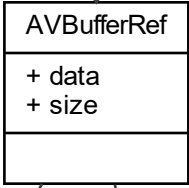
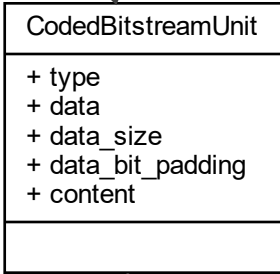


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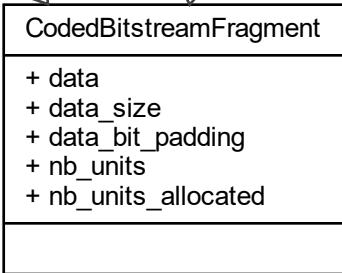


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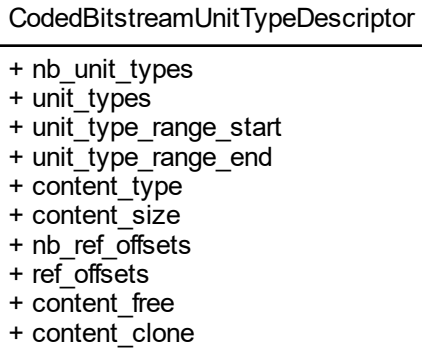
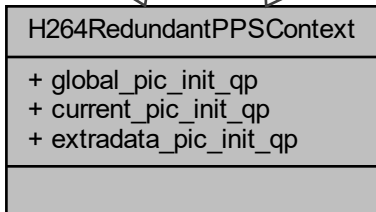


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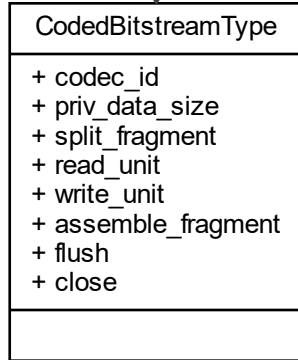
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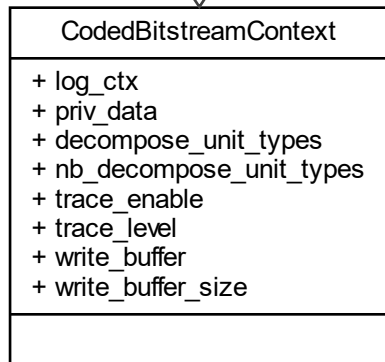
+access\_unit



+unit\_types



+codec



+input  
+output