
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 * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/psymodel.h
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 * Various fixed-point math operations
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*

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/celp_math.h

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*
/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/siprdata.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/sipr.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/siprdata.h
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Found in path(s):

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*/

Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/synth_filter.h
*

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/synth_filter.h

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/*

* software RGB to RGB converter
* pluralize by Software PAL8 to RGB converter
* Software YUV to YUV converter
* Software YUV to RGB converter
* Written by Nick Kurshev.
* YUV & runtime CPU stuff by Michael (michaelni@gmx.at)
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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libswscale/rgb2rgb.h

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/*

* vp3dsp SSE2 function declarations
* Copyright (c) 2007 Aurelien Jacobs <aurel@gnucage.org>
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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/x86/vp3dsp_sse2.h

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 * AVC helper functions for muxers
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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/avc.h

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```
/*
 * Header file for hardcoded DV tables
 *
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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/dv_tablegen.h
 *

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/dv_tablegen.h

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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/wmadata.h
 *

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/wmadata.h

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 */
```

Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/raw.h

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```
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 * Filter graph parser
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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavfilter/graphparser.h

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/rl.h

*

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/rl.h

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/*

* Various utilities for command line tools

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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/cmdutils.h
*

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/cmdutils.h

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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/flv.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/flv.h

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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/snow.h
*
/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/snow.h
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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavformat/vorbiscomment.h
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- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/bfin/bswap.h
- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/bfin/timer.h

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```
/*
 * MSMPEG4 backend for ffmpeg encoder and decoder
 * copyright (c) 2001 Fabrice Bellard
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Found in path(s):

- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/msmpeg4data.h
- * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/msmpeg4data.h

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```
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```

Found in path(s):

```

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/ra144.h
*
/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/ra144.h
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```

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```

Found in path(s):

```

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/raw.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/raw.h

```

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Found in path(s):

```
*/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/ac3dec_data.h
*/
/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/ac3dec_data.h
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/get_bits.h

*

/vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/unary.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/put_bits.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/unary.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/get_bits.h

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/put_bits.h

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/*

* H263 internal header

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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/h263.h
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Found in path(s):

* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/intfloat_readwrite.h
*
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/intfloat_readwrite.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavutil/mathematics.h
* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavutil/mathematics.h
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* Xiaohui Sun <tjnsxh@hotmail.com>
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* /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/sgi.h
 *
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/sgi.h
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 * /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6/ffmpeg-0.6-svs/libavcodec/xvmc.h
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 *
 /vendors-ffmpeg-0-6-0-30-windows-zip/include/ffmpeg/0.6.1/libavcodec/acelp_pitch_delay.h

1.44 libusb 0.0.1.x

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Version 2.1, February 1999

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1.45 fmdb 0.0.1.x

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Thanks to the following folks for patches and other contributions:

D. Richard Hipp (The author of SQLite)
Dominic Yu
Zach Wily
Kris Markel
Blackhole Media
Daniel Pasco
Bil Moorehead
Sam Steele
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Matt Comi
Tracy Harton
Robbie Hanson

Wouter F. Wessels
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Nathan Stitt
Dan Wright
OZLB
Matt Stevens
Jens Alfke
Pascal Pfiffner
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Samuel Chen
Daniel Dickison
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Joshua Tessier
Graham Dennis
Nick Hodapp
Xianliang Li (Oldman)
David Hart
Mike Ash
Julius Scott

Aaaaannnd, Gus Mueller (that's me!)

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1.46 bsdiff 0.0.1.x

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1.47 safestring 0.0.1.x

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