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```
#ifndef __GST_CAPSFILTER_H__
#define __GST_CAPSFILTER_H__

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

G_BEGIN_DECLS

#define GST_TYPE_CAPSFILTER \
```

```

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

typedef struct _GstCapsFilter GstCapsFilter;
typedef struct _GstCapsFilterClass GstCapsFilterClass;

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

    GstCaps *filter_caps;
};

struct _GstCapsFilterClass {
    GstBaseTransformClass trans_class;
};

GType gst_capsfilter_get_type (void);

G_END_DECLS

#endif /* __GST_CAPSFILTER_H__ */
/* GStreamer
 * Copyright (C) <1999> Erik Walthinsen <omega@cse.ogi.edu>
 *
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 * modify it under the terms of the GNU Library General Public
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```



```

* 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>
*      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>
*/

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

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

enum
{
PROP_0,

```

```

PROP_FILTER_CAPS
};

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

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

GST_DEBUG_CATEGORY_STATIC (gst_capsfilter_debug);
#define GST_CAT_DEFAULT gst_capsfilter_debug

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

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

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

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

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

    gst_element_class_set_details_simple (gstelement_class,
        "CapsFilter",

```

```

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

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

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

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

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

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

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

```

```

return TRUE;
}

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

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

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

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

        gst_caps_unref (old_caps);

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

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

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

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

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

```

```

s2 = gst_caps_get_structure (new_caps, 0);

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

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

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

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

    switch (prop_id) {
        case PROP_FILTER_CAPS:
            GST_OBJECT_LOCK (capsfilter);
            gst_value_set_caps (value, capsfilter->filter_caps);

```

```

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

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

    gst_caps_replace (&filter->filter_caps, NULL);

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

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

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

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

    gst_caps_unref (filter_caps);

    return ret;
}

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

    GST_OBJECT_LOCK (capsfilter);

```

```

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

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

gst_caps_unref (filter_caps);

return ret;
}

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

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

    if (GST_BUFFER_CAPS (input) != NULL) {
        /* Output buffer already has caps */
        GST_LOG_OBJECT (trans, "Input buffer already has caps (implicitly fixed)");
        /* FIXME : Move this behaviour to basetransform. The given caps are the ones
        * of the source pad, therefore our outgoing buffers should always have

```

```

* those caps. */
if (GST_BUFFER_CAPS (input) != caps) {
    /* caps are different, make a metadata writable output buffer to set
    * caps */
    if (gst_buffer_is_metadata_writable (input)) {
        /* input is writable, just set caps and use this as the output */
        *buf = input;
        gst_buffer_set_caps (*buf, caps);
        gst_buffer_ref (input);
    } else {
        GST_DEBUG_OBJECT (trans, "Creating sub-buffer and setting caps");
        *buf = gst_buffer_create_sub (input, 0, GST_BUFFER_SIZE (input));
        gst_buffer_set_caps (*buf, caps);
    }
} else {
    /* caps are right, just use a ref of the input as the outbuf */
    *buf = input;
    gst_buffer_ref (input);
} else {
    /* Buffer has no caps. See if the output pad only supports fixed caps */
    GstCaps *out_caps;

    out_caps = GST_PAD_CAPS (trans->srcpad);

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

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

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

    if (GST_PAD_CAPS (trans->srcpad) == NULL)

```



```

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

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

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

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

/**
 * SECTION:gstpadtemplate
 * @short_description: Describe the media type of a pad.
 * @see_also: #GstPad, #GstElementFactory
 *
 * Padtemplates describe the possible media types a pad or an elementfactory can
 * handle. This allows for both inspection of handled types before loading the
 * element plugin as well as identifying pads on elements that are not yet

```

```

* created (request or sometimes pads).
*
* Pad and PadTemplates have #GstCaps attached to it to describe the media type
* they are capable of dealing with. gst_pad_template_get_caps() or
* GST_PAD_TEMPLATE_CAPS() are used to get the caps of a padtemplate. It's not
* possible to modify the caps of a padtemplate after creation.
*
* PadTemplates have a #GstPadPresence property which identifies the lifetime
* of the pad and that can be retrieved with GST_PAD_TEMPLATE_PRESENCE(). Also
* the direction of the pad can be retrieved from the #GstPadTemplate with
* GST_PAD_TEMPLATE_DIRECTION().
*
* The GST_PAD_TEMPLATE_NAME_TEMPLATE () is important for GST_PAD_REQUEST pads
* because it has to be used as the name in the gst_element_get_request_pad()
* call to instantiate a pad from this template.
*
* Padtemplates can be created with gst_pad_template_new() or with
* gst_static_pad_template_get (), which creates a #GstPadTemplate from a
* #GstStaticPadTemplate that can be filled with the
* convenient GST_STATIC_PAD_TEMPLATE() macro.
*
* A padtemplate can be used to create a pad (see gst_pad_new_from_template()
* or gst_pad_new_from_static_template ()) or to add to an element class
* (see gst_element_class_add_pad_template ()).
*
* The following code example shows the code to create a pad from a padtemplate.
* <example>
* <title>Create a pad from a padtemplate</title>
* <programlisting>
* GstStaticPadTemplate my_template =
* GST_STATIC_PAD_TEMPLATE (
* "sink", // the name of the pad
* GST_PAD_SINK, // the direction of the pad
* GST_PAD_ALWAYS, // when this pad will be present
* GST_STATIC_CAPS ( // the capabilities of the padtemplate
* "audio/x-raw-int, "
* "channels = (int) [ 1, 6 ]"
* )
* );
* void
* my_method (void)
* {
* GstPad *pad;
* pad = gst_pad_new_from_static_template (&my_template, "sink");
* ...
* }
* </programlisting>
* </example>

```

```

*
* The following example shows you how to add the padtemplate to an
* element class, this is usually done in the base_init of the class:
* <informalexample>
* <programlisting>
* static void
* my_element_base_init (gpointer g_class)
* {
*   GstElementClass *gstelement_class = GST_ELEMENT_CLASS (g_class);
*
*   gst_element_class_add_pad_template (gstelement_class,
*   gst_static_pad_template_get (&my_template));
* }
* </programlisting>
* </informalexample>
*
* Last reviewed on 2006-02-14 (0.10.3)
*/

```

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

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

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

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

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

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

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

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

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

```
#define GST_CAT_DEFAULT GST_CAT_PADS
```

```
enum
```

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

```
enum
```

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

```
static GObject *parent_class = NULL;
```

```

static guint gst_pad_template_signals[LAST_SIGNAL] = { 0 };

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

G_DEFINE_TYPE (GstPadTemplate, gst_pad_template, GST_TYPE_OBJECT);

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

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

    parent_class = g_type_class_peek_parent (klass);

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

    gobject_class->dispose = gst_pad_template_dispose;

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

    /**
     * GstPadTemplate:name-template
     *
     * The name template of the pad template.
     *
     * Since: 0.10.21
     */
    g_object_class_install_property (gobject_class, PROP_NAME_TEMPLATE,
        g_param_spec_string ("name-template", "Name template",
            "The name template of the pad template", NULL,

```

```

        G_PARAM_READWRITE | G_PARAM_CONSTRUCT_ONLY | G_PARAM_STATIC_STRINGS));

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

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

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

gstobject_class->path_string_separator = "*";
}

static void
gst_pad_template_init (GstPadTemplate * templ)
{
    /* FIXME 0.11: Does anybody remember why this is here? If not, let's

```

```

* change it for 0.11 and let gst_element_class_add_pad_template() for
* example ref/sink the pad templates.
*/
/* We ensure that the pad template we're creating has a sunken reference.
* Inconsistencies in pad templates being floating or sunken has caused
* problems in the past with leaks, etc.
*
* For consistency, then, we only produce them with sunken references
* owned by the creator of the object
*/
if (GST_OBJECT_IS_FLOATING (templ)) {
    gst_object_ref_sink (templ);
}
}

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

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

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

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

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

```

```

if ((str = strchr (name, '%')) && strchr (str + 1, '%')) {
    g_warning ("invalid name template %s: only one conversion specification"
        " allowed in GST_PAD_REQUEST padtemplate", name);
    return FALSE;
}
if (str && (*(str + 1) != 's' && *(str + 1) != 'd' && *(str + 1) != 'u')) {
    g_warning ("invalid name template %s: conversion specification must be of"
        " type '%%d', '%%u' or '%%s' for GST_PAD_REQUEST padtemplate", name);
    return FALSE;
}
if (str && *(str + 2) != '\0') {
    g_warning ("invalid name template %s: conversion specification must"
        " appear at the end of the GST_PAD_REQUEST padtemplate name", name);
    return FALSE;
}
}

return TRUE;
}

```

GType

gst\_static\_pad\_template\_get\_type (void)

```

{
    static GType staticpadtemplate_type = 0;

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

```

/\*\*

\* gst\_static\_pad\_template\_get:

\* @pad\_template: the static pad template

\*

\* Converts a #GstStaticPadTemplate into a #GstPadTemplate.

\*

\* Returns: (transfer full): a new #GstPadTemplate.

\*/

/\* FIXME0.11: rename to gst\_pad\_template\_new\_from\_static\_pad\_template() \*/

GstPadTemplate \*

gst\_static\_pad\_template\_get (GstStaticPadTemplate \* pad\_template)

{

GstPadTemplate \*new;

GstCaps \*caps;

if (!name\_is\_valid (pad\_template->name\_template, pad\_template->presence))

```

return NULL;

caps = gst_static_caps_get (&pad_template->static_caps);

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

gst_caps_unref (caps);

return new;
}

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

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

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

    new = g_object_new (gst_pad_template_get_type (),

```



```

    "name", name_template, "name-template", name_template,
    "direction", direction, "presence", presence, "caps", caps, NULL);

gst_caps_unref (caps);

return new;
}

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

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

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

    return GST_PAD_TEMPLATE_CAPS (templ);
}

/**
 * gst_pad_template_pad_created:
 * @templ: a #GstPadTemplate that has been created
 * @pad: the #GstPad that created it

```

```

*
* Emit the pad-created signal for this template when created by this pad.
*/
void
gst_pad_template_pad_created (GstPadTemplate * templ, GstPad * pad)
{
    g_signal_emit (templ, gst_pad_template_signals[TEMPL_PAD_CREATED], 0, pad);
}

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

static void
gst_pad_template_get_property (GObject * object, guint prop_id, GValue * value,
    GParamSpec * pspec)
{
    /* these properties are all construct-only */
    switch (prop_id) {
        case PROP_NAME_TEMPLATE:
            g_value_set_string (value, GST_PAD_TEMPLATE_NAME_TEMPLATE (object));

```

```

break;
case PROP_DIRECTION:
    g_value_set_enum (value, GST_PAD_TEMPLATE_DIRECTION (object));
    break;
case PROP_PRESENCE:
    g_value_set_enum (value, GST_PAD_TEMPLATE_PRESENCE (object));
    break;
case PROP_CAPS:
    g_value_set_boxed (value, GST_PAD_TEMPLATE_CAPS (object));
    break;
default:
    G_OBJECT_WARN_INVALID_PROPERTY_ID (object, prop_id, pspec);
    break;
}
}

```

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Version 2, June 1991

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/\*

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\* 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 *name; /* Test that generated the result */
char *msg; /* Failure message */
};

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

enum cl_event {

```

```

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

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

typedef struct Log {
    FILE *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 <wim.taymans@chello.be>
*
* gstpadtemplate.h: Header for GstPadTemplate object
*
* 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.  
 \*/

```

#ifndef __GST_PAD_TEMPLATE_H__
#define __GST_PAD_TEMPLATE_H__

```

```
#include <gst/gstconfig.h>
```

```
#include <gst/gstobject.h>
```

```
#include <gst/gstbuffer.h>
```

```
#include <gst/gstcaps.h>
```

```
#include <gst/gstevent.h>
```

```
#include <gst/gstquery.h>
```

```
#include <gst/gsttask.h>
```

```
G_BEGIN_DECLS
```

```
/* FIXME: this awful circular dependency need to be resolved properly (see pad.h) */
```

```
/*typedef struct _GstPadTemplate GstPadTemplate; */
```

```
typedef struct _GstPadTemplateClass GstPadTemplateClass;
```

```
typedef struct _GstStaticPadTemplate GstStaticPadTemplate;
```

```
#define GST_TYPE_STATIC_PAD_TEMPLATE (gst_static_pad_template_get_type ())
```

```
#define GST_TYPE_PAD_TEMPLATE (gst_pad_template_get_type ())
```

```
#define GST_PAD_TEMPLATE(obj) (G_TYPE_CHECK_INSTANCE_CAST ((obj),  
GST_TYPE_PAD_TEMPLATE,GstPadTemplate))
```

```
#define GST_PAD_TEMPLATE_CLASS(klass) (G_TYPE_CHECK_CLASS_CAST ((klass),  
GST_TYPE_PAD_TEMPLATE,GstPadTemplateClass))
```

```
#define GST_IS_PAD_TEMPLATE(obj) (G_TYPE_CHECK_INSTANCE_TYPE ((obj),  
GST_TYPE_PAD_TEMPLATE))
```

```
#define GST_IS_PAD_TEMPLATE_CLASS(klass) (G_TYPE_CHECK_CLASS_TYPE ((klass),  
GST_TYPE_PAD_TEMPLATE))
```

```
/**
```

```
 * GstPadPresence:
```

```
 * @GST_PAD_ALWAYS: the pad is always available
```

```
 * @GST_PAD_SOMETIMES: the pad will become available depending on the media stream
```

```
 * @GST_PAD_REQUEST: the pad is only available on request with
```



```

* gst_element_get_request_pad().
*
* Indicates when this pad will become available.
*/
typedef enum {
    GST_PAD_ALWAYS,
    GST_PAD_SOMETIMES,
    GST_PAD_REQUEST
} GstPadPresence;

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

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

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

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

/**
* GstPadTemplateFlags:
* @GST_PAD_TEMPLATE_FIXED: the padtemplate has no variable properties
* @GST_PAD_TEMPLATE_FLAG_LAST: first flag that can be used by subclasses.
*
* Flags for the padtemplate

```

```

*/
typedef enum {
/* FIXME0.11: this is not used and the purpose is unclear */
GST_PAD_TEMPLATE_FIXED    = (GST_OBJECT_FLAG_LAST << 0),
/* padding */
GST_PAD_TEMPLATE_FLAG_LAST = (GST_OBJECT_FLAG_LAST << 4)
} GstPadTemplateFlags;

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

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

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

  gpointer _gst_reserved[GST_PADDING];
};

struct _GstPadTemplateClass {
  GObjectClass parent_class;

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

  gpointer _gst_reserved[GST_PADDING];
};

/**
 * GstStaticPadTemplate:
 * @name_template: the name of the template
 * @direction: the direction of the template
 * @presence: the presence of the template
 * @static_caps: the caps of the template.

```

```

*
* Structure describing the #GstStaticPadTemplate.
*/
struct _GstStaticPadTemplate {
    const gchar    *name_template;
    GstPadDirection direction;
    GstPadPresence presence;
    GstStaticCaps  static_caps;
};

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

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

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

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

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

G_END_DECLS

#endif /* __GST_PAD_TEMPLATE_H__ */
<sect1 id="chapter-legal">
<title id="title-legal">GStreamer Legal Issues</title>
<para>

```

This part of the FAQ is based on a series of questions we asked the FSF to understand how the GPL works and how patents affects the GPL. These questions were answered by the [FSF lawyers](http://www.fsf.org/), 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](http://www.fluendo.com/) 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.

<qandaset defaultlabel="qanda">

<qandaentry>

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

<para>

Can someone distribute the combination of

<itemizedlist>

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

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

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

</itemizedlist>

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

</para>

</question>

<answer>

<para>

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

</para>

<para>

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

</para>

<para>

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

</para>

</answer>

</qandaentry>

<qandaentry>

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

<para>

Suppose Apple wants to write a binary-only proprietary plugin for GStreamer to decode Sorenson video, which will be shipped stand-alone, not part of a package like in the question above.

Can Apple distribute this binary-only plugin ?

</para>

</question>

<answer>

<para>

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

</para>

</answer>

</qandaentry>

<qandaentry>

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

<para>

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

</para>

</question>

<answer>

<para>

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

</para>

</answer>

</qandaentry>

<qandaentry>

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

<para>

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

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

</para>

</question>

<answer>

<para>

Yes, he can.

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

</para>

</answer>

</qandaentry>

<qandaentry>

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

<para>

Can someone from the US distribute software covered by

US patents under the GPL to people in Norway ? To people in the US ?

</para>

</question>

<answer>

<para>

This might infringe some patents, but the GPL would not forbid it absent some actual restriction, such as a court judgement or agreement.

The US government is empowered to refuse importation of patent infringing devices, including software.

</para>

</answer>

</qandaentry>

<qandaentry>

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

<para>

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

</para>

</question>

<answer>

<para>

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

</para>

<para>

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

<quote>If you cannot distribute so as to satisfy simultaneously your

obligations under this License and any other pertinent obligations, then as a consequence you may not distribute the Library at all.</quote>

</para>

</answer>

</qandaentry>

<qandaentry>

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

<para>

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

</para>

</question>

<answer>

<para>

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

</para>

</answer>

</qandaentry>

<qandaentry>

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

<para>

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

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

</para>

</question>

<answer>

<para>

No.

</para>

</answer>

</qandaentry>

<qandaentry>

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

<para>

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

</para>  
</question>

<answer>  
<para>

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

</para>

<para>

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

</para>

</answer>

</qandaentry>

</qandaset>

</sect1>

## 1.8 gloox 1.0.24

### 1.8.1 Available under license :

An exception to the GPLv3 below to allow linking gloox against the OpenSSL library can be found at the bottom of this file.

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Version 3, 29 June 2007

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Some devices are designed to deny users access to install or run modified versions of the software inside them, although the manufacturer can do so. This is fundamentally incompatible with the aim of protecting users' freedom to change the software. The systematic pattern of such abuse occurs in the area of products for individuals to use, which is precisely where it is most unacceptable. Therefore, we have designed this version of the GPL to prohibit the practice for those products. If such problems arise substantially in other domains, we stand ready to extend this provision to those domains in future versions of the GPL, as needed to protect the freedom of users.

Finally, every program is threatened constantly by software patents. States should not allow patents to restrict development and use of software on general-purpose computers, but in those that do, we wish to avoid the special danger that patents applied to a free program could make it effectively proprietary. To prevent this, the GPL assures that patents cannot be used to render the program non-free.

The precise terms and conditions for copying, distribution and modification follow.

## TERMS AND CONDITIONS

### 0. Definitions.

"This License" refers to version 3 of the GNU General Public License.

"Copyright" also means copyright-like laws that apply to other kinds of works, such as semiconductor masks.

"The Program" refers to any copyrightable work licensed under this License. Each licensee is addressed as "you". "Licensees" and "recipients" may be individuals or organizations.

To "modify" a work means to copy from or adapt all or part of the work in a fashion requiring copyright permission, other than the making of an exact copy. The resulting work is called a "modified version" of the earlier work or a work "based on" the earlier work.

A "covered work" means either the unmodified Program or a work based on the Program.

To "propagate" a work means to do anything with it that, without permission, would make you directly or secondarily liable for infringement under applicable copyright law, except executing it on a computer or modifying a private copy. Propagation includes copying, distribution (with or without modification), making available to the public, and in some countries other activities as well.

To "convey" a work means any kind of propagation that enables other parties to make or receive copies. Mere interaction with a user through a computer network, with no transfer of a copy, is not conveying.

An interactive user interface displays "Appropriate Legal Notices" to the extent that it includes a convenient and prominently visible feature that (1) displays an appropriate copyright notice, and (2) tells the user that there is no warranty for the work (except to the extent that warranties are provided), that licensees may convey the work under this License, and how to view a copy of this License. If the interface presents a list of user commands or options, such as a menu, a prominent item in the list meets this criterion.

### 1. Source Code.

The "source code" for a work means the preferred form of the work for making modifications to it. "Object code" means any non-source

form of a work.

A "Standard Interface" means an interface that either is an official standard defined by a recognized standards body, or, in the case of interfaces specified for a particular programming language, one that is widely used among developers working in that language.

The "System Libraries" of an executable work include anything, other than the work as a whole, that (a) is included in the normal form of packaging a Major Component, but which is not part of that Major Component, and (b) serves only to enable use of the work with that Major Component, or to implement a Standard Interface for which an implementation is available to the public in source code form. A "Major Component", in this context, means a major essential component (kernel, window system, and so on) of the specific operating system (if any) on which the executable work runs, or a compiler used to produce the work, or an object code interpreter used to run it.

The "Corresponding Source" for a work in object code form means all the source code needed to generate, install, and (for an executable work) run the object code and to modify the work, including scripts to control those activities. However, it does not include the work's System Libraries, or general-purpose tools or generally available free programs which are used unmodified in performing those activities but which are not part of the work. For example, Corresponding Source includes interface definition files associated with source files for the work, and the source code for shared libraries and dynamically linked subprograms that the work is specifically designed to require, such as by intimate data communication or control flow between those subprograms and other parts of the work.

The Corresponding Source need not include anything that users can regenerate automatically from other parts of the Corresponding Source.

The Corresponding Source for a work in source code form is that same work.

## 2. Basic Permissions.

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Conveying under any other circumstances is permitted solely under the conditions stated below. Sublicensing is not allowed; section 10 makes it unnecessary.

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You may convey verbatim copies of the Program's source code as you receive it, in any medium, provided that you conspicuously and appropriately publish on each copy an appropriate copyright notice; keep intact all notices stating that this License and any non-permissive terms added in accord with section 7 apply to the code; keep intact all notices of the absence of any warranty; and give all recipients a copy of this License along with the Program.

You may charge any price or no price for each copy that you convey, and you may offer support or warranty protection for a fee.

### 5. Conveying Modified Source Versions.

You may convey a work based on the Program, or the modifications to produce it from the Program, in the form of source code under the

terms of section 4, provided that you also meet all of these conditions:

- a) The work must carry prominent notices stating that you modified it, and giving a relevant date.
- b) The work must carry prominent notices stating that it is released under this License and any conditions added under section 7. This requirement modifies the requirement in section 4 to "keep intact all notices".
- c) You must license the entire work, as a whole, under this License to anyone who comes into possession of a copy. This License will therefore apply, along with any applicable section 7 additional terms, to the whole of the work, and all its parts, regardless of how they are packaged. This License gives no permission to license the work in any other way, but it does not invalidate such permission if you have separately received it.
- d) If the work has interactive user interfaces, each must display Appropriate Legal Notices; however, if the Program has interactive interfaces that do not display Appropriate Legal Notices, your work need not make them do so.

A compilation of a covered work with other separate and independent works, which are not by their nature extensions of the covered work, and which are not combined with it such as to form a larger program, in or on a volume of a storage or distribution medium, is called an "aggregate" if the compilation and its resulting copyright are not used to limit the access or legal rights of the compilation's users beyond what the individual works permit. Inclusion of a covered work in an aggregate does not cause this License to apply to the other parts of the aggregate.

#### 6. Conveying Non-Source Forms.

You may convey a covered work in object code form under the terms of sections 4 and 5, provided that you also convey the machine-readable Corresponding Source under the terms of this License, in one of these ways:

- a) Convey the object code in, or embodied in, a physical product (including a physical distribution medium), accompanied by the Corresponding Source fixed on a durable physical medium customarily used for software interchange.
- b) Convey the object code in, or embodied in, a physical product (including a physical distribution medium), accompanied by a written offer, valid for at least three years and valid for as

long as you offer spare parts or customer support for that product model, to give anyone who possesses the object code either (1) a copy of the Corresponding Source for all the software in the product that is covered by this License, on a durable physical medium customarily used for software interchange, for a price no more than your reasonable cost of physically performing this conveying of source, or (2) access to copy the Corresponding Source from a network server at no charge.

c) Convey individual copies of the object code with a copy of the written offer to provide the Corresponding Source. This alternative is allowed only occasionally and noncommercially, and only if you received the object code with such an offer, in accord with subsection 6b.

d) Convey the object code by offering access from a designated place (gratis or for a charge), and offer equivalent access to the Corresponding Source in the same way through the same place at no further charge. You need not require recipients to copy the Corresponding Source along with the object code. If the place to copy the object code is a network server, the Corresponding Source may be on a different server (operated by you or a third party) that supports equivalent copying facilities, provided you maintain clear directions next to the object code saying where to find the Corresponding Source. Regardless of what server hosts the Corresponding Source, you remain obligated to ensure that it is available for as long as needed to satisfy these requirements.

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# 1.9 pcre 8.44

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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 function as a component of a header only library. This conversion was done by Peter Thorson ([webmaster@zaphoyd.com](mailto:webmaster@zaphoyd.com)) in 2012 for the WebSocket++ project. The changes are released under the same license as the original (listed below)

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## 1.15 boost 1.65.1

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## 1.17 jansson 2.12

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## 1.18 zlib 1.2.11

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

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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).

\*/

## 1.19 libsrtp 2.2.0

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