GetBitContext

+ buffer
+ buffer_end
+ index
+ size_in_bits
+ size_in_bits_plus8

+gb

InterplayACMContext

+ bitstream
+ max_framesize
+ bitstream_size
+ bitstream_index
+ level
+ rows
+ cols
+ wrapbuf_len
+ block_len
+ skip
+ block
+ wrapbuf
+ ampbuf
+ midbuf