



- [illegible]

```

Important structs

typedef struct ga_module_s {
    MODULE handle; /* Handle to a module */
    int type; /* Type of the module */
    char *name; /* Name of the module */
    char *mime_type; /* MIME-type of the module */
    int (*init)(void *arg); /* Pointer to the init function */
    int (*start)(void *arg); /* Pointer to the start function */
    /*void (*stop)(void *arg); /* Pointer to the stop function */
    int (*deinit)(void *arg); /* Pointer to the deinit function */
    int (*ioctl)(int command, int argsize, void *arg); /* Pointer to ioctl function */
    int (*notify)(void *arg); /* Pointer to the notify function */
    int (*raw)(void *arg, int *size); /* Pointer to the raw function */
    int (*send_packet)(const char *prefix, int channelid, AVPacket *pkt, int64_t encoderpts,
        int64_t timestamp_tpts); /* Pointer to the send packet function: sink only */
    void *private_data; /* Private data of this module */
} ga_module_t;

typedef struct dpdipe_s {
    int channel_id; /* Channel id for the dpdipe */
    char *name; /* name of the dpdipe */
    pthread_mutex_t cond_mutex; /* pthread mutex for conditional signaling */
    pthread_cond_t cond; /* pthread condition */
    pthread_mutex_t io_mutex; /* pthread i/o pool operation mutex */
    dpdipe_buffer_t *in; /* input pool: pointer to the first frame buffer in
        input pool (free frames) */
    dpdipe_buffer_t *out; /* output pool: pointer to the first frame buffer in
        output pool (occupied frames) */
    dpdipe_buffer_t *out_tail; /* output pool: pointer to the last frame buffer in
        output pool (occupied frames) */
    int in_count; /* number of unused frame buffers */
    int out_count; /* number of occupied frames */
} dpdipe_t;

typedef struct encoder_packet_s {
    char *data; /* Pointer to the data buffer */
    unsigned size; /* Size of the buffer */
    int64_t pts, int64_t; /* Packet timestamp in a 64-bit integer */
    struct timeval pts_tv; /* Packet timestamp in a timeval structure */
    /* internal data structure - do not touch
    int padding; /* Padding area: Internal used */
    unsigned char commandid; /* prsc commandid
    encoder_packet_t;

```

