talk/media/base/videocapturer.h  
talk/media/webrtc/webrtcvideoengine.cc  
talk/media/webrtc/webrtcvideoengine.h  
  
webrtc/modules/video\_capture/include/video\_capture\_defines.h  
webrtc/modules/video\_capture/video\_capture\_impl.cc  
webrtc/modules/video\_capture/video\_capture\_impl.h  
webrtc/video\_engine/include/vie\_capture.h  
webrtc/video\_engine/vie\_capturer.cc  
webrtc/video\_engine/vie\_capturer.h  
webrtc/video\_engine/vie\_encoder.cc  
webrtc/video\_engine/vie\_encoder.h  
webrtc/video\_engine/vie\_frame\_provider\_base.cc  
webrtc/video\_engine/vie\_frame\_provider\_base.h

**talk/base/scoped\_ptr.h**  
对局部指针做模板特例,当遇到cricket::VideoCapturer类型的指针,不做智能释放,  
主要是考虑到 EncodedCapturer 的复用,资源释放由上层控制  
注:将导致cricket::VideoCapturer 的其他派生类也无法智能释放,理论上好的方法是  
使用计数指针,但是代码改动量太大,先用这种临时方案,注意VideoCapturer派生类的手动释放  
(\*),v2版本加入了代码却没有启用,等需要使用外部传入EncodedCapturer时再开启