

Third-party Library Requirement

1. You are not allowed to call external video player program.
2. For video display, you have to first obtain every uncompressed frame from the video stream using any third-party library. Then you have to display all these uncompressed frames by yourselves. Which means that you can save any frame to the local machine if you want.
For audio playback, you also have to first obtain the uncompressed audio data using any third-party library. Then you have to send the uncompressed audio data to the audio device for audio playback by yourselves.
3. There is no restriction on how to use the third-party library for audio-video synchronization.