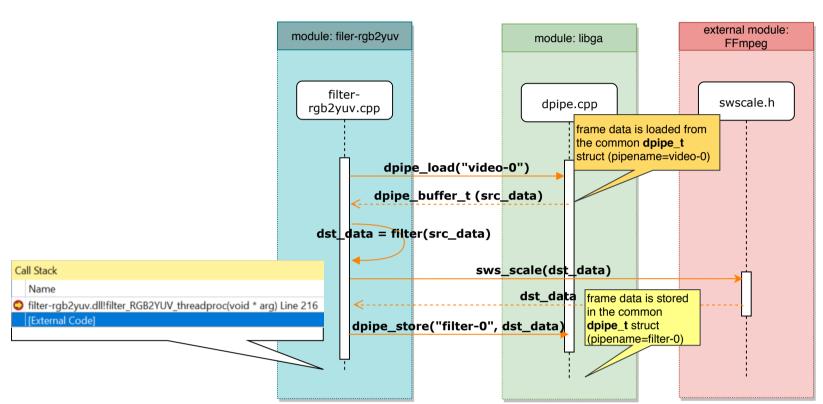
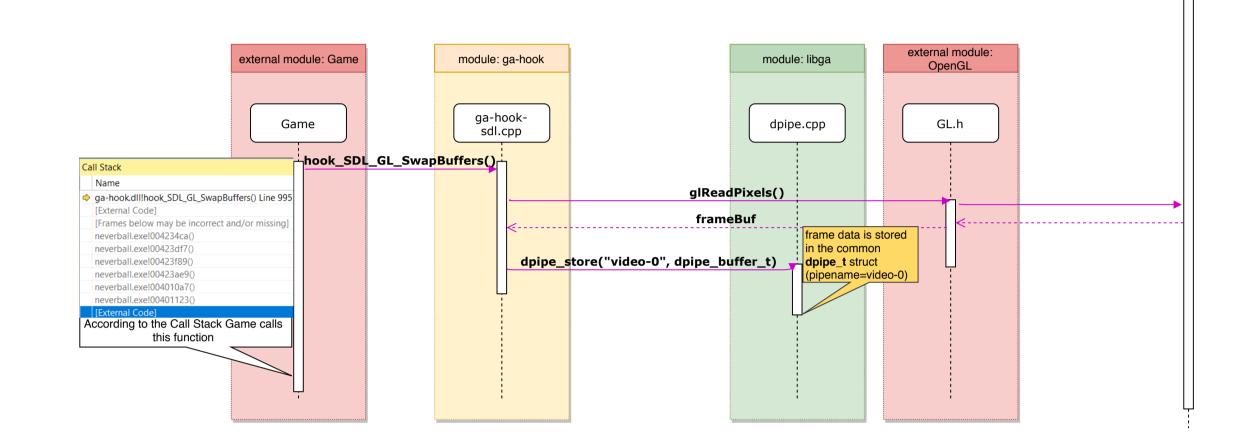


- purpose of server-live.cpp: servers are defined as ga modules (see. struct ga\_module\_t), module object has the function send\_packet, which is to be implemented only by servers. server-live555.cpp is an implementation of server module, another implementation is server-ffmpeg.cpp. server modules register themselves to encoder-common (by calling encoder\_register\_sinkserver(&m)), encoder-common does not know about which implementation will be registered. It only calls send\_packet() method, the method will be called on the currently registered server. server-live555.cpp only calls encoder\_pktqueue\_append() method of encoder-common but server-ffmpeg has a different implementation.
- dpipe and encoder\_packet\_queue: dpipe is used for storing the raw data from the GL library. It has an input pool (free frames) and an output pool
   (occupied frames) for data storage. encoder\_packet\_queue is used for storing the encoded data in a queue.
- uint8\_t: it is used as "uint8\_t\* data" in AVPacket struct, in short it stores the raw compressed frame data. uint8\_t\* means that a pointer points to a data
- with a length of 1 byte (8 bits; max value of 255), so the size of raw data stored in AVPacket is 1 byte. For video, AVPacket contains 1 compressed frame.

  RTSP-Server: server-live555 module is the implementation of RTSP server according to the specifications of live555 streaming media library.
- rtspserver.cpp file in server-ffmpeg module is a complete implementation of an RTSP server from ground up, but it is not being used.





controller.cpp

ibga.dll!ctrl\_server\_thread(void \* rtspconf) Line 451

module: ga-hook

ga-hook-

sdl.cpp

ctrl\_server\_thread

liveserver\_main

game sdl thread

vencoder\_threadproc

filter\_RGB2YUV\_threadproc

read/write to common: dpipe (pipename=filter-0)

read/write to common: dpipe (pipename=video-0)

read/write to common: encoder\_packet\_queue

old\_SDL\_PushEvent(SDL12\_Event)

Windows SDK

WinSock2.h

TCP/UDP port 8555 for Control Flow

