AOB headers for MLP input

This is an experimental fork of ffmpeg aimed at importing MLP file layout into dvda-author when input is MLP. This is required to compute PTS and DTS stamps in 64/43 B sector headers of MLP AOBS. Algorithm is as follows:

At each sector of rank (1-based) N of 2048 B, compute :

- sum S of header size in bytes before N in B (64 + 43 + 43 + ... + 43, N-1 terms)
- total byte size = 2048 * (N-1) -S
- run parallel layout using libffmpeg.a, gives rank of packet and position of packet
- this is given by get_mlp_layout() which returns an MLP_LAYOUT table of at most MAX_AOB_SECTORS
  i.e 1024 * 512 lines. Each line has fields pkt_pos, nb_samples and rank.
- pkt_pos is position in MLP file (raw), nb_samples is number of PCM samples in output (raw),
  rank is sector rank in AOB (all fields 0-based).
- take rank such that pkt_pos of MLP packet just after start of sector (total byte size)
- nb_samples * c * br = Nbyteswritten
- Nbyteswritten / (c * sr * br) = duration
  Or : duration = nb_samples /sr
  PTS = ceiling(duration * 90000)
  DTS = floor(duration * 90000)
  Add :
  PTS = PTS + PTS0
  DTS = DTS + DTS0
  PTS0=105
  DTS0=24

Write PTS at offset 23 (0-based) on 5 bytes Write DTS at offset 28 (0-based) on 5 bytes First sectors with have PTS starting with 0x31 and DTS with 0x11.

REST OF AOBs is just MLP bytes except for last sector padding (PCM style, TODO)