

Some video codec have mandatory parameters in their SDP.
 Because of our dependance on Gstreamer and maybe a flawed design
 in their RTP plugins, we need to infer those settings dynamically for a given video format.
 A static video test source is created in every codec and this one pushes frame into the
 GstPipeline. From the buffers collected at the sink and their GstCaps, we can infer most of the capabilities.

