Open Source Used In Webex Meetings Virtual Desktop App 39.3

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HISTORY -

Early versions of this collector were developed as a part of research projects supported in part by the National Science Foundation and the Defense Advance Research Projects Agency.
The garbage collector originated as part of the run-time system for
the Russell programming language implementation. The first version of the
garbage collector was written primarily by Al Demers. It was then refined
and mostly rewritten, primarily by Hans-J. Boehm, at Cornell U.,
the University of Washington, Rice University (where it was first used for
C and assembly code), Xerox PARC, SGI, and HP Labs. However, significant
contributions have also been made by many others.

Some other contributors:

More recent contributors are mentioned in the modification history in
README.changes. My apologies for any omissions.

The SPARC specific code was originally contributed by Mark Weiser.
The Encore Multimax modifications were supplied by
Kevin Kenny (kenny@m.cs.uiuc.edu). The adaptation to the IBM PC/RT is largely
due to Vernon Lee, on machines made available to Rice by IBM.
Much of the HP specific code and a number of good suggestions for improving the
generic code are due to Walter Underwood.
Robert Brazile (brazile@diamond.bbn.com) originally supplied the ULTRIX code.
Al Dosser (dosser@src.dec.com) and Regis Cridlig (Regis.Cridlig@cl.cam.ac.uk)
subsequently provided updates and information on variation between ULTRIX
systems. Parag Patel (parag@netcom.com) supplied the A/UX code.
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Thomas Funke (thf@zelator.in-berlin.de(?)) and
Brian D.Carlstrom (bdc@clark.lcs.mit.edu) supplied the NeXT ports.
Douglas Steel (doug@wg.icl.co.uk) provided ICL DRS6000 code.
Bill Janssen (janssen@parc.xerox.com) supplied the SunOS dynamic loader
specific code. Manuel Serrano (serrano@cornas.inria.fr) supplied linux and
Sony News specific code. Al Dosser provided Alpha/OSF/1 code. He and
Dave Detlefs(detlefs@src.dec.com) also provided several generic bug fixes.
Alistair G. Crooks(aggc@uts.amdahl.com) supplied the NetBSD and 386BSD ports.
Jeffrey Hsu (hsu@soda.berkeley.edu) provided the FreeBSD port.
Brent Benson (brent@jade.ssd.csd.harris.com) ported the collector to
a Motorola 88K processor running CX/UX (Harris NightHawk).
Ari Huttunen (Ari.Huttunen@hut.fi) generalized the OS/2 port to
nonIBM development environments (a nontrivial task).
Patrick Beard (beard@cs.ucdavis.edu) provided the initial MacOS port.
David Chase, then at Olivetti Research, suggested several improvements.
Scott Schwartz (schwartz@groucho.cse.psu.edu) supplied some of the
code to save and print call stacks for leak detection on a SPARC.
Jesse Hull and John Ellis supplied the C++ interface code.
Zhong Shao performed much of the experimentation that led to the
current typed allocation facility. (His dynamic type inference code hasn't
made it into the released version of the collector, yet.)
This package was debianized by Vladimir Prus <ghost@cs.msu.su> on
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@$\{ECHO\}
@$\{ECHO\} http://www.boost-consulting.com/writing/GNUmakefile,"
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1.4 boost 1.52.0

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1.7 ccard 1.0

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1.8 Chromium Embedded Framework (CEF)

3.3440.1806.g65046b7

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base64.cpp and base64.h

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L. Peter Deutsch
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UTF8 Validation logic (utf8_validation.hpp)

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base64.cpp and base64.h

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****** SHA1 Library (sha1/sha1.hpp) ******
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md5.hpp is a reformulation of the md5.h and md5.c code from
http://www.opensource.apple.com/source/cups/cups-59/cups/md5.c to allow it to
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L. Peter Deutsch
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***** UTF8 Validation logic (utf8_validation.hpp) *****

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 * Rob Earhart
 * Rob Siemborski
 */
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2002-Apr-11

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o http://www.freetype.org

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You can also contact us individually at:

David Turner <david.turner@freetype.org>
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1.15 glib 2.27.1

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

<one line to give the library's name and a brief idea of what it does.>
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For example, if you distribute copies of the library, whether gratis or for a fee, you must give the recipients all the rights that we gave you. You must make sure that they, too, receive or can get the source code. If you link a program with the library, you must provide complete object files to the recipients so that they can relink them with the library, after making changes to the library and recompiling it. And you must show them these terms so they know their rights.

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Also, for each distributor's protection, we want to make certain that everyone understands that there is no warranty for this free library. If the library is modified by someone else and passed on, we want its recipients to know that what they have is not the original version, so that any problems introduced by others will not reflect on the original authors' reputations.

Finally, any free program is threatened constantly by software patents. We wish to avoid the danger that companies distributing free software will individually obtain patent licenses, thus in effect transforming the program into proprietary software. To prevent this, we have made it clear that any patent must be licensed for everyone's free use or not licensed at all.

Most GNU software, including some libraries, is covered by the ordinary GNU General Public License, which was designed for utility programs. This license, the GNU Library General Public License, applies to certain designated libraries. This license is quite different from the ordinary one; be sure to read it in full, and don't assume that anything in it is the same as in the ordinary license.
The reason we have a separate public license for some libraries is that they blur the distinction we usually make between modifying or adding to a program and simply using it. Linking a program with a library, without changing the library, is in some sense simply using the library, and is analogous to running a utility program or application program. However, in a textual and legal sense, the linked executable is a combined work, a derivative of the original library, and the ordinary General Public License treats it as such.

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

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

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

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

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

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

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

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You may charge a fee for the physical act of transferring a copy, and you may at your option offer warranty protection in exchange for a fee.

2. You may modify your copy or copies of the Library or any portion of it, thus forming a work based on the Library, and copy and distribute such modifications or work under the terms of Section 1 above, provided that you also meet all of these conditions:

a) The modified work must itself be a software library.

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

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

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

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

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

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

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

3. You may opt to apply the terms of the ordinary GNU General Public
License instead of this License to a given copy of the Library. To do
this, you must alter all the notices that refer to this License, so
that they refer to the ordinary GNU General Public License, version 2,
instead of to this License. (If a newer version than version 2 of the
ordinary GNU General Public License has appeared, then you can specify
that version instead if you wish.) Do not make any other change in
these notices.

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

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

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

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

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

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

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

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

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

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

You must give prominent notice with each copy of the work that the Library is used in it and that the Library and its use are covered by this License. You must supply a copy of this License. If the work during execution displays copyright notices, you must include the copyright notice for the Library among them, as well as a reference directing the user to the copy of this License. Also, you must do one of these things:

a) Accompany the work with the complete corresponding machine-readable source code for the Library including whatever changes were used in the work (which must be distributed under Sections 1 and 2 above); and, if the work is an executable linked with the Library, with the complete machine-readable "work that uses the Library", as object code and/or source code, so that the user can modify the Library and then relink to produce a modified executable containing the modified Library. (It is understood that the user who changes the contents of definitions files in the Library will not necessarily be able to recompile the application to use the modified definitions.)

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

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

d) Verify that the user has already received a copy of these materials or that you have already sent this user a copy.

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

It may happen that this requirement contradicts the license restrictions of other proprietary libraries that do not normally
accompany the operating system. Such a contradiction means you cannot use both them and the Library together in an executable that you distribute.

7. You may place library facilities that are a work based on the Library side-by-side in a single library together with other library facilities not covered by this License, and distribute such a combined library, provided that the separate distribution of the work based on the Library and of the other library facilities is otherwise permitted, and provided that you do these two things:

   a) Accompany the combined library with a copy of the same work based on the Library, uncombined with any other library facilities. This must be distributed under the terms of the Sections above.

   b) Give prominent notice with the combined library of the fact that part of it is a work based on the Library, and explaining where to find the accompanying uncombined form of the same work.

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Appendix: How to Apply These Terms to Your New Libraries

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This library is free software; you can redistribute it and/or modify it under the terms of the GNU Library General Public License as published by the Free Software Foundation; either version 2 of the License, or (at your option) any later version.

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You should have received a copy of the GNU Library General Public License along with this library; if not, write to the Free Software Foundation, Inc., 675 Mass Ave, Cambridge, MA 02139, USA.

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

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

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

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

That's all there is to it!

GStreamer Legal Issues

This part of the FAQ is based on a series of questions we asked the FSF to understand how the GPL works and how patents affects the GPL. These questions were answered by the FSF lawyers, so we view them as the final interpretation on how the GPL and LGPL interact with patents in our opinion. This consultancy was paid for by Fluendo in order to obtain clear and quotable answers. These answers were certified by the FSF lawyer team and verified by FSF lawyer and law professor Eben Moglen.

Qanda entry:

Open Source Used In Webex Meetings Virtual Desktop App 39.3
Can someone distribute the combination of

- GStreamer, the LGPL library
- MyPlayer, a GPL playback application
- The binary-only Sorenson decoder
together in one distribution/operating system? If not, what needs to be changed to make this possible?

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

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

Note: MyPlayer is a completely fictitious application at the time of writing.
If a program released under the GPL uses a library that is LGPL, and this library can dlopen plug-ins at runtime, what are the requirements for the license of the plug-in?

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

Can someone in a country that does not have software patents distribute code covered by US patents under the GPL to people in, for example, Norway? If he/she visits the US, can he/she be arrested?

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

Can someone from the US distribute software covered by US patents under the GPL to people in Norway? To people in the US?
This might infringe some patents, but the GPL would not forbid it absent some actual restriction, such as a court judgement or agreement. The US government is empowered to refuse importation of patent infringing devices, including software.

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

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

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

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

So let's say there is a court judgement. Does this mean that the GPL license is invalid for the project everywhere, or only in the countries where it conflicts with the applicable patents?
The GPL operates on a per-action, not per-program basis. That is, if you are in a country which has software patents, and a court tells you that you cannot distribute (say) libmad in source code form, then you cannot distribute libmad at all. This doesn't affect anyone else.

Patented decoding can be implemented in GStreamer either by having a binary-only plugin do the decoding, or by writing a plugin (with any applicable license) that links to a binary-only library. Does this affect the licensing issues involved in regards to GPL/LGPL?

No.

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

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

If you take a license which doesn't allow others to distribute original or modified versions of libmad practicing the same patent claims as the version you distribute, then you may not distribute at all.
/* GStreamer
 * Copyright (C) <1999> Erik Walthinsen <omega@cse.ogi.edu>
 *
 * This library is free software; you can redistribute it and/or
 * modify it under the terms of the GNU Library General Public
 * License as published by the Free Software Foundation; either
 * version 2 of the License, or (at your option) any later version.
 *
 * This library is distributed in the hope that it will be useful,
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 *
 * You should have received a copy of the GNU Library General Public
 * License along with this library; if not, write to the
 * Free Software Foundation, Inc., 59 Temple Place - Suite 330,
 * Boston, MA 02111-1307, USA.
 */

/* GStreamer
 * Copyright (C) 1999,2000 Erik Walthinsen <omega@cse.ogi.edu>
 * 2000 Wim Taymans <wtay@chello.be>
 *
 * gstpadelement.c: Templates for pad creation
 *
 * This library is free software; you can redistribute it and/or
 * modify it under the terms of the GNU Library General Public
 * License as published by the Free Software Foundation; either
 * version 2 of the License, or (at your option) any later version.
 *
 * This library is distributed in the hope that it will be useful,
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 * MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE. See the GNU
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 * You should have received a copy of the GNU Library General Public
 * License along with this library; if not, write to the
 * Free Software Foundation, Inc., 59 Temple Place - Suite 330,
 * Boston, MA 02111-1307, USA.
 */

/**
 * @short_description: Describe the media type of a pad.
 */
Pad and PadTemplates have #GstCaps attached to it to describe the media type they are capable of dealing with. gst_pad_template_get_caps() or GST_PAD_TEMPLATE_CAPS() are used to get the caps of a padtemplate. It's not possible to modify the caps of a padtemplate after creation.

PadTemplates have a #GstPadPresence property which identifies the lifetime of the pad and that can be retrieved with GST_PAD_TEMPLATE_PRESENCE(). Also the direction of the pad can be retrieved from the #GstPadTemplate with GST_PAD_TEMPLATE_DIRECTION().

The GST_PAD_TEMPLATE_NAME_TEMPLATE() is important for GST_PAD_REQUEST pads because it has to be used as the name in the gst_element_get_request_pad() call to instantiate a pad from this template.

Padtemplates can be created with gst_pad_template_new() or with gst_static_pad_template_get(), which creates a #GstPadTemplate from a #GstStaticPadTemplate that can be filled with the convenient GST_STATIC_PAD TEMPLATE() macro.

A padtemplate can be used to create a pad (see gst_pad_new_from_template()) or gst_pad_new_from_static_template()) or to add to an element class (see gst_element_class_add_pad_template()).

The following code example shows the code to create a pad from a padtemplate.

```c
GstStaticPadTemplate my_template =
GST_STATIC_PAD_TEMPLATE (  
  "sink", // the name of the pad  
  GST_PAD_SINK, // the direction of the pad  
  GST_PAD_ALWAYS, // when this pad will be present  
  GST_STATIC_CAPS ( // the capabilities of the padtemplate  
    "audio/x-raw-int,"  
    "channels = (int) [ 1, 6 ]"
  )
);

void
my_method (void)
{
  GstPad *pad;
```
The following example shows you how to add the padtemplate to an element class, this is usually done in the base_init of the class:

```c
static void
my_element_base_init (gpointer g_class)
{
  GstElementClass *gstelement_class = GST_ELEMENT_CLASS (g_class);

  gst_element_class_add_pad_template (gstelement_class,
      gst_static_pad_template_get (&my_template));
}
```

Last reviewed on 2006-02-14 (0.10.3)

#include "gst_private.h"
#include "gstpad.h"
#include "gstpadtemplate.h"
#include "gstenumtypes.h"
#include "gstmarshal.h"
#include "gstutils.h"
#include "gstinfo.h"
#include "gsterror.h"
#include "gstvalue.h"

#define GST_CAT_DEFAULT GST_CAT_PADS

enum
{
  PROP_NAME_TEMPLATE = 1,
  PROP_DIRECTION,
  PROP_PRESENCE,
  PROP_CAPS
};

enum
{
  TEMPL_PAD_CREATED,
static GstObject *parent_class = NULL;
static guint gst_pad_template_signals[LAST_SIGNAL] = { 0 };

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

G_DEFINE_TYPE (GstPadTemplate, gst_pad_template, GST_TYPE_OBJECT);

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

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

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

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

    /**
     * GstPadTemplate:name-template
     *
     * The name template of the pad template.
     */

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

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

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

/**
* GstPadTemplate:caps
*
* The capabilities of the pad described by the pad template.
*
* Since: 0.10.21
*/
g_object_class_install_property (gobject_class, PROP_CAPS,
g_param_spec_boxed ("caps", "Caps",
"The capabilities of the pad described by the pad template",
GST_TYPE_CAPS,
G_PARAM_READWRITE | G_PARAM_CONSTRUCT_ONLY | G_PARAM_STATIC_STRINGS));

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

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

    g_free (GST_PAD_TEMPLATE_NAME_TEMPLATE (templ));
    if (GST_PAD_TEMPLATE_CAPS (templ)) {
        gst_caps_unref (GST_PAD_TEMPLATE_CAPS (templ));
    }
    G_OBJECT_CLASS (parent_class)->dispose (object);
}

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

    if (presence == GST_PAD_ALWAYS) {
        if (strchr (name, '%')) {

            if (presence == GST_PAD_ALWAYS) {
                if (strchr (name, '%')) {
g_warning("invalid name template %s: conversion specifications are not"
  " allowed for GST_PAD_ALWAYS padtemplates", name);
return FALSE;
}

if (presence == GST_PAD_REQUEST) {
  if ((str = strchr (name, '%')) && strchr (str + 1, '%')) {
    g_warning("invalid name template %s: only one conversion specification"
      " allowed in GST_PAD_REQUEST padtemplate", name);
    return FALSE;
  }

  if (str && (*(str + 1) != 's' && *(str + 1) != 'd' && *(str + 1) != 'u')) {
    g_warning("invalid name template %s: conversion specification must be of"
      " type '%%d', '%%u' or '%%s' for GST_PAD_REQUEST padtemplate", name);
    return FALSE;
  }

  if (str && (*(str + 2) != '\0')) {
    g_warning("invalid name template %s: conversion specification must"n
      " appear at the end of the GST_PAD_REQUEST padtemplate name", name);
    return FALSE;
  }
}

return TRUE;
}

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

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

/**
 * gst_static_pad_template_get:
 * @pad_template: the static pad template
 *
 * Converts a #GstStaticPadTemplate into a #GstPadTemplate.
 *
 * Returns: (transfer full): a new #GstPadTemplate.
 */

GstPadTemplate *
gst_static_pad_template_get (GstStaticPadTemplate * pad_template)
GstPadTemplate *new;
GstCaps *caps;

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

caps = gst_static_caps_get (&pad_template->static_caps);

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

gst_caps_unref (caps);

return new;
}

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

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

    if (!name_is_valid (name_template, presence))
    

};
gst_caps_unref (caps);
return NULL;
}

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

gst_caps_unref (caps);

return new;
}

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

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

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

  return GST_PAD_TEMPLATE_CAPS (templ);
/**
 * gst_pad_template_pad_created:
 * @templ: a #GstPadTemplate that has been created
 * @pad: the #GstPad that created it
 *
 * Emit the pad-created signal for this template when created by this pad.
 */

void
gst_pad_template_pad_created (GstPadTemplate * templ, GstPad * pad)
{
    g_signal_emit (templ, gst_pad_template_signals[TEMPL_PAD_CREATED], 0, pad);
}

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

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

/* GStreamer
 * Copyright (C) 1999,2000 Erik Walthinsen <omega@cse.ogi.edu>
 *                    2000 Wim Taymans <wim.taymans@chello.be>
 *
 * gstpadtemplate.h: Header for GstPadTemplate object
 *
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 * Boston, MA 02111-1307, USA.
 */

#ifndef __GST_PAD_TEMPLATE_H__
#define __GST_PAD_TEMPLATE_H__

#include <gst/gstconfig.h>
G_BEGIN_DECLS

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

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

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

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

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

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

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

/**
 * GST_PAD_TEMPLATE_IS_FIXED:
 * @templ: the template to query
 *
 * Check if the properties of the padtemplate are fixed
 */
#define GST_PAD_TEMPLATE_IS_FIXED(templ)GST_OBJECT_FLAG_IS_SET(templ, GST_PAD_TEMPLATE_FIXED))
/**
 * GstPadTemplate:
 * 
 * The padtemplate object.
 */
struct _GstPadTemplate {
    GstObject    object;

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

    gpointer      _gst_reserved[GST_PADDING];
};

struct _GstPadTemplateClass {
    GstObjectClass    parent_class;

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

    gpointer      _gst_reserved[GST_PADDING];
};

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

/**
 * GST_STATIC_PAD_TEMPLATE:
 * @padname: the name template of the pad
 * @dir: the GstPadDirection of the pad
 * @pres: the GstPadPresence of the pad
 * @caps: the GstStaticCaps of the pad
 *
Convenience macro to fill the values of a GstStaticPadTemplate structure.

#define GST_STATIC_PAD_TEMPLATE(padname, dir, pres, caps) \
{ 
  /* name_template */    padname, 
  /* direction */        dir, 
  /* presence */         pres, 
  /* caps */             caps 
}

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

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

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

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

G_END_DECLS

/* __GST_PAD_TEMPLATE_H__ */

*/

* Check: a unit test framework for C
* Copyright (C) 2001,2002 Arien Malec
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* License along with this library; if not, write to the
* Free Software Foundation, Inc., 59 Temple Place - Suite 330,
* Boston, MA 02111-1307, USA.
*
#ifndef CHECK_IMPL_H
#define CHECK_IMPL_H

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

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

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

typedef struct Fixture {
    int ischecked;
    SFun fun;
} Fixture;

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

typedef struct TestStats {
    int n_checked;
    int n_failed;
    int n_errors;
} TestStats;

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

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

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

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

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

struct SRunner {
  List *slst; /* List of Suite objects */
  TestStats *stats; /* Run statistics */
  List *resultlst; /* List of unit test results */
  const char *log_fname; /* name of log file */
  const char *xml_fname; /* name of xml output file */
  List *loglst; /* list of Log objects */
  enum fork_status fstat; /* controls if suites are forked or not */
  NOTE: Don't use this value directly,
  instead use srunner_fork_status */
};

void set_fork_status(enum fork_status fstat);
enum fork_status cur_fork_status (void);
#endif /* CHECK_IMPL_H */

/* GStreamer */

* Copyright (C) 1999,2000 Erik Walthinsen <omega@cse.ogi.edu>
*                    2000 Wim Taymans <wtay@chello.be>
*                    2005 Wim Taymans <wim@fluendo.com>
*                    2005 David Schleef <ds@schleef.org>
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* License along with this library; if not, write to the
* Free Software Foundation, Inc., 59 Temple Place - Suite 330,
* Boston, MA 02111-1307, USA.
*/

/**
 * SECTION:element-capsfilter
 *
 * The element does not modify data as such, but can enforce limitations on the
 * data format.
 *
 * <refsect2>
 * <title>Example launch line</title>
 * <![
 * gst-launch videotestsrc ! video/x-raw-gray ! ffmpegcolorspace ! autovideosink
 * ]] Limits acceptable video from videotestsrc to be grayscale.
 * </refsect2>
 */

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

#include ".//gst/gst-1.18n-lib.h"
#include "gstcapsfilter.h"

enum
{
    PROP_0,
    PROP_FILTER_CAPS
};
static GstStaticPadTemplate sinktemplate = GST_STATIC_PAD_TEMPLATE("sink", 
    GST_PAD_SINK, 
    GST_PAD_ALWAYS, 
    GST_STATIC_CAPS_ANY);

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

GST_DEBUG_CATEGORY_STATIC (gst_capsfilter_debug);
#define GST_CAT_DEFAULT gst_capsfilter_debug

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

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

static void gst_capsfilter_set_property (GObject * object, guint prop_id, 
    const GValue * value, GParamSpec * pspec);
static void gst_capsfilter_get_property (GObject * object, guint prop_id, 
    GValue * value, GParamSpec * pspec);
static void gst_capsfilter_dispose (GObject * object);
static GstCaps *gst_capsfilter_transform_caps (GstBaseTransform * base, 
    GstPadDirection direction, GstCaps * caps);
static gboolean gst_capsfilter_accept_caps (GstBaseTransform * base, 
    GstPadDirection direction, GstCaps * caps);
static GstFlowReturn gst_capsfilter_transform_ip (GstBaseTransform * base, 
    GstBuffer * buf);
static GstFlowReturn gst_capsfilter_prepare_buf (GstBaseTransform * trans, 
    GstBuffer * input, gint size, GstCaps * caps, GstBuffer ** buf);

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

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

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

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

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

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

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

static gboolean
copy_func (GQuark field_id, const GValue * value, GstStructure * dest)
{
  gst_structure_id_set_value (dest, field_id, value);
  return TRUE;
}
static void
gst_capsfilter_set_property (GObject * object, guint prop_id,
   const GValue * value, GParamSpec * pspec)
{
  GstCapsFilter *capsfilter = GST_CAPSFILTER (object);

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

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

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

      gst_caps_unref (old_caps);

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

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

      if (G_UNLIKELY (gst_caps_is_any (new_caps))) {
        GST_DEBUG_OBJECT (capsfilter, "not settings any suggestion");
        suggest = NULL;
      } else {
        GstStructure *s1, *s2;

        /* first check if the name is the same */
        s1 = gst_caps_get_structure (nego, 0);
        s2 = gst_caps_get_structure (new_caps, 0);
if (gst_structure_get_name_id (s1) == gst_structure_get_name_id (s2)) {
/* same name, copy all fields from the new caps into the previously
 * negotiated caps */
suggest = gst_caps_copy (nego);
s1 = gst_caps_get_structure (suggest, 0);
gst_structure_foreach (s2, (GstStructureForeachFunc) copy_func, s1);
GST_DEBUG_OBJECT (capsfilter, "copied structure fields");
} else {
    GST_DEBUG_OBJECT (capsfilter, "different structure names");
/* different names, we can only suggest the complete caps */
suggest = gst_caps_copy (new_caps);
}
}
}
GST_OBJECT_UNLOCK (GST_BASE_TRANSFORM_SINK_PAD (object));

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

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

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

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

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

gst_caps_replace (&filter->filter_caps, NULL);

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

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

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

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

  gst_caps_unref (filter_caps);

  return ret;
}

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

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

return ret;
}

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

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

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

    out_caps = GST_PAD_CAPS (trans->srcpad);

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

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

    if (gst_caps_is_fixed (out_caps) && !gst_caps_is_empty (out_caps)) {
        GST_DEBUG_OBJECT (trans, "Have fixed output caps %" GST_PTR_FORMAT ", to apply to buffer with no caps", out_caps);
        if (gst_buffer_is_metadata_writable (input)) {
            gst_buffer_ref (input);
            *buf = input;
        } else {
            GST_DEBUG_OBJECT (trans, "Creating sub-buffer and setting caps");
            *buf = gst_buffer_create_sub (input, 0, GST_BUFFER_SIZE (input));
        }
        GST_BUFFER_CAPS (*buf) = out_caps;
        if (GST_PAD_CAPS (trans->srcpad) == NULL)
            gst_pad_set_caps (trans->srcpad, out_caps);
    } else {
        if (GST_PAD_CAPS (trans->srcpad) == NULL)
            gst_pad_set_caps (trans->srcpad, out_caps);
    }
}
gchar *caps_str = gst_caps_to_string (out_caps);

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

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

return ret;
}

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

#ifndef __GST_CAPSFILTER_H__
#define __GST_CAPSFILTER_H__

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

G_BEGIN_DECLS

#endif /* __GST_CAPSFILTER_H__ */

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

typedef struct _GstCapsFilter GstCapsFilter;
typedef struct _GstCapsFilterClass GstCapsFilterClass;

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

    GstCaps *filter_caps;
};

struct _GstCapsFilterClass {
    GstBaseTransformClass trans_class;
};

GType gst_capsfilter_get_type (void);

G_END_DECLS

#if !defined (__GST_CAPSFILTER_H__)

#endif /* __GST_CAPSFILTER_H__ */

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[This is the first released version of the library GPL. It is numbered 2 because it goes with version 2 of the ordinary GPL.]

Preamble

The licenses for most software are designed to take away your freedom to share and change it. By contrast, the GNU General Public Licenses are intended to guarantee your freedom to share and change free software--to make sure the software is free for all its users.

This license, the Library General Public License, applies to some specially designated Free Software Foundation software, and to any other libraries whose authors decide to use it. You can use it for your libraries, too.

When we speak of free software, we are referring to freedom, not price. Our General Public Licenses are designed to make sure that you have the freedom to distribute copies of free software (and charge for this service if you wish), that you receive source code or can get it if you want it, that you can change the software or use pieces of it in new free programs; and that you know you can do these things.

To protect your rights, we need to make restrictions that forbid anyone to deny you these rights or to ask you to surrender the rights. These restrictions translate to certain responsibilities for you if you distribute copies of the library, or if you modify it.

For example, if you distribute copies of the library, whether gratis or for a fee, you must give the recipients all the rights that we gave you. You must make sure that they, too, receive or can get the source code. If you link a program with the library, you must provide complete object files to the recipients so that they can relink them with the library, after making changes to the library and recompiling it. And you must show them these terms so they know their rights.

Our method of protecting your rights has two steps: (1) copyright the library, and (2) offer you this license which gives you legal permission to copy, distribute and/or modify the library.

Also, for each distributor's protection, we want to make certain that everyone understands that there is no warranty for this free library. If the library is modified by someone else and passed on, we want its recipients to know that what they have is not the original version, so that any problems introduced by others will not reflect on the original authors' reputations.
Finally, any free program is threatened constantly by software patents. We wish to avoid the danger that companies distributing free software will individually obtain patent licenses, thus in effect transforming the program into proprietary software. To prevent this, we have made it clear that any patent must be licensed for everyone's free use or not licensed at all.

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

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

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

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

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

Note that it is possible for a library to be covered by the ordinary General Public License rather than by this special one.
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0. This License Agreement applies to any software library which contains a notice placed by the copyright holder or other authorized party saying it may be distributed under the terms of this Library General Public License (also called "this License"). Each licensee is addressed as "you".

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

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

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

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

1. You may copy and distribute verbatim copies of the Library's complete source code as you receive it, in any medium, provided that you conspicuously and appropriately publish on each copy an appropriate copyright notice and disclaimer of warranty; keep intact all the notices that refer to this License and to the absence of any warranty; and distribute a copy of this License along with the Library.

You may charge a fee for the physical act of transferring a copy, and you may at your option offer warranty protection in exchange for a fee.

2. You may modify your copy or copies of the Library or any portion

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of it, thus forming a work based on the Library, and copy and
distribute such modifications or work under the terms of Section 1
above, provided that you also meet all of these conditions:

a) The modified work must itself be a software library.

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

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

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

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

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

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

In addition, mere aggregation of another work not based on the Library
with the Library (or with a work based on the Library) on a volume of
a storage or distribution medium does not bring the other work under
the scope of this License.
3. You may opt to apply the terms of the ordinary GNU General Public License instead of this License to a given copy of the Library. To do this, you must alter all the notices that refer to this License, so that they refer to the ordinary GNU General Public License, version 2, instead of to this License. (If a newer version than version 2 of the ordinary GNU General Public License has appeared, then you can specify that version instead if you wish.) Do not make any other change in these notices.

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

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

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

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

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

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

When a "work that uses the Library" uses material from a header file that is part of the Library, the object code for the work may be a derivative work of the Library even though the source code is not. Whether this is true is especially significant if the work can be linked without the Library, or if the work is itself a library. The threshold for this to be true is not precisely defined by law.
If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

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

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

You must give prominent notice with each copy of the work that the Library is used in it and that the Library and its use are covered by this License. You must supply a copy of this License. If the work during execution displays copyright notices, you must include the copyright notice for the Library among them, as well as a reference directing the user to the copy of this License. Also, you must do one of these things:

a) Accompany the work with the complete corresponding machine-readable source code for the Library including whatever changes were used in the work (which must be distributed under Sections 1 and 2 above); and, if the work is an executable linked with the Library, with the complete machine-readable "work that uses the Library", as object code and/or source code, so that the user can modify the Library and then relink to produce a modified executable containing the modified Library. (It is understood that the user who changes the contents of definitions files in the Library will not necessarily be able to recompile the application to use the modified definitions.)

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

c) If distribution of the work is made by offering access to copy from a designated place, offer equivalent access to copy the above specified materials from the same place.
d) Verify that the user has already received a copy of these materials or that you have already sent this user a copy.

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

It may happen that this requirement contradicts the license restrictions of other proprietary libraries that do not normally accompany the operating system. Such a contradiction means you cannot use both them and the Library together in an executable that you distribute.

7. You may place library facilities that are a work based on the Library side-by-side in a single library together with other library facilities not covered by this License, and distribute such a combined library, provided that the separate distribution of the work based on the Library and of the other library facilities is otherwise permitted, and provided that you do these two things:

a) Accompany the combined library with a copy of the same work based on the Library, uncombined with any other library facilities. This must be distributed under the terms of the Sections above.

b) Give prominent notice with the combined library of the fact that part of it is a work based on the Library, and explaining where to find the accompanying uncombined form of the same work.

8. You may not copy, modify, sublicense, link with, or distribute the Library except as expressly provided under this License. Any attempt otherwise to copy, modify, sublicense, link with, or distribute the Library is void, and will automatically terminate your rights under this License. However, parties who have received copies, or rights, from you under this License will not have their licenses terminated so long as such parties remain in full compliance.

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infringement or for any other reason (not limited to patent issues),
conditions are imposed on you (whether by court order, agreement or
otherwise) that contradict the conditions of this License, they do not
excuse you from the conditions of this License. If you cannot
distribute so as to satisfy simultaneously your obligations under this
License and any other pertinent obligations, then as a consequence you
may not distribute the Library at all. For example, if a patent
license would not permit royalty-free redistribution of the Library by
all those who receive copies directly or indirectly through you, then
the only way you could satisfy both it and this License would be to
refrain entirely from distribution of the Library.

If any portion of this section is held invalid or unenforceable under any
particular circumstance, the balance of the section is intended to apply,
and the section as a whole is intended to apply in other circumstances.

It is not the purpose of this section to induce you to infringe any
patents or other property right claims or to contest validity of any
such claims; this section has the sole purpose of protecting the
integrity of the free software distribution system which is
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generous contributions to the wide range of software distributed
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system; it is up to the author/donor to decide if he or she is willing
to distribute software through any other system and a licensee cannot
impose that choice.

This section is intended to make thoroughly clear what is believed to
be a consequence of the rest of this License.

12. If the distribution and/or use of the Library is restricted in
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END OF TERMS AND CONDITIONS
Appendix: How to Apply These Terms to Your New Libraries

If you develop a new library, and you want it to be of the greatest possible use to the public, we recommend making it free software that everyone can redistribute and change. You can do so by permitting redistribution under these terms (or, alternatively, under the terms of the ordinary General Public License).

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

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

This library is free software; you can redistribute it and/or modify it under the terms of the GNU Library General Public License as published by the Free Software Foundation; either version 2 of the License, or (at your option) any later version.

This library is distributed in the hope that it will be useful, but WITHOUT ANY WARRANTY; without even the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE. See the GNU Library General Public License for more details.

You should have received a copy of the GNU Library General Public License along with this library; if not, write to the Free Software Foundation, Inc., 675 Mass Ave, Cambridge, MA 02139, USA.

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

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

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

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

That's all there is to it!
/* GStreamer
* Copyright (C) <1999> Erik Walthinsen <omega@cse.ogi.edu>
*
* This library is free software; you can redistribute it and/or
* modify it under the terms of the GNU Library General Public
* License as published by the Free Software Foundation; either
* version 2 of the License, or (at your option) any later version.
*
* This library is distributed in the hope that it will be useful,
* but WITHOUT ANY WARRANTY; without even the implied warranty of
* MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE. See the GNU
* Library General Public License for more details.
*
* You should have received a copy of the GNU Library General Public
* License along with this library; if not, write to the
* Free Software Foundation, Inc., 59 Temple Place - Suite 330,
* Boston, MA 02111-1307, USA.
*/

Disclaimer: The GStreamer team makes a real effort to make sure that
the information in this file is as up-to-date and accurate as possible.
However, this file may contain errors and omissions. Some dependant
libraries change their licensing from version-to-version and some of
the libraries listed here as LGPL were under the GPL license in
older releases. Distributions which include GStreamer are responsible
for ensuring that plugins are used in accordance with licensing terms
and other laws.

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

The plugins which use a GPL library are as follows:

- a52dec      liba52      (http://liba52.sourceforge.net/)
- aasink      liba52      (http://sourceforge.net/projects/aa-project/)
- cdparanoia  libcdparanoia  (http://www.xiph.org/paranoia/)
- dtsdec      libdts      (http://www.videolan.org/dtsdec.html)
- dvdnavsrc   libdvdnav   (http://dvd.sourceforge.net/)
- dxr3        (http://dxr3.sourceforge.net/)
- icecastsend libshout    (http://www.icecast.org)
- mad         libmad      (http://www.mars.org/home/rob/proj/mpeg/)
- mpeg2dec    libmjpeg2    (http://libmjpeg2.sourceforge.net/)
- mpeg2enc    libmjpeg2enc (http://mjpeg.sourceforge.net/)
- mplex       libmplex     (http://mjpeg.sourceforge.net/)
- siddec      libsidplay 1.36 (http://www.geocities.com/SiliconValley/Lakes/5147/sidplay/,
                              http://sourceforge.net/projects/sidplay2/)
- trm         libmusicbrainz (http://www.musicbrainz.org/)
- xine        libxine     (http://xinehq.de/)
Plugins derived from GPL code are as follows:

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

Plugins which use a LGPL library are as follows:

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

Optional, only for the tiger element

Plugins which use a BSD covered library are as follows:

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

Plugins based on libraries with other free licenses:

ximagesink libXv
xvimagesink libXv
- license: MIT X11 / X Consortium license

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

festival (http://www.cstr.ed.ac.uk/projects/festival/)  
- license: http://www.cstr.ed.ac.uk/projects/festival/freecopyright.shtml

jpeg (http://www.iwg.org/)  
- license: IJG license

nas  (http://radscan.com/nas.html)
- license: NAS license

snapshot libpng (http://www.libpng.org/pub/png/)  
- license: PNG license

mngdec/mngenc/libmng (http://gjuyn.xs4all.nl/libmng)
- license PNG license

Plugins using non-free libraries:
divxdec, divxenc (http://www.divx.com/)  
osxaudio (http://www.apple.com/macosx/)
sunaudiosink (http://www.sun.com/)

Unsure:

faad libfaad (http://www.audiocoding.com/)
faad's license depends on its major version :
- for FAAD1: it is LGPL
- for FAAD2: it is GPL

look at these pages for more information on licenses:

by default, GStreamer faad plugin would compile against FAAD2 if available. it falls back to FAAD1 if not.

/* GStreamer */
/* Copyright (C) 1999 Erik Walthinsen <omega@cse.ogi.edu> */
/* Copyright (C) 2003,2004 David A. Schleef <ds@schleef.org> */
/* This library is free software; you can redistribute it and/or */
/* modify it under the terms of the GNU Library General Public */
/* License as published by the Free Software Foundation; either */
/* version 2 of the License, or (at your option) any later version. */
/* This library is distributed in the hope that it will be useful, */
/* but WITHOUT ANY WARRANTY; without even the implied warranty of */
/* MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE. See the GNU */
/* Library General Public License for more details. */
/* You should have received a copy of the GNU Library General Public */
/* License along with this library; if not, write to the */
/* Free Software Foundation, Inc., 59 Temple Place - Suite 330, */
/* Boston, MA 02111-1307, USA. */
/* */
/* Element-Checklist-Version: 5 */

#ifndef HAVE_CONFIG_H
#include "config.h"
#endif
#include <string.h>
#include <math.h>

#ifndef DEBUG_ENABLED
#include "gstaudioresample.h"
#include <gst/audio/audio.h>

GST_DEBUG_CATEGORY_STATIC (audioresample_debug);
#define GST_CAT_DEFAULT audioresample_debug

/* Audioresample signals and args */
enum {
/** FILL ME */
LAST_SIGNAL
*/
enum
{
  ARG_0,
  ARG_FILTERLEN
};

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

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

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

static void gst_audioresample_base_init (gpointer g_class);
static void gst_audioresample_class_init (AudioresampleClass * klass);
static void gst_audioresample_init (Audioresample * audioresample);
static void gst_audioresample_dispose (GObject * object);
static void gst_audioresample_chain (GstPad * pad, GstData * _data);
static void gst_audioresample_set_property (GOBJ ect * object, 
  guint prop_id, const GValue * value, GParamSpec * pspec);
static void gst_audioresample_get_property (GOBJ ect * object, 
  guint prop_id, GValue * value, GParamSpec * pspec);

static GstElementClass *parent_class = NULL;
GType audioresample_get_type (void)
{
    static GType audioresample_type = 0;

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

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

    return audioresample_type;
}

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

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

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

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

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

    gobject_class->set_property = gst_audioresample_set_property;

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

parent_class = g_type_class_peek_parent (klass);

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

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

  for (i = 0; i < gst_caps_get_size (caps); i++) {
    GstStructure *structure = gst_caps_get_structure (caps, i);
    const GValue *value;
    value = gst_structure_get_value (structure, "rate");
    if (value == NULL) {
      GST_ERROR ("caps structure doesn't have required rate field");
      return;
    }
   gst_structure_set (structure, "rate", GST_TYPE_INT_RANGE, 1, G_MAXINT, 0);
  }
}

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

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

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

    audioresample = GST_AUDIORESAMPLE (gst_pad_get_parent (pad));

    if (pad == audioresample->srcpad) {
        otherpad = audioresample->sinkpad;
        rate = audioresample->i_rate;
    } else {
        otherpad = audioresample->srcpad;
        rate = audioresample->o_rate;
    }
    if (!GST_PAD_IS_NEGOTIATING (otherpad))
        return NULL;
    if (gst_caps_get_size (caps) > 1)
        return NULL;
    copy = gst_caps_copy (caps);
    structure = gst_caps_get_structure (copy, 0);
    if (rate) {
        if (gst_structure_fixate_field_nearest_int (structure, "rate", rate)) {
            return copy;
        }
    }
    gst_caps_free (copy);
    return NULL;
}

static GstPadLinkReturn gst_audioresample_link (GstPad * pad,
const GstCaps * caps)
{
    Audioresample *audioresample;
    GstStructure *structure;
    int rate;
    int channels;
    gboolean ret;
    GstPad *otherpad;

    audioresample = GST_AUDIORESAMPLE (gst_pad_get_parent (pad));

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

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

    audioresample = GST_AUDIORESAMPLE (gst_pad_get_parent (pad));

    if (pad == audioresample->srcpad) {
        otherpad = audioresample->sinkpad;
        rate = audioresample->i_rate;
    } else {
        otherpad = audioresample->srcpad;
        rate = audioresample->o_rate;
    }
    if (!GST_PAD_IS_NEGOTIATING (otherpad))
        return NULL;
    if (gst_caps_get_size (caps) > 1)
        return NULL;
    copy = gst_caps_copy (caps);
    structure = gst_caps_get_structure (copy, 0);
    if (rate) {
        if (gst_structure_fixate_field_nearest_int (structure, "rate", rate)) {
            return copy;
        }
    }
    gst_caps_free (copy);
    return NULL;
}

static GstPadLinkReturn gst_audioresample_link (GstPad * pad,
const GstCaps * caps)
{
    Audioresample *audioresample;
    GstStructure *structure;
    int rate;
    int channels;
    gboolean ret;
    GstPad *otherpad;

    audioresample = GST_AUDIORESAMPLE (gst_pad_get_parent (pad));

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

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

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

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

return GST_PAD_LINK_OK;
}

static void gst_audioresample_init (Audioresample * audioresample)
{
    ResampleState *r;
}
audioresample->sinkpad =
    gst_pad_new_from_static_template (&gst_audioresample_sink_template,
        "sink");
gst_element_add_pad (GST_ELEMENT (audioresample), audioresample->sinkpad);
gst_pad_set_chain_function (audioresample->sinkpad, gst_audioresample_chain);
gst_pad_set_link_function (audioresample->sinkpad, gst_audioresample_link);
gst_pad_set_getcaps_function (audioresample->sinkpad,
    gst_audioresample_getcaps);
gst_pad_set_fixate_function (audioresample->sinkpad,
    gst_audioresample_fixate);

audioresample->srcpad =
    gst_pad_new_from_static_template (&gst_audioresample_src_template, "src");
gst_element_add_pad (GST_ELEMENT (audioresample), audioresample->srcpad);
gst_pad_set_link_function (audioresample->srcpad, gst_audioresample_link);
gst_pad_set_getcaps_function (audioresample->srcpad,
    gst_audioresample_getcaps);
gst_pad_set_fixate_function (audioresample->srcpad, gst_audioresample_fixate);

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

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

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

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

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

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

audioresample = GST_AUDIORESAMPLE (gst_pad_get_parent (pad));

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

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

r = audioresample->resample;

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

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

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

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

outsize = resample_get_output_data (r, GST_BUFFER_DATA (outbuf), outsize);
GST_BUFFER_SIZE (outbuf) = outsize;
GST_BUFFER_TIMESTAMP (outbuf) =
    audioresample->offset * GST_SECOND / audioresample->o_rate;
audioresample->offset += outsize / sizeof (gint16) / audioresample->channels;

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

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

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

switch (prop_id) {
  case ARG_FILTERLEN:
    audioresample->filter_length = g_value_get_int (value);
    GST_DEBUG_OBJECT (GST_ELEMENT (audioresample), "new filter length %d

    audioresample->filter_length);
    resample_set_filter_length (audioresample->resample,
       audioresample->filter_length);
    break;
  default: G_OBJECT_WARN_INVALID_PROPERTY_ID (object, prop_id, pspec);
    break;
}
}

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

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

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

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

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

  return TRUE;
GST_PLUGIN_DEFINE (GST_VERSION_MAJOR,
    GST_VERSION_MINOR,
    "audioresample",
    "Resamples audio", plugin_init, VERSION, "LGPL", GST_PACKAGE_NAME,
    GST_PACKAGE_ORIGIN)
/* GStreamer
 * Copyright (C) <1999> Erik Walthinsen <omega@cse.ogi.edu>
 * 
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 * Free Software Foundation, Inc., 59 Temple Place - Suite 330,
 * Boston, MA 02111-1307, USA.
 */

#ifndef __AUDIORESAMPLE_H__
define __AUDIORESAMPLE_H__

#include <gst/gst.h>

#include <audioresample/resample.h>

G_BEGIN_DECLS

#define GST_TYPE_AUDIORESAMPLE \(audioresample_get_type())
#define GST_AUDIORESAMPLE(obj) \(G_TYPE_CHECK_INSTANCE_CAST((obj),GST_TYPE_AUDIORESAMPLE,Audioresample))
#define GST_AUDIORESAMPLE_CLASS(klass) \(G_TYPE_CHECK_CLASS_CAST((klass),GST_TYPE_AUDIORESAMPLE,AudioresampleClass))
#define GST_IS_AUDIORESAMPLE(obj) \(G_TYPE_CHECK_INSTANCE_TYPE((obj),GST_TYPE_AUDIORESAMPLE))
#define GST_IS_AUDIORESAMPLE_CLASS(klass) \
typedef struct _Audioresample Audioresample;
typedef struct _AudioresampleClass AudioresampleClass;

struct _Audioresample {
    GstElement element;
    GstPad *sinkpad,*srcpad;
    gboolean passthru;
    gint64 offset;
    int channels;
    int i_rate;
    int o_rate;
    int filter_length;
    ResampleState * resample;
};

struct _AudioresampleClass {
    GstElementClass parent_class;
};

GType gst_audioresample_get_type(void);

G_END_DECLS

#if !defined(OPEN_SOURCE_GST_AUDIORESAMPLE_H) ||
#define OPEN_SOURCE_GST_AUDIORESAMPLE_H

/* GStreamer
 * Copyright (C) 1999 Erik Walthinsen <omega@cse.ogi.edu>
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/* License along with this library; if not, write to the
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 * Boston, MA 02111-1307, USA.
 */

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

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

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

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

typedef struct _GstCogdownsample GstCogdownsample;
typedef struct _GstCogdownsampleClass GstCogdownsampleClass;

struct _GstCogdownsample
{
    GstBaseTransform base_transform;
};

struct _GstCogdownsampleClass
{
    GstBaseTransformClass parent_class;
GType gst_cogdownsample_get_type (void);

enum
{
    ARG_0
};

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

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

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

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

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

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

    if (!compress_type) {
        static const GTypeInfo compress_info = { sizeof (GstCogdownsampleClass),

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

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

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

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

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

    gobject_class->set_property = gst_cogdownsample_set_property;
    gobject_class->get_property = gst_cogdownsample_get_property;
    base_transform_class->transform = gst_cogdownsample_transform;
    base_transform_class->transform_caps = gst_cogdownsample_transform_caps;
    base_transform_class->get_unit_size = gst_cogdownsample_get_unit_size;

static void
gst_cogdownsample_init (GTypeInstance * instance, gpointer g_class)
{

GST_DEBUG ("gst_cogdownsample_init");
}

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

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

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

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

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

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

static void
transform_value (GValue * dest, const GValue * src, GstPadDirection dir)
{
    g_value_init (dest, G_VALUE_TYPE (src));
    if (G_VALUE_HOLDS_INT (src)) {
        int x;
    }
}
x = g_value_get_int (src);
if (dir == GST_PAD_SINK) {
    g_value_set_int (dest, x / 2);
} else {
    g_value_set_int (dest, x * 2);
}
} else if (GST_VALUE_HOLDS_INT_RANGE (src)) {
    int min, max;

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

    if (dir == GST_PAD_SINK) {
        min = (min + 1) / 2;
        if (max == G_MAXINT) {
            max = G_MAXINT / 2;
        } else {
            max = (max + 1) / 2;
        }
    } else {
        if (max > G_MAXINT / 2) {
            max = G_MAXINT;
        } else {
            max = max * 2;
        }
        if (min > G_MAXINT / 2) {
            min = G_MAXINT;
        } else {
            min = min * 2;
        }
    }

gst_value_set_int_range (dest, min, max);
} else {
    /* FIXME */
    g_warning ("case not handled");
    g_value_set_int (dest, 100);
}

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

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

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

    if (dir == GST_PAD_SINK) {
        min = (min + 1) / 2;
        if (max == G_MAXINT) {
            max = G_MAXINT / 2;
        } else {
            max = (max + 1) / 2;
        }
    } else {
        if (max > G_MAXINT / 2) {
            max = G_MAXINT;
        } else {
            max = max * 2;
        }
        if (min > G_MAXINT / 2) {
            min = G_MAXINT;
        } else {
            min = min * 2;
        }
    }

gst_value_set_int_range (dest, min, max);
} else {
    /* FIXME */
    g_warning ("case not handled");
    g_value_set_int (dest, 100);
}

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

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

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

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

return caps;
}

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

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

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

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

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

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

    switch (format) {
        case GST_MAKE_FOURCC ('I', '4', '2', '0'):
            frame = cog_frame_new_from_data_I420 (GST_BUFFER_DATA (inbuf),
                width, height);
            outframe = cog_frame_new_from_data_I420 (GST_BUFFER_DATA (outbuf),
                width / 2, height / 2);
            break;
        case GST_MAKE_FOURCC ('Y', 'V', '1', '2'):
            frame = cog_frame_new_from_data_YV12 (GST_BUFFER_DATA (inbuf),
                width, height);
            outframe = cog_frame_new_from_data_YV12 (GST_BUFFER_DATA (outbuf),
                width / 2, height / 2);
            break;
        case GST_MAKE_FOURCC ('Y', 'U', 'Y', '2'):
            frame = cog_frame_new_from_data_YUY2 (GST_BUFFER_DATA (inbuf),
                width, height);
            outframe = cog_frame_new_from_data_YUY2 (GST_BUFFER_DATA (outbuf),
                width / 2, height / 2);
            break;
        case GST_MAKE_FOURCC ('U', 'Y', 'V', 'Y'):
            frame = cog_frame_new_from_data_UYVY (GST_BUFFER_DATA (inbuf),
                width, height);
            outframe = cog_frame_new_from_data_UYVY (GST_BUFFER_DATA (outbuf),
                width / 2, height / 2);
            break;
    }
case GST_MAKE_FOURCC ('A', 'Y', 'U', 'V'):
    frame = cog_frame_new_from_data_AYUV (GST_BUFFER_DATA (inbuf),
        width, height);
    outframe = cog_frame_new_from_data_AYUV (GST_BUFFER_DATA (outbuf),
        width / 2, height / 2);
    break;
default:
    g_assert_not_reached ();
    return GST_FLOW_ERROR;
}

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

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

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

return GST_FLOW_OK;
}

/* GStreamer mplex (mjpegtools) wrapper
 * (c) 2003 Ronald Bultje <rbultje@ronald.bitfreak.net>
 * (c) 2008 Mark Nauwelaerts <mnauw@users.sourceforge.net>
 * * gstmplex.cc: gstreamer mplex wrapper
 * * This library is free software; you can redistribute it and/or
 * modify it under the terms of the GNU Library General Public
 * License as published by the Free Software Foundation; either
 * version 2 of the License, or (at your option) any later version.
 * * This library is distributed in the hope that it will be useful,
 * but WITHOUT ANY WARRANTY; without even the implied warranty of

* MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE. See the GNU
* Library General Public License for more details.
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* License along with this library; if not, write to the
* Free Software Foundation, Inc., 59 Temple Place - Suite 330,
* Boston, MA 02111-1307, USA.
*/

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

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

#include <string.h>

#include "gstmplex.hh"
#include "gstmplexoutputstream.hh"
#include "gstmplexibitstream.hh"
#include "gstmplexjob.hh"
GST_DEBUG_CATEGORY (mplex_debug);

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

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

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

static GstStaticPadTemplate audio_sink_templ =
    GST_STATIC_PAD_TEMPLATE ("audio_%d",
        GST_PAD_SINK,
        GST_PAD_REQUEST,
        GST_STATIC_CAPS ("audio/mpeg, mpegversion = (int) 1,
                       layer = (int) [ 1, 3 ],
                       COMMON_AUDIO_CAPS ";",
                       audio/x-ac3,",
                       COMMON_AUDIO_CAPS ";",
                       audio/x-dts;",
                       audio/x-raw-int,",
                       "endianness = (int) BIG_ENDIAN,",
                       "signed = (boolean) TRUE,",
                       "width = (int) [ 16, 20, 24 ],",
                       "depth = (int) [ 16, 20, 24 ],",
                       "rate = (int) [ 48000, 96000 ];",
                       "channels = (int) [ 1, 6 ]")
    );

/* FIXME: subtitles */

static void gst_mplex_finalize (GObject * object);
static void gst_mplex_reset (GstMplex * mplex);
static void gst_mplex_loop (GstMplex * mplex);
static GstPad *gst_mplex_request_new_pad (GstElement * element,
GstPadTemplate * templ, const gchar * name);
static void gst_mplex_release_pad (GstElement * element, GstPad * pad);
static gboolean gst_mplex_src_activate_push (GstPad * pad, gboolean active);
static GstStateChangeReturn gst_mplex_change_state (GstElement * element,
GstStateChange transition);

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

GST_BOILERPLATE (GstMplex, gst_mplex, GstElement, GST_TYPE_ELEMENT);

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

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

gst_element_class_add_pad_template (element_class,
gst_static_pad_template_get (&src_templ));
gst_element_class_add_pad_template (element_class,
gst_static_pad_template_get (&video_sink_templ));
gst_element_class_add_pad_template (element_class,
gst_static_pad_template_get (&audio_sink_templ));
}

static void
gst_mplex_class_init (GstMplexClass * klass)
{
GObjectClass *object_class = G_OBJECT_CLASS (klass);
GstElementClass *element_class = GST_ELEMENT_CLASS (klass);

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

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

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

object_class->finalize = GST_DEBUG_FUNCPTR (gst_mplex_finalize);
element_class->change_state = GST_DEBUG_FUNCPTR (gst_mplex_change_state);

element_class->request_new_pad =
    GST_DEBUG_FUNCPTR (gst_mplex_request_new_pad);

element_class->release_pad = GST_DEBUG_FUNCPTR (gst_mplex_release_pad);
}

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

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

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

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

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

    g_mutex_free (mplex->tlock);

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

static void

gst_mplex_init (GstMplex * mplex, GstMplexClass * g_class)
{
    GstElement *element = GST_ELEMENT (mplex);
    GstElementClass *element_class = GST_ELEMENT_CLASS (g_class);

    mplex->srcpad =
        gst_pad_new_from_template (gst_element_class_get_pad_template
            (element_class, "src"), "src");
    gst_element_add_pad (element, mplex->srcpad);
    gst_pad_use_fixed_caps (mplex->srcpad);
    gst_pad_set_activatepush_function (mplex->srcpad,
        GST_DEBUG_FUNCPTR (gst_mplex_src_activate_push));
mplex->job = new GstMplexJob ();
mplex->num_apads = 0;
mplex->num_vpads = 0;

mplex->tlock = g_mutex_new ();

gst_mplex_reset (mplex);
}

static void
gst_mplex_reset (GstMplex * mplex)
{
    GSList *walk;
    GSList *nlist = NULL;

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

    /* reset existing streams */
    walk = mplex->pads;
    while (walk != NULL) {
        GstMplexPad *mpad;

        mpad = (GstMplexPad *) walk->data;

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

            mpad->bs = NULL;
        }

        if (!mpad->pad) {
            g_cond_free (mpad->cond);
            g_object_unref (mpad->adapter);
            g_free (mpad);
        } else
            nlist = g_slist_append (nlist, mpad);

        walk = walk->next;
    }

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

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

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

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

    mplex->job->lpcm_param.pop_back ();
}

mplex->job->audio_tracks = 0;

mplex->job->video_tracks = 0;

mplex->job->lpcm_tracks = 0;

}

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

    mplex = GST_MPLEX (GST_PAD_PARENT (pad));

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

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

    /* set the fixed template caps on the srcpad, should accept without objection */
othercaps = gst_caps_copy (gst_pad_get_pad_template_caps (mplex->srcpad));
ret = gst_pad_set_caps (mplex->srcpad, othercaps);
gst_caps_unref (othercaps);
if (!ret)
    goto refuse_caps;
structure = gst_caps_get_structure (caps, 0);
mime = gst_structure_get_name (structure);

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

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

        type = LPCM_AUDIO;

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

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

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

mplex->job->audio_tracks++;
}

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

return TRUE;

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

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

    return FALSE;
}

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

    return FALSE;
}

static void
gst_mplex_loop (GstMplex * mplex)
{
    GstMplexOutputStream *out = NULL;
    Multiplexor *mux = NULL;
    GSList *walk;

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

    /* inform downstream about what's coming */

gst_pad_push_event (mplex->srcpad, gst_event_new_new_segment (FALSE, 1.0, 
    GST_FORMAT_BYTES, 0, -1, 0));

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

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

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

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

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

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

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

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

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

    switch (GST_EVENT_TYPE (event)) {
    case GST_EVENT_FLUSH_START:
    /* forward event */
        gst_pad_event_default (sinkpad, event);
    /* now unblock the chain function */
        GST_MPLEX_MUTEX_LOCK (mplex);
        mplex->srcresult = GST_FLOW_WRONG_STATE;
        GST_MPLEX_SIGNAL (mplex, mpad);
        GST_MPLEX_MUTEX_UNLOCK (mplex);
        /* no way to pause/restart loop task */
        goto done;
    case GST_EVENT_FLUSH_STOP:
    /* forward event */
        gst_pad_event_default (sinkpad, event);
    /* clear state and resume */
        GST_MPLEX_MUTEX_LOCK (mplex);
        gst_adapter_clear (mpad->adapter);
        mplex->srcresult = GST_FLOW_OK;
        GST_MPLEX_MUTEX_UNLOCK (mplex);
        goto done;
    case GST_EVENT_NEWSEGMENT:
    /* eat segments; we make our own (byte)stream */
        gst_event_unref (event);
        goto done;
    case GST_EVENT_EOS:
        break;
    }
/* inform this pad that it can stop now */
GST_MPLEX_MUTEX_LOCK (mplex);
mpad->eos = TRUE;
GST_MPLEX_SIGNAL (mplex, mpad);
GST_MPLEX_MUTEX_UNLOCK (mplex);

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

result = gst_pad_event_default (sinkpad, event);

done:
return result;
}

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

static GstFlowReturn
gst_mplex_chain (GstPad * sinkpad, GstBuffer * buffer)
{
    GstMplex *mplex;
    GstMplexPad *mpad;
mplex = (GstMplex *) (GST_PAD_PARENT (sinkpad));
mpad = (GstMplexPad *) gst_pad_get_element_private (sinkpad);
g_return_val_if_fail (mpad, GST_FLOW_ERROR);

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

GST_MPLEX_MUTEX_LOCK (mplex);

gst_mplex_start_task (mplex);

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

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

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

GST_MPLEX_MUTEX_UNLOCK (mplex);

return GST_FLOW_OK;

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

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

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

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

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

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

    newpad = gst_pad_new_from_template (templ, padname);
    g_free (padname);
    mpad = g_new0 (GstMplexPad, 1);
    mpad->adapter = gst_adapter_new ();
    mpad->cond = g_cond_new ();
    gst_object_ref (newpad);
    mpad->pad = newpad;
    gst_pad_set_setcaps_function (newpad, GST_DEBUG_FUNCPTR (gst_mplex_setcaps));
    gst_pad_set_chain_function (newpad, GST_DEBUG_FUNCPTR (gst_mplex_chain));
    gst_pad_set_event_function (newpad, GST_DEBUG_FUNCPTR (gst_mplex_sink_event));
    gst_pad_set_element_private (newpad, mpad);
    gst_element_add_pad (element, newpad);
mplex->pads = g_slist_append (mplex->pads, mpad);

return newpad;
}

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

g_return_if_fail (pad);
mpad = (GstMplexPad *) gst_pad_get_element_private (pad);
g_return_if_fail (mpad);
if (gst_element_remove_pad (element, pad)) {
  gchar *padname;

  GST_MPLEX_MUTEX_LOCK (mplex);
  mpad->eos = TRUE;
  gst_object_unref (mpad->pad);
  mpad->pad = NULL;
  /* wake up if waiting on this pad */
  GST_MPLEX_SIGNAL (mplex, mpad);
  padname = gst_object_get_name (GST_OBJECT (pad));
  if (strstr (padname, "audio")) {
    mplex->num_apads--;
  } else {
    mplex->num_vpads--;
  }
  g_free (padname);

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

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

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

static gboolean
gst_mplex_src_activate_push (GstPad * pad, gboolean active)
{
gboolean result = TRUE;
GstMplex *mplex;

mplex = GST_MPLEX (GST_PAD_PARENT (pad));

if (active) {
  /* chain will start once all streams have been setup */
} else {
  /* end the muxing loop by forcing eos and unblock chains */
  GST_MPLEX_MUTEX_LOCK (mplex);
  mplex->eos = TRUE;
  mplex->srcresult = GST_FLOW_WRONG_STATE;
  GST_MPLEX_SIGNAL_ALL (mplex);
  GST_MPLEX_MUTEX_UNLOCK (mplex);

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

return result;
}

static GstStateChangeReturn
gst_mplex_change_state (GstElement * element, GstStateChange transition)
{
GstMplex *mplex = GST_MPLEX (element);
GstStateChangeReturn ret;

switch (transition) {
  case GST_STATECHANGE_NULL_TO_READY:
    break;
  case GST_STATECHANGE_READY_TO_PAUSED:
    break;
  case GST_STATECHANGE_PAUSED_TO_PLAYING:
    break;
  default:
    break;
}

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

switch (transition) {
    case GST_STATE_CHANGE_PAUSED_TO_READY:
        gst_mplex_reset (mplex);
        break;
    default:
        break;
}

done:
return ret;
}
#endif

#ifndef GST_DISABLE_GST_DEBUG

static mjepg_log_handler_t old_handler = NULL;

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

    #if GST_MJPEGTOOLS_API >= 10900
        static const gint mjepg_log_error = mjepg_loglev_t ("error");
        static const gint mjepg_log_warn = mjepg_loglev_t ("warn");
        static const gint mjepg_log_info = mjepg_loglev_t ("info");
        static const gint mjepg_log_debug = mjepg_loglev_t ("debug");
    #else
        static const gint mjepg_log_error = LOG_ERROR;
        static const gint mjepg_log_warn = LOG_WARN;
        static const gint mjepg_log_info = LOG_INFO;
        static const gint mjepg_log_debug = LOG_DEBUG;
    #endif

    if (level == mjepg_log_error) {
        gst_level = GST_LEVEL_ERROR;
    } else if (level == mjepg_log_warn) {
        gst_level = GST_LEVEL_WARNING;
    } else if (level == mjepg_log_info) {
        gst_level = GST_LEVEL_INFO;
    } else if (level == mjepg_log_debug) {
        gst_level = GST_LEVEL_DEBUG;
    } else {
        gst_level = GST_LEVEL_INFO;
    }

#endif

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

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

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

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

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

* gstmplex.hh: gstreamer mplex wrapper
 *
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Open Source Used In Webex Meetings Virtual Desktop App 39.3

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

#ifndef __GST_MPLEX_H__
#define __GST_MPLEX_H__

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

G_BEGIN_DECLS

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

GST_DEBUG_CATEGORY_EXTERN (mplex_debug);
#define GST_CAT_DEFAULT mplex_debug

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

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

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

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

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

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

typedef struct _GstMplex {
    GstElement parent;
    /* pads */
    GSList *pads;
    GstPad *srcpad;
    guint num_apads, num_vpads;
    /* options wrapper */
    GstMplexJob *job;
    /* lock for syncing */
    GMutex *tlock;
    /* with TLOCK */
    /* muxer writer generated eos */
    gboolean eos;
    /* flowreturn obtained by muxer task */
    GstFlowReturn srcresult;
} GstMplex;

typedef struct _GstMplexClass {
```

GstElementClass parent;
} GstMplexClass;

GType    gst_mplex_get_type    (void);

G_END_DECLS

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

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

#include <string.h>
#include "gstmplex.hh"
#include "gstmplexibitstream.hh"

/*
 * Class init/exit functions.
 */

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

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

/*
 * Read data.
 */

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

  GST_MPLEX_MUTEX_LOCK (mplex);

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

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

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

  GST_MPLEX_MUTEX_UNLOCK (mplex);

  return size;
}

/*
 * Are we at EOS?
 */

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

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

#ifndef __GST_MPLEXIBITSTREAM_H__
#define __GST_MPLEXIBITSTREAM_H__

#include <gst/gst.h>
#include <mjpeg_types.h>
#include <bits.hpp>
#include "gstmplex.hh"

/* forward declaration; break circular referencing */
typedef struct _GstMplex GstMplex;
typedef struct _GstMplexPad GstMplexPad;

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

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

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

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

#ifdef __GST_MPLEXIBITSTREAM_H__ */
/* GStreamer mplex (mjpegtools) wrapper
 * (c) 2003 Ronald Bultje <rbultje@ronald.bitfreak.net>
 * * gstmplexjob.hh: gstreamer/mplex multiplex-job wrapper
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 * * Boston, MA 02111-1307, USA.
 */

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

#include "gstmplexjob.hh"

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

/*
 * Property enumeration types.
 */

#define GST_TYPE_MPLEX_FORMAT
  (gst_mplex_format_get_type ())

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

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

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

  return mplex_format_type;
}

/*
 * Class init functions.
 */

GstMplexJob::GstMplexJob (void):
  MultiplexJob ()
{
bufsize = 0;

/* GObject properties. */

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

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

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

    /* some boolean stuff for headers */
    g_object_class_install_property (klass, ARG_VBR,
        g_param_spec_boolean ("vbr", "VBR",
            "Whether the input video stream is variable bitrate",
            FALSE,
            (GParamFlags) (G_PARAM_READWRITE | G_PARAM_STATIC_STRINGS)));
    /* split sequence */
    g_object_class_install_property (klass, ARG_SYSTEM_HEADERS,
        g_param_spec_boolean ("system-headers", "System headers",
            "Create system header in every pack for generic formats",
            FALSE,
            (GParamFlags) (G_PARAM_READWRITE | G_PARAM_STATIC_STRINGS)));
#if 0                           /* not supported */
    g_object_class_install_property (klass, ARG_SPLIT_SEQUENCE,
        g_param_spec_boolean ("split-sequence", "Split sequence",
            FALSE,
            (GParamFlags) (G_PARAM_READWRITE | G_PARAM_STATIC_STRINGS)));
#endif
"Simply split a sequence across files 
"(rather than building run-out/run-in)",
FALSE,
(GParamFlags) (G_PARAM_READWRITE | G_PARAM_STATIC_STRINGS));

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

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

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

/*
* set/get gobject properties.
*/

void
GstMplexJob::getProperty (guint prop_id, GValue * value)
{
switch (prop_id) {
  case ARG_FORMAT:
    g_value_set_enum (value, mux_format);
    break;
  case ARG_MUX_BITRATE:
    /* convert from bytes back to bits */
    g_value_set_int (value, (data_rate * 8) / 1000);
    break;
  case ARG_VBR:
    g_value_set_boolean (value, VBR);
    break;
  case ARG_SYSTEM_HEADERS:
    g_value_set_boolean (value, always_system_headers);
break;
case ARG_SPLIT_SEQUENCE:
    g_value_set_boolean (value, multifile_segment);
    break;
case ARG_SEGMENT_SIZE:
    g_value_set_int (value, max_segment_size);
    break;
case ARG_PACKETS_PER_PACK:
    g_value_set_int (value, packets_per_pack);
    break;
case ARG_SECTOR_SIZE:
    g_value_set_int (value, sector_size);
    break;
case ARG_BUFSIZE:
    g_value_set_int (value, bufsize);
    break;
default:
    break;
}
}

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

break;
case ARG_SECTOR_SIZE:
    sector_size = g_value_get_int (value);
    break;
case ARG_BUFSIZE:
    bufsize = g_value_get_int (value);
    break;
default:
    break;
}
}

/* GStreamer mplex (mjpegtools) wrapper
* (c) 2003 Ronald Bultje <rbultje@ronald.bitfreak.net>
* 
gstmplexjob.hh: gstreamer/mplex multiplex-job wrapper
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*/

#ifndef __GST_MPLEXJOB_H__
define __GST_MPLEXJOB_H__

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

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

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

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

int bufsize;
};

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

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

#include <string.h>
#include "gstmplex.hh"
#include "gstmplexoutputstream.hh"

/*
 * Class init functions.
 */

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

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

/*
 * Get size of current segment.
 */

#if GST_MJPEGTOOLS_API >= 10900
uint64_t
GstMplexOutputStream::SegmentSize (void)
#else
off_t
GstMplexOutputStream::SegmentSize (void)
#endif
{
    return size;
}

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

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

GST_WARNING_OBJECT (mplex, "$\text{multiple file output is not supported}$");

} /* FIXME: no such filesink behaviour to be expected */

/*
 * Write data.
 */

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

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

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

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

#ifndef __GST_MPLEXOUTPUTSTREAM_H__
#define __GST_MPLEXOUTPUTSTREAM_H__

#endif /* __GST_MPLEXOUTPUTSTREAM_H__ */
# include <gst/gst.h>
# include <mjpeg_types.h>
# include <outputstrm.hpp>

# include "gstmplex.hh"

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

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

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

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

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

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

#include "_GST_MPLEXOUTPUTSTREAM_H__ */

1.18 gstreamer-plugins-base 0.10.35.1
1.18.1 Available under license:

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The plugins which use a GPL library are as follows:

a52dec liba52 (http://liba52.sourceforge.net/)
aasink aalib (http://sourceforge.net/projects/aa-project/)
cdparanoia libcdparanoia (http://www.xiph.org/paranoia/)
dtsdec libdts (http://www.videolan.org/dtsdec.html)
dvdnavsrc libdvdnav (http://dvd.sourceforge.net/)
dxr3 (http://dxr3.sourceforge.net/)
icecastsend libshout (http://www.icecast.org)
mad libmad (http://www.mars.org/home/rob/proj/mpeg/)
mpeg2dec libmjpeg2 (http://libmjpeg2.sourceforge.net/)
mpeg2enc libjpeg2enc (http://mjpeg.sourceforge.net/)
mplex libmplex (http://mjpeg.sourceforge.net/)
siddec libsidplay 1.36 (http://www.geocities.com/SiliconValley/Lakes/5147/sidplay/,
http://sourceforge.net/projects/sidplay2/)
trm libmusicbrainz (http://www.musicbrainz.org/)
Plugins derived from GPL code are as follows:

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

Plugins which use a LGPL library are as follows:

- alsa: alsa (http://alsa-project.org/)
- artsdsink: aRts (http://arts-project.org/)
- cacasink: libcaca (http://sam.zoy.org/projects/libcaca/)
- colorspacecls: libcolorspace
- dvdec: libdv (http://libdv.sourceforge.net/)
- esdmon, esdsink: libesd (ftp.gnome.org/pub/GNOME/stable/sources/esound/)
- faac: libfaac (http://www.audiocoding.com/modules/mydownloads/)
- fameenc: libfame (http://fame.sourceforge.net/)
- ffmpeg: ffmpeg (http://ffmpeg.sourceforge.net/)
- gdkpixbuf: GTK+ (http://www.gtk.org/)
- gst_arts: aRts (http://arts-project.org/)
- gst1394: libraw1394 (http://www.linux1394.org/)
- gstaf: libaudiofile (http://www.68k.org/~michael/audiofile/)
- gstsf: libsndfile (http://www.mega-nerd.com/libsndfile/)
- hermescolorsapce: Hermes (http://www.clanlib.org/hermes/)
- kio: KDE (http://www.kde.org/)
- ladspa: (http://www.ladspa.org/)
- lame: libmp3lame (http://lame.sourceforge.net/)
- libvisual: libvisual (http://libvisual.sourceforge.net/)
- matroska: (http://www.matroska.org/)
- mikmod: libmikmod (http://mikmod.raphnet.net/)
- ossaudio: (http://www.opensound.com/)
- qcamsrc: librfb
- sdlvideosink: libsdl (http://www.libsdl.org/)
- shout2send: libshout2 (http://www.icecast.org)
- smoothwave:
Plugins which use a BSD covered library are as follows:

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

Plugins based on libraries with other free licenses:

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

Plugins using non-free libraries:

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

Unsure:

- faad      libfaad (http://www.audiocoding.com/)
  faad's license depends on its major version:
- for FAAD1: it is LGPL
- for FAAD2: it is GPL

look at these pages for more information on licenses:

by default, GStreamer faad plugin would compile against FAAD2 if available.
it falls back to FAAD1 if not.

1.19 gstreamer-plugins-good 0.10.30.1

1.19.1 Available under license:

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Version 2.1, February 1999

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

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

Plugins derived from GPL code are as follows:

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

Plugins which use a LGPL library are as follows:

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

Plugins which use a BSD covered library are as follows:

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

Plugins based on libraries with other free licenses:

ximagesink libXv
xvimagesink libXv
- license: MIT X11 / X Consortium license

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

festival (http://www.cstr.ed.ac.uk/projects/festival/)
- license: http://www.cstr.ed.ac.uk/projects/festival/freecopyright.shtml

jpeg (http://www.iijg.org/)
- license: IJG license

nas (http://radscan.com/nas.html)
- license: NAS license

snapshot libpng (http://www.libpng.org/pub/png/)
- license: PNG license

mngdec/mngenclibmng (http://gjuyn.xs4all.nl/libmng)
- license PNG license

Plugins using non-free libraries:
divxdec, divxenc (http://www.divx.com/)
osxaudio (http://www.apple.com/macosx/)
sunaudiosink (http://www.sun.com/)

Unsure:

faad libfaad (http://www.audiocoding.com/)
faad's license depends on its major version:
- for FAAD1: it is LGPL
- for FAAD2: it is GPL

look at these pages for more information on licenses:

by default, GStreamer faad plugin would compile against FAAD2 if available.
it falls back to FAAD1 if not.

/*
 * GStreamer
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 * Copyright (C) 2006 Stefan Kost <ensonic@users.sf.net>
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 * Boston, MA 02111-1307, USA.
 */

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

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

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

#include "audioamplify.h"

#define GST_CAT_DEFAULT gst_audio_amplify_debug
GST_DEBUG_CATEGORY_STATIC (GST_CAT_DEFAULT);

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

enum {
    PROP_0,
    PROP_AMPLIFICATION,
    PROP_CLIPPING_METHOD
};

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

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

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

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

#define ALLOWED_CAPS                                                  \
"audio/x-raw-int,"                                                  \
" depth=(int)8,"                                                  \
" width=(int)8,"                                                  \
" endianness=(int)BYTE_ORDER,”
" signed=(bool)TRUE,"
" rate=(int)[1,MAX],”
" channels=(int)[1,MAX];
"audio/x-raw-int,”
" depth=(int)16,”
" width=(int)16,”
" endianness=(int)BYTE_ORDER,”
" signed=(bool)TRUE,
" rate=(int)[1,MAX],”
" channels=(int)[1,MAX];
"audio/x-raw-int,”
" depth=(int)32,”
"width=(int)32,"
"endianness=(int)BYTE_ORDER,"
"signed=(bool)TRUE,"
"rate=(int)[1,MAX],"
"channels=(int)[1,MAX];"
"audio/x-raw-float,"
"width=(int)[32,64],"
"endianness=(int)BYTE_ORDER,"
"rate=(int)[1,MAX],"
"channels=(int)[1,MAX]"

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

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

static gboolean gst_audio_amplify_set_process_function (GstAudioAmplify * filter, gint clipping, gint format, gint width);
static gboolean gst_audio_amplify_setup (GstAudioFilter * filter, GstRingBufferSpec * format);
static GstFlowReturn gst_audio_amplify_transform_ip (GstBaseTransform * base, GstBuffer * buf);

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

#define MAKE_INT_FUNCS(type,largetype) \
static void \
gst_audio_amplify_transform_##type##_clip (GstAudioAmplify * filter, 
void * data, guint num_samples) \
{ 
    type *d = data; 
    
    while (num_samples--) { 
        largetype val = *d * filter->amplification; 
        *d++ = CLAMP (val, MIN_##type, MAX_##type);
    }
}

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

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

static gboolean gst_audio_amplify_set_process_function (GstAudioAmplify * filter, gint clipping, gint format, gint width);
static gboolean gst_audio_amplify_setup (GstAudioFilter * filter, GstRingBufferSpec * format);
static GstFlowReturn gst_audio_amplify_transform_ip (GstBaseTransform * base, GstBuffer * buf);

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

#define MAKE_INT_FUNCS(type,largetype) \
static void \
gst_audio_amplify_transform_##type##_clip (GstAudioAmplify * filter, 
void * data, guint num_samples) \
{ 
    type *d = data; 
    
    while (num_samples--) { 
        largetype val = *d * filter->amplification; 
        *d++ = CLAMP (val, MIN_##type, MAX_##type);
    }
}
static void

gst_audio_amplify_transform_##type##_wrap_negative (GstAudioAmplify * filter, \
    void * data, guint num_samples) 
{ \
    type *d = data; \

    while (num_samples--) { \
        largetype val = *d * filter->amplification; \
        if (val > MAX_##type) \
            val = MAX_##type + (val - MIN_##type) % ((largetype) MAX_##type + 1 - \
                MIN_##type); \
        else if (val < MIN_##type) \
            val = MAX_##type - (MAX_##type - val) % ((largetype) MAX_##type + 1 - \
                MIN_##type); \
        *d++ = val; \
    } \
} \

static void

gst_audio_amplify_transform_##type##_wrap_positive (GstAudioAmplify * filter, \
    void * data, guint num_samples) 
{ \
    type *d = data; \

    while (num_samples--) { \
        largetype val = *d * filter->amplification; \
        do { \
            if (val > MAX_##type) \
                val = MAX_##type - (val - MAX_##type); \
            else if (val < MIN_##type) \
                val = MIN_##type + (MIN_##type - val); \
            else \
                break; \
        } while (1); \
    *d++ = val; \
    } \
} \

static void

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

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

#define MAKE_FLOAT_FUNCS(type) \
    static void

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

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

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

/* GObject vmethod implementations */

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

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

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

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

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

    g_object_class_install_property (gobject_class, PROP_AMPLIFICATION,
        g_param_spec_float ("amplification", "Amplification",
            0.0, 4.0, 1.0, 0.01, NULL));

    g_object_class_install_property (gobject_class, PROP_LABEL,
        g_param_spec_string ("label", "Label", NULL));

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

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

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

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

    g_object_class_install_property (gobject_class, PROP_AMPLIFICATION,
        g_param_spec_float ("amplification", "Amplification",
            0.0, 4.0, 1.0, 0.01, NULL));

    g_object_class_install_property (gobject_class, PROP_LABEL,
        g_param_spec_string ("label", "Label", NULL));

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

    caps = gst_caps_from_string (ALLOWED_CAPS);
    gst_audio_filter_class_add_pad_templates (GST_AUDIO_FILTER_CLASS (klass),
        caps);
    gst_caps_unref (caps);
}
"Factor of amplification", -G_MAXFLOAT, G_MAXFLOAT,
1.0,
G_PARAM_READWRITE | GST_PARAM_CONTROLLABLE | G_PARAM_STATIC_STRINGS));

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

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

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

static GstAudioAmplifyProcessFunc
gst_audio_amplify_process_function (gint clipping, gint format, gint width)
{
  static const struct process
  {
    gint format;
    gint width;
    gint clipping;
    GstAudioAmplifyProcessFunc func;
  } process[] = {
    {GST_BUFTYPE_FLOAT, 32, METHOD_CLIP,
      GST_AUDIO_AMPLIFY_CLIPPING_METHOD, METHOD_CLIP,
      GST_BUFTYPE_FLOAT, 32, METHOD_WRAP_NEGATIVE,
const struct process *p;
for (p = process; p->func; p++)
    if (p->format == format && p->width == width && p->clipping == clipping)
        return p->func;
return NULL;

static gboolean
gst_audio_amplify_set_process_function (GstAudioAmplify * filter, gint
/* set processing function */

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

filter->process = process;
filter->clipping_method = clipping_method;
filter->format = format;
filter->width = width;
return TRUE;
}

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

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

static void
gst_audio_amplify_get_property (GObject * object, guint prop_id, GValue * value, GParamSpec * pspec)
{
    GstAudioAmplify *filter = GST_AUDIO_AMPLIFY (object);
switch (prop_id) {
    case PROP_AMPLIFICATION:
        g_value_set_float (value, filter->amplification);
        break;
    case PROP_CLIPPING_METHOD:
        g_value_set_enum (value, filter->clipping_method);
        break;
    default:
        G_OBJECT_WARN_INVALID_PROPERTY_ID (object, prop_id, pspec);
        break;
}

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

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

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

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

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

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

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

    if (gst_base_transform_is_passthrough (base) ||
        !G_UNLIKELY (GST_BUFFER_FLAG_IS_SET (buf, GST_BUFFER_FLAG_GAP)))
        return GST_FLOW_OK;
filter->process (filter, GST_BUFFER_DATA (buf), num_samples);

return GST_FLOW_OK;
}
/*
 * GStreamer
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 */

#ifndef __GST_AUDIO_AMPLIFY_H__
#define __GST_AUDIO_AMPLIFY_H__

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

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

G_BEGIN_DECLS
#define GST_TYPE_AUDIO_AMPLIFY (gst_audio_amplify_get_type())
#define GST_AUDIO_AMPLIFY(obj) (G_TYPE_CHECK_INSTANCE_CAST((obj),GST_TYPE_AUDIO_AMPLIFY,GstAudioAmplify))
#define GST_IS_AUDIO_AMPLIFY(obj) (G_TYPE_CHECK_INSTANCE_TYPE((obj),GST_TYPE_AUDIO_AMPLIFY))
#define GST_AUDIO_AMPLIFY_CLASS(klass)    (G_TYPE_CHECK_CLASS_CAST((klass),GST_TYPE_AUDIO_AMPLIFY,GstAudioAmplifyClass))
#define GST_IS_AUDIO_AMPLIFY_CLASS(klass) (G_TYPE_CHECK_CLASS_TYPE((klass),GST_TYPE AUDIO_AMPLIFY))
#define GST AUDIO_AMPLIFY_GET_CLASS(obj)  (G_TYPE_INSTANCE_GET_CLASS((obj),GST_TYPE_AUDIO_AMPLIFY,GstAudioAmplifyClass))
typedef struct _GstAudioAmplify GstAudioAmplify;
typedef struct _GstAudioAmplifyClass GstAudioAmplifyClass;
typedef void (*GstAudioAmplifyProcessFunc) (GstAudioAmplify *, void *, guint);

struct _GstAudioAmplify
{
    GstAudioFilter audiofilter;

    gfloat amplification;

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

struct _GstAudioAmplifyClass
{
    GstAudioFilterClass parent;
};

GType gst_audio_amplify_get_type (void);

G_END_DECLS
#endif /* __GST_AUDIO_AMPLIFY_H__ */

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 *
 * An almost complete rewrite of MySpell for use by
the Mozilla project has been developed by David Einstein
* (Deinst@world.std.com). David and I are now
* working on parallel development tracks to help
* our respective projects (Mozilla and OpenOffice.org
* and we will maintain full affix file and dictionary
* file compatibility and work on merging our versions
* of MySpell back into a single tree. David has been
* a significant help in improving MySpell.
*
* Special thanks also go to La'iszlo’ Ne'meth
* <nemethl@gyorsposta.hu> who is the author of the
* Hungarian dictionary and who developed and contributed
* the code to support compound words in MySpell
* and fixed numerous problems with the encoding
* case conversion tables.
*
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Although the Lesser General Public License is Less protective of the users' freedom, it does ensure that the user of a program that is linked with the Library has the freedom and the wherewithal to run that program using a modified version of the Library.

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

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

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Versión 0.1

SUMARIO

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 TRY áâãééóõúçianrtolcdugphbyfkjwxz
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HISTÓRIA

Versão 20.5.2002
Esta versão é completamente diferente da anterior.
1. Utilizámos a nova versão do ispell para português como base do trabalho (o ficheiro affix e o dicionário são novos)
2. Utilizou-se um script de perl para a transformação do ficheiro affix para myspell. Supostamente agora temos menos bugs.
3. Graças à preciosa colaboração de Daniel Andrade (mop12079@mail.telepac.pt), que encontrou - e resolveu - este bug, agora as palavras sugeridas incluem também palavras com caracteres portugueses (çâàâ, etc...)
4. Para além disso, aproveitam a esta versão todos os bugfixes anteriores.

Versão 16.4.2002
Bugfix - corrigido o bug (pt_PT.aff) que provocava alguns crashes em OpenOffice.org (myspell). O erro devia-se a uma contagem incorrecta de número de sugestões. Arranjado.

Versão 8.4.2002
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1.36 jasper 1.900.1-13

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1.37 json-c 0.12

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1.38 json-c/test-driver 0.12

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

scriptversion=2012-06-27.10; # UTC

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1.40 jsoncpp 1.7.5
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1.41 jsoncpp 0.6.0 0.6.0

1.42 Kerberos 1.14.3

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The implementations of GSSAPI mechglue in GSSAPI-SPNEGO in
"src/lib/gssapi", including the following files:

lib/gssapi/generic/gssapi_err_generic.et
lib/gssapi/mechglue/g_accept_sec_context.c
lib/gssapi/mechglue/g_acquire_cred.c
lib/gssapi/mechglue/g_canon_name.c
lib/gssapi/mechglue/g_compare_name.c
lib/gssapi/mechglue/g_context_time.c
lib/gssapi/mechglue/g_delete_sec_context.c
lib/gssapi/mechglue/g_dsp_name.c
lib/gssapi/mechglue/g_dsp_status.c
lib/gssapi/mechglue/g_dup_name.c
lib/gssapi/mechglue/g_exp_sec_context.c
lib/gssapi/mechglue/g_export_name.c
lib/gssapi/mechglue/g_glue.c
lib/gssapi/mechglue/g_imp_name.c
lib/gssapi/mechglue/g_imp_sec_context.c
lib/gssapi/mechglue/g_init_sec_context.c
lib/gssapi/mechglue/g_initialize.c
lib/gssapi/mechglue/g_inquire_context.c
lib/gssapi/mechglue/g_inquire_cred.c
lib/gssapi/mechglue/g_inquire_names.c
lib/gssapi/mechglue/g_process_context.c
lib/gssapi/mechglue/g_rel_buffer.c
lib/gssapi/mechglue/g_rel_cred.c
lib/gssapi/mechglue/g_rel_name.c
lib/gssapi/mechglue/g_rel_oid_set.c
lib/gssapi/mechglue/g_seal.c
lib/gssapi/mechglue/g_sign.c
lib/gssapi/mechglue/g_store_cred.c
lib/gssapi/mechglue/g_unseal.c
lib/gssapi/mechglue/g_userok.c
lib/gssapi/mechglue/g_utils.c
lib/gssapi/mechglue/g_verify.c
lib/gssapi/mechglue/gssd_pname_to_uid.c
lib/gssapi/mechglue/mglueP.h
lib/gssapi/mechglue/oid_ops.c
lib/gssapi/spnego/gssapiP_spnego.h
lib/gssapi/spnego/spnego_mech.c

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

include/iprop_hdr.h
kadmin/server/ipropd_svc.c
lib/kdb/iprop.x
lib/kdb/kdb_convert.c
lib/kdb/kdb_log.c
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1.45 libJPEG 9 :9

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README for release 6b of 27-Mar-1998
==========================================

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DOCUMENTATION ROADMAP
========================

This file contains the following sections:

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

Other documentation files in the distribution are:

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

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

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

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

OVERVIEW
========

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

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

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

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

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

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

The IJG distribution formerly included code to read and write GIF files. To avoid entanglement with the Unisys LZW patent, GIF reading support has been removed altogether, and the GIF writer has been simplified to produce
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REFERENCES

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

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

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


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

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

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

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

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

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

ARCHIVE LOCATIONS

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

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

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

The JPEG FAQ (Frequently Asked Questions) article is a useful source of
general information about JPEG. It is updated constantly and therefore is
not included in this distribution. The FAQ is posted every two weeks to
Usenet newsgroups comp.graphics.misc, news.answers, and other groups.
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
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with body
send usenet/news.answers/jpeg-faq/part1
send usenet/news.answers/jpeg-faq/part2

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

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

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

FILE FORMAT WARS  
================

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

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

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

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

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

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

As always, speeding things up is of great interest.

Please send bug reports, offers of help, etc. to jpeg-info@uunet.uu.net.

1.47 liboil 0.3.16.1

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Glenn Randers-Pehrson
glenrp at users.sourceforge.net
November 12, 2015
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 * The functions here are used during reads to store data from the file
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 * info struct and allows us to change the structure in the future.
 */
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1.57 OpenSSL 1.0.2p

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1.60 pugixml 1.7

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# HTML Tidy

## HTML parser and pretty printer

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

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