"""

The constants used in FLV files and their meanings.

"""

# Tag type

(TAG\_TYPE\_AUDIO, TAG\_TYPE\_VIDEO, TAG\_TYPE\_SCRIPT) = (8, 9, 18)

# Sound format

(SOUND\_FORMAT\_PCM\_PLATFORM\_ENDIAN,

SOUND\_FORMAT\_ADPCM,

SOUND\_FORMAT\_MP3,

SOUND\_FORMAT\_PCM\_LITTLE\_ENDIAN,

SOUND\_FORMAT\_NELLYMOSER\_16KHZ,

SOUND\_FORMAT\_NELLYMOSER\_8KHZ,

SOUND\_FORMAT\_NELLYMOSER,

SOUND\_FORMAT\_G711\_A\_LAW,

SOUND\_FORMAT\_G711\_MU\_LAW) = range(9)

(SOUND\_FORMAT\_AAC,

SOUND\_FORMAT\_SPEEX) = range(10, 12)

(SOUND\_FORMAT\_MP3\_8KHZ,

SOUND\_FORMAT\_DEVICE\_SPECIFIC) = range(14, 16)

sound\_format\_to\_string = {

SOUND\_FORMAT\_PCM\_PLATFORM\_ENDIAN: "Linear PCM, platform endian",

SOUND\_FORMAT\_ADPCM: "ADPCM",

SOUND\_FORMAT\_MP3: "MP3",

SOUND\_FORMAT\_PCM\_LITTLE\_ENDIAN: "Linear PCM, little endian",

SOUND\_FORMAT\_NELLYMOSER\_16KHZ: "Nellymoser 16-kHz mono",

SOUND\_FORMAT\_NELLYMOSER\_8KHZ: "Nellymoser 8-kHz mono",

SOUND\_FORMAT\_NELLYMOSER: "Nellymoser",

SOUND\_FORMAT\_G711\_A\_LAW: "G.711 A-law logarithmic PCM",

SOUND\_FORMAT\_G711\_MU\_LAW: "G.711 mu-law logarithmic PCM",

SOUND\_FORMAT\_AAC: "AAC",

SOUND\_FORMAT\_SPEEX: "Speex",

SOUND\_FORMAT\_MP3\_8KHZ: "MP3 8-kHz",

SOUND\_FORMAT\_DEVICE\_SPECIFIC: "Device-specific sound"

}

# Sound rate

(SOUND\_RATE\_5\_5\_KHZ,

SOUND\_RATE\_11\_KHZ,

SOUND\_RATE\_22\_KHZ,

SOUND\_RATE\_44\_KHZ) = range(4)

sound\_rate\_to\_string = {

SOUND\_RATE\_5\_5\_KHZ: "5.5-kHz",

SOUND\_RATE\_11\_KHZ: "11-kHz",

SOUND\_RATE\_22\_KHZ: "22-kHz",

SOUND\_RATE\_44\_KHZ: "44-kHz"

}

# Sound size

(SOUND\_SIZE\_8\_BIT, SOUND\_SIZE\_16\_BIT) = range(2)

sound\_size\_to\_string = {

SOUND\_SIZE\_8\_BIT: "snd8Bit",

SOUND\_SIZE\_16\_BIT: "snd16Bit"

}

# Sound type

(SOUND\_TYPE\_MONO, SOUND\_TYPE\_STEREO) = range(2)

sound\_type\_to\_string = {

SOUND\_TYPE\_MONO: "sndMono",

SOUND\_TYPE\_STEREO: "sndStereo"

}

# AAC packet type

(AAC\_PACKET\_TYPE\_SEQUENCE\_HEADER,

AAC\_PACKET\_TYPE\_RAW) = range(2)

aac\_packet\_type\_to\_string = {

AAC\_PACKET\_TYPE\_SEQUENCE\_HEADER: "sequence header",

AAC\_PACKET\_TYPE\_RAW: "raw"

}

# Codec ID

(CODEC\_ID\_JPEG,

CODEC\_ID\_H263,

CODEC\_ID\_SCREEN\_VIDEO,

CODEC\_ID\_VP6,

CODEC\_ID\_VP6\_WITH\_ALPHA,

CODEC\_ID\_SCREEN\_VIDEO\_V2,

CODEC\_ID\_H264) = range(1, 8)

codec\_id\_to\_string = {

CODEC\_ID\_JPEG: "JPEG",

CODEC\_ID\_H263: "Sorenson H.263",

CODEC\_ID\_SCREEN\_VIDEO: "Screen video",

CODEC\_ID\_VP6: "On2 VP6",

CODEC\_ID\_VP6\_WITH\_ALPHA: "On2 VP6 with alpha channel",

CODEC\_ID\_SCREEN\_VIDEO\_V2: "Screen video version 2",

CODEC\_ID\_H264: "H.264"

}

# Frame type

(FRAME\_TYPE\_KEYFRAME,

FRAME\_TYPE\_INTERFRAME,

FRAME\_TYPE\_DISPOSABLE\_INTERFRAME,

FRAME\_TYPE\_GENERATED\_KEYFRAME,

FRAME\_TYPE\_INFO\_FRAME) = range(1, 6)

frame\_type\_to\_string = {

FRAME\_TYPE\_KEYFRAME: "keyframe",

FRAME\_TYPE\_INTERFRAME: "interframe",

FRAME\_TYPE\_DISPOSABLE\_INTERFRAME: "disposable interframe",

FRAME\_TYPE\_GENERATED\_KEYFRAME: "generated keyframe",

FRAME\_TYPE\_INFO\_FRAME: "video info/command frame"

}

# H.264 packet type

(H264\_PACKET\_TYPE\_SEQUENCE\_HEADER,

H264\_PACKET\_TYPE\_NALU,

H264\_PACKET\_TYPE\_END\_OF\_SEQUENCE) = range(3)

h264\_packet\_type\_to\_string = {

H264\_PACKET\_TYPE\_SEQUENCE\_HEADER: "sequence header",

H264\_PACKET\_TYPE\_NALU: "NAL unit",

H264\_PACKET\_TYPE\_END\_OF\_SEQUENCE: "sequence end"

}

# Value type

(VALUE\_TYPE\_NUMBER,

VALUE\_TYPE\_BOOLEAN,

VALUE\_TYPE\_STRING,

VALUE\_TYPE\_OBJECT,

VALUE\_TYPE\_MOVIECLIP,

VALUE\_TYPE\_NULL,

VALUE\_TYPE\_UNDEFINED,

VALUE\_TYPE\_REFERENCE,

VALUE\_TYPE\_ECMA\_ARRAY) = range(9)

(VALUE\_TYPE\_STRICT\_ARRAY,

VALUE\_TYPE\_DATE,

VALUE\_TYPE\_LONGSTRING) = range(10, 13)

value\_type\_to\_string = {

VALUE\_TYPE\_NUMBER: 'Number',

VALUE\_TYPE\_BOOLEAN: 'Boolean',

VALUE\_TYPE\_STRING: 'String',

VALUE\_TYPE\_OBJECT: 'Object',

VALUE\_TYPE\_MOVIECLIP: 'MovieClip',

VALUE\_TYPE\_NULL: 'Null',

VALUE\_TYPE\_UNDEFINED: 'Undefined',

VALUE\_TYPE\_REFERENCE: 'Reference',

VALUE\_TYPE\_ECMA\_ARRAY: 'ECMA Array',

VALUE\_TYPE\_STRICT\_ARRAY: 'Strict Array',

VALUE\_TYPE\_DATE: 'Date',

VALUE\_TYPE\_LONGSTRING: 'Longstring'

}