CodedBitstreamUnitTypeDescriptor + nb unit types + unit types + unit type range start + unit type range end + content type + content size + nb ref offsets + ref offsets + content_free + content clone +unit_types CodedBitstreamType + codec id + priv data size + split fragment + read unit + write unit + assemble fragment + flush + close +codec CodedBitstreamContext + log ctx + priv data + decompose_unit_types + nb decompose unit types + trace enable + trace level + write_buffer + write buffer size