

## H264Encoder

- int fd
- uint8\_t \* ptr\_mapped\_file\_cur
- uint8\_t \* ptr\_mapped\_file\_start
- uint8\_t \* ptr\_mapped\_file\_end
- int64\_t file\_size

- + H264Encoder(const char \*filename)
- + ~H264Encoder()
- + std::pair< const uint8\_t \*, int64\_t > get\_next\_frame()
- + static bool is\_start\_code(const uint8\_t \* \_buffer, int64\_t \_bufLen, uint8\_t start\_code\_type)
- static const uint8\_t \* find\_next\_start\_code(const uint8\_t \* \_buffer, const int64\_t \_bufLen)