**OpenH264 1.7.0 release note**

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# **Final release note for v1.7.0**

## 1).Over all release note for V1.7.0

**API change:**

* Set IDR frame independently for simulcast AVC
* VUI support
* LTR request independently for each layer
* Add get option profile/level info in decoder side, change profile/level setting
* Add option to get decoder statistic info
* Change NalLenInByte from array to dynamic buffer
* Change ENCODER\_OPTION\_ENABLE\_SPS\_PPS\_ID\_ADDITION to ENCODER\_OPTION\_SPS\_PPS\_ID\_STRATEGY

**New feature**

* CHP support on encoder side
* VUI get/set option
* Set IDR frame independently for simulcast AVC;
* LTR request independently for each layer;
* AVX2, SSSE3 in motion compensation etc.
* Use pthread\_condition instead of semaphores on apple platform

**Bug fixes**

* Bug fixes for parse-only crash issue,
* Bug fixes for load balancing logic and sample buffer init/uninit issue;
* Bug fixes for multithread pool module,
* Bug fixes for scc complexity/picture mapping/CABAC/4:0:0 format support
* Bug fixes for data overflow/ASM
* Bug fixes for ForceIntraFrame() which force IDR even flag equal to false
* Bug fixes for x86 text relocation issue #2263 #2534

**RC enhancement**

* Refactoring for IDR RC,
* Update default value and output qp info in rc\_mode =2
* Turn off aq and don't use default max/min qp in RC\_QUALITY\_MODE

**Enhance statistic log**

* Interval timer for decoder statistic log update/output etc.

**Build option**

* New version update mechanism, 3 version number, Major.Minor.patch like 1.7.0
* AVX2 disable/enable support HAVE\_AVX2 = Yes
* Cygwin x86\_64 support
* Fixed mingw/msys2 build setting
* Add enable Pic option: ENABLEPIC = Yes

**Remove unneeded code**

**UT enhance**

## **2). Release note for github**

**API change:**

* Force IDR frame independently for simulcast AVC
* LTR request independently for each layer
* VUI support, VUI get/set option on decoder side
* Add get option for profile/level info in decoder side, change profile/level setting
* Change NalLenInByte from array to dynamic buffer in TagParserBsInfo
* API change for get and set option both in encoder and decoder

**New feature**

* CHP support on encoder side
* Nal delimiter
* AVX2, SSSE3 in motion compensation etc.
* X86 Pic assemble support
* Change signal type for apple platform

**Bug fixes**

* Bug fixes for parse-only crash issue,
* Bug fixes for load balancing logic and sample buffer init/uninit issue;
* Bug fixes for multithread pool module,
* Bug fixes for scc complexity/picture mapping/CABAC/4:0:0 format support
* Bug fixes for data overflow/ASM
* Bug fixes for ForceIntraFrame() which force IDR even flag equal to false

**RC enhancement**

* Refactoring for IDR RC, change default QP for RC\_BUFFERBASED\_MODE
* Turn off aq and don't use default max/min qp in RC\_QUALITY\_MODE

**Enhance statistic log**

* Interval timer for decoder statistic log update/output etc.

**Build option**

* New version update mechanism, 3 version number, Major.Minor.patch like 1.7.0
* AVX2/Pic build option support
* Cygwin x86\_64 support, and fixed mingw/msys2 build setting

**remove unneeded code and fixed/enhance ut cases**

# **2. Release package**

## 1).Release and test by openh264 pipeline

[**http://10.140.198.27:8080/view/Pipeline/job/Pipeline-Release-Public/20/**](http://10.140.198.27:8080/view/Pipeline/job/Pipeline-Release-Public/20/)

## 2).Code signed

**release package has been signed by**

**James Wu (chenyuwu)** [**chenyuwu@cisco.com**](mailto:chenyuwu@cisco.com)

## 3).Release package for Cisco CDN

**Code signed package has been uploaded to wme-jenkins**

[**https://wme-jenkins.cisco.com:8443/job/Openh264-Public-Release-Get-Package/10/**](https://wme-jenkins.cisco.com:8443/job/Openh264-Public-Release-Get-Package/10/)

**which will be upload to cisco CDN by**

**Hank Peng (hankpeng)** [**hankpeng@cisco.com**](mailto:hankpeng@cisco.com)

# **Command for all commit Info since v1.6.0**

## 1). All commit for v1.7.0 since v1.6.0

please refer to **Appendix I** or you can generate via below command.

## 2). How to get all commit

* Command:

git log --since="$Date" --pretty=oneline >$LogFile

* Since date:

V1.6.0, before 2016-07-03

## 3). Command for getting all commit ID since v1.6.0

*git log --since="$2016-07-05" --pretty=oneline*

## 4). Command for showing code change

For how to get code change info for given commit ID, refer to below command:

*git diff CommitID^! Or git show CommitID*

Example:

get diff info for commit ID 40d9930b9095fe2635d35b3cf6a8c59ee23de6ad

*git diff 40d9930b9095fe2635d35b3cf6a8c59ee23de6ad^!*

For detail category, please refer to **Appendix I**

# **Category for commit info since v1.6.0**

## **1**).Make/build option change

Summary of MakeFile/.mk files’ change:

* New version update mechanism, 3 version number, Major.Minor.patch like 1.7.0
* AVX2 disable/enable support HAVE\_AVX2 = Yes
* Cygwin x86\_64 support
* Fixed mingw/msys2 build setting
* Add enable Pic option: ENABLEPIC = Yes

#\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

command for getting all .mk and MakeFile change commit ID:

*find ./ -name \*.mk | xargs git log --since="2016-07-03"*

*--pretty=oneline*

*result:*

3223ba28c9a98dd10c4b4a15cfa100fefeb9cf05 update version to 1.7.0

47aedcf80821507029adf3adbd809aa8ee55f3b0 Merge pull request #2647 from moriyoshi/moriyoshi/cygwin-x86\_64-support

6b95de56666d5f48535ff8eb6b22ff1dccbdb98f add enable PIC option on Makefile

121859ef651ca7f1e445b3a7065cd04d715c7e94 Cygwin x86\_64 support.

110f7c5bc42c47602fe8ac525267254314c3aa2a Include -lpthread -lm in the pkg-config file when used as static library

5d335504fa9966abb0ef5a984a2c15f5a3d23c10 Don't add -lpthread to LDFLAGS on Darwin, it's unnecessary there

ddda24047c978887fd1850c9a43dec69afe6c928 Simplify getting the iOS SDK path

f8c1a443ffff3b5ad579b193a18e32dc3ffc5a5b Fix building with MSVC after f53869a9c09bfb71d54f6274f8375ffe69aed4a8

bc5fa81066e329051e2d320be755fc145fe548f3  mingw and msys2 build fix

c5a37c08eea825565df5cfeab83b428c517b0e37 mingw and msys2 build fix

f53869a9c09bfb71d54f6274f8375ffe69aed4a8 add version info for dynamic lib

93bc546ee1ca298c7d65e35f0f4863a2b3408864 Consistently use Yes instead of true for makefile variables

7d00e8bc42247ebbb3ae5bbd8e4274bf6f489290 add option for enable/disable AVX2

#\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

MakeFile commit history:

*git log --since="2016-07-03" --pretty=oneline MakeFile*

3223ba28c9a98dd10c4b4a15cfa100fefeb9cf05 update version to 1.7.0

a92b15354e8a7012a7afb9393e3e92436b45653d Properly set the version in openh264.pc

ca9056437ef89d7769ad3ec1acf2b992902f8291 fix git issue #2561

8cf746301d9a685c265233d07d96de8f9ecc5b05 Use consistent whitespace indentation in Makefile

f53869a9c09bfb71d54f6274f8375ffe69aed4a8 add version info for dynamic lib

03add693866e95a5e9d59e22753a9179281ac5fb Update the SharedLibVersion to make the compatibilty

af8240a4407385cb0059db808fb3fc762143e2f4 Update the release note and readme files for version 1.6

#\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

## 2). API change

Summary of API change:

1. Set IDR frame independently for simulcast AVC
2. VUI support
3. LTR request independently for each layer
4. Add get option for getting profile and level info in decoder side, chang profile/level setting
5. Add option to get decoder statistic info
6. Fixed parse-only length overflow crash issue and change NalLenInByte from array to dynamic buffer
7. Change ENCODER\_OPTION\_ENABLE\_SPS\_PPS\_ID\_ADDITION to ENCODER\_OPTION\_SPS\_PPS\_ID\_STRATEGY

#\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

Detail change for API change:

#\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

* Set IDR frame independently for simulcast AVC

- virtual int EXTAPI ForceIntraFrame (bool bIDR) = 0;

+ virtual int EXTAPI ForceIntraFrame (bool bIDR,int iLayerId = -1) = 0;

* VUI support

**codec/api/svc/codec\_app\_def.h**

typedef enum {

+  DECODER\_OPTION\_GET\_SAR\_INFO,          ///< feedback decoder Sample Aspect Ratio info in Vui

 } DECODER\_OPTION;

+/\*\*

+\* @brief Structure for sample aspect ratio (SAR) info in VUI

+\*/

+typedef struct TagVuiSarInfo {

+  unsigned int uiSarWidth;                     ///< SAR width

+  unsigned int uiSarHeight;                    ///< SAR height

+  bool bOverscanAppropriateFlag;               ///< SAR overscan flag

+} SVuiSarInfo, \*PVuiSarInfo;

+

+\* @brief Enumerate the type of sample aspect ratio

+\*/

+typedef enum {

+  ASP\_UNSPECIFIED = 0,

+  ASP\_1x1 = 1,

+  ASP\_12x11 = 2,

+  ASP\_10x11 = 3,

+  ASP\_16x11 = 4,

+  ASP\_40x33 = 5,

+  ASP\_24x11 = 6,

+  ASP\_20x11 = 7,

+  ASP\_32x11 = 8,

+  ASP\_80x33 = 9,

+  ASP\_18x11 = 10,

+  ASP\_15x11 = 11,

+  ASP\_64x33 = 12,

+  ASP\_160x99 = 13,

+  ASP\_EXT\_SAR = 255

+} ESampleAspectRatio;

 \* @brief  Structure for spatial layer configuration

 \*/

typedef struct {

                                                                                    //

+

+  bool bAspectRatioPresent; ///< aspect ratio present in VUI

+  ESampleAspectRatio eAspectRatio; ///< aspect ratio idc

+  unsigned short sAspectRatioExtWidth; ///< use if aspect ratio idc == 255

+  unsigned short sAspectRatioExtHeight; ///< use if aspect ratio idc == 255

+

 } SSpatialLayerConfig;

* LTR request independently for each layer

@@ -235,6 +235,7 @@ typedef struct {

   unsigned int uiIDRPicId;           ///< distinguish request from different IDR

   int          iLastCorrectFrameNum;

   int          iCurrentFrameNum;     ///< specify current decoder frame\_num.

+  int          iLayerId;           //specify the layer for recovery request

 } SLTRRecoverRequest;

 /\*\*

@@ -244,6 +245,7 @@ typedef struct {

   unsigned int  uiFeedbackType; ///< mark failed or successful

   unsigned int  uiIDRPicId;     ///< distinguish request from different IDR

   int           iLTRFrameNum;   ///< specify current decoder frame\_num

+  int           iLayerId;        //specify the layer for LTR marking feedback

 } SLTRMarkingFeedback;

* Add get option for getting profile and level info in decoder side, chang profile/level setting

@@ -162,7 +162,8 @@ typedef enum {

+  DECODER\_OPTION\_PROFILE, ///< get current AU profile info, only is used in GetOption

+  DECODER\_OPTION\_LEVEL                  ///< get current AU level info,only is used in GetOption

 } DECODER\_OPTION;

 \* @brief Enumerate the type of level id

 \*/

 typedef enum {

-  LEVEL\_UNKNOWN,

-  LEVEL\_1\_0,

-  LEVEL\_1\_B,

-  LEVEL\_1\_1,

-  LEVEL\_1\_2,

-  LEVEL\_1\_3,

-  LEVEL\_2\_0,

-  LEVEL\_2\_1,

-  LEVEL\_2\_2,

-  LEVEL\_3\_0,

-  LEVEL\_3\_1,

-  LEVEL\_3\_2,

-  LEVEL\_4\_0,

-  LEVEL\_4\_1,

-  LEVEL\_4\_2,

-  LEVEL\_5\_0,

-  LEVEL\_5\_1,

-  LEVEL\_5\_2

+  LEVEL\_UNKNOWN = 0,

+  LEVEL\_1\_0 = 10,

+  LEVEL\_1\_B = 9,

+  LEVEL\_1\_1 = 11,

+  LEVEL\_1\_2 = 12,

+  LEVEL\_1\_3 = 13,

+  LEVEL\_2\_0 = 20,

+  LEVEL\_2\_1 = 21,

+  LEVEL\_2\_2 = 22,

+  LEVEL\_3\_0 = 30,

+  LEVEL\_3\_1 = 31,

+  LEVEL\_3\_2 = 32,

+  LEVEL\_4\_0 = 40,

+  LEVEL\_4\_1 = 41,

+  LEVEL\_4\_2 = 42,

+  LEVEL\_5\_0 = 50,

+  LEVEL\_5\_1 = 51,

+  LEVEL\_5\_2 = 52

 } ELevelIdc;

* Add option to get decoder statistic info

typedef enum {

GetOption

+  DECODER\_OPTION\_STATISTICS\_LOG\_INTERVAL,///< set log output interval

+

 } DECODER\_OPTION;

 /\*\*

typedef struct TagVideoDecoderStatistics {

+

+  unsigned int uiProfile;            ///< Profile idc in syntax

+  unsigned int uiLevel;              ///< level idc according to Annex A-1

+

+  int iCurrentActiveSpsId;                     ///< current active SPS id

+  int iCurrentActivePpsId;                     ///< current active PPS id

+

+  unsigned int iStatisticsLogInterval;                  ///< frame interval of statistics log

 } SDecoderStatistics; // in building, coming soon

* Fixed parse-only length overflow crash issue and change NalLenInByte from array to dynamic buffer

typedef struct TagDecoderCapability {

 \*/

 typedef struct TagParserBsInfo {

   int iNalNum;                      ///< total NAL number in current AU

-  int iNalLenInByte [MAX\_NAL\_UNITS\_IN\_LAYER];  ///< each nal length

+  int \*pNalLenInByte;  ///< each nal length

  }

* Change ENCODER\_OPTION\_ENABLE\_SPS\_PPS\_ID\_ADDITION to ENCODER\_OPTION\_SPS\_PPS\_ID\_STRATEGY

typedef enum {

-  ENCODER\_OPTION\_ENABLE\_SPS\_PPS\_ID\_ADDITION,

+  ENCODER\_OPTION\_SPS\_PPS\_ID\_STRATEGY,

 }

#\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

Command for get API change commit ID history

*git log --since="2016-07-03" --pretty=oneline codec/api/svc/\**

Result list as below:

#\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

3223ba28c9a98dd10c4b4a15cfa100fefeb9cf05 update version to 1.7.0

e73e4b57af93441598c67506143fe08a9399fff1 change sps/pps strategy option name as ENCODER\_OPTION\_SPS\_PPS\_ID\_STRATEGY to avoid confusion

74c02a500ba9c0f3be6947f7bac4fe7233cbf846 Merge pull request #2657 from huili2/parseonly\_length\_overflow\_crashfix\_final

17139510a354b3f5aec036b8d583d188cb04aa10 fix parseonly length overflow

fb48e98b8c7d2ca8df9695a2262d98019ca0dab4     add option to set decoder statistics log interval     add variables into decoder statistics and add statistics log

283b5e8f5628f120b735199725ee9f9e7573d145 API update: support sample aspect ratio in VUI

f09c85f45d52c91234482b97b34fe01dadd002c7 change profile and level setting and add ut cases

ced6ca5fab2c7195755b2754ff218e46acea5b94 add getting profile and level info in GetOption

8652028620269cb9f3415cc405c67e5af1492621     modify LTR interface and support LTR request for each layer

4ebaba864c1e8b4ef399860857dc29ca1c121a9a add part of VUI parse in sps, and add SAR option in GetOption()

61e668545ba0b3dae1fdf1e1d927a2e452125b40 Set IDR frame independently for simulcast AVC

#\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

## 3).CHP support on encoder side

b84f056cf2345ce447f9ab6d17c6289f083c0538 Merge pull request #2659 from sijchen/chp

8c88b934735a3d7668755b66b06b7305d03456c9 add support for bConstraintSet4Flag and bConstraintSet5Flag

## 4).New option/feature

VUI get/set option

Set IDR frame independently for simulcast AVC; LTR request independently for each layer;

Nal delimiter

#\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

722f1d16d6361ef46d12a1eb39e3cefa4c5b15bd Merge pull request #2648 from huili2/au\_delimiter\_as\_first\_nal\_support

0fec22683f252edd582d05c6b7ade4562e9d56c3 Merge pull request #2630 from huili2/sebsetsps\_vui\_bugfix

283b5e8f5628f120b735199725ee9f9e7573d145 API update: support sample aspect ratio in VUI

4ebaba864c1e8b4ef399860857dc29ca1c121a9a add part of VUI parse in sps, and add SAR option in GetOption()

696fb49afe200e5e86368fb1efdeda7876c5a351 Merge pull request #2572 from sijchen/improve\_dump\_src2

#\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

## 5).Codec optimization

x86 asm, add AVX2, SSSE3 in motion compensation etc.

#\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

b6af402b178c61fffeb4e6a52c42e559cde5b968 abs method change for speedup

1c532d6f748e6e22fe7860d19ce6fcd73693285c Merge pull request #2538 from saamas/common-x86-mc-optimizations

cd9982ec4472664290d67a15fbc9cf53a97e1007 Merge pull request #2544 from ruil2/asm

b397b397502d940a22a0fda35f1d787336dbdaf2 [Common] Add AVX2 motion compensation routines

2ecbc51c2b030f84c6832696b1d465bfded932b7 [Common] Add SSSE3 motion compensation routines

80721234bef52905fe23d7e4acc87bae29f0639c [Common/x86] Tweak McCopyWidthEq8\_mmx

a5b53a690fc9d10a3a454ef6f5ea6b9826874ec6 [Common/x86] Drop McCopyWidthEq4\_mmx

#\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

## 6).Bug fixes

summary of bugfixed:

bug fixes for parse-only crash issue,

bug fixes for load balancing logic and sample buffer init/uninit issue;

bug fixes for multithread pool module,

bug fixes for scc complexity/picture mapping/CABAC/4:0:0 format support

bug fixes for data overflow/ASM

bug fixes for ForceIntraFrame() which force IDR even flag equal to false

buf fixes for x86 text reallocate issue #2234 #2263

* loadbalancing bug fixes

9955f28c7dd64a46813bf502dda796897e6a9cdd refine loadbalancing logic

* parse-only bug fixes

74c02a500ba9c0f3be6947f7bac4fe7233cbf846 Merge pull request #2657 from huili2/parseonly\_length\_overflow\_crashfix\_final

17139510a354b3f5aec036b8d583d188cb04aa10 fix parseonly length overflow

* Memory bug fixes

1b11d831ad145a2a5aad9cf7f4182d83e81d4d42 set null when buffer is released

3c2caa4a52fdbc480ae9c41cd1081bd6627822aa Merge pull request #2641 from ruil2/memory

518a317201d6bea5e5f61669d154e059f662a60c fix memory lenght issue

* Init

9d89a6976ebbefb84fd8cbfccf4ed062779cda05 init samplebuffer

* Multi-thread

8bf907ea042263b4839d9437f8587db2078c29eb fixed bug--multi-thread log format

* Dump file

37e67eb5426825d0c7505968ee014e2b1f86b9ee fix dump file issue that removing redundant operation

* API/forceIDR/setoption

9f0f8b0a684b1f9ed6c42b31abd6b63faa548869 add log info if bIDR set to false when calling ForceIntraFrame()

75f242d49ab0f5da5f118a5aebc403f1eef74a9a make BaseOption set align with extOption

* ASM

0fd900be473e035dd16a490e83fd359c78b7d4e8 fix build issue when disable AVX2 assembly

* Data overflow

6ab98df92e883288228e28807fecefe4cbd3001e Merge pull request #2620 from ruil2/overflow (RC WELS\_DIV\_ROUND64 to WELS\_DIV\_ROUND())

* CABAC

1d4816658c35b0e9548e8e589364022f23d7a720 fix issues with dynamic slice mode and cabac

f421aab6a3bc615d3d1d3e496aeccde7b947f86b Merge pull request #2625 from ruil2/cabac\_change

* SCC complexity

4e984ba31417a70270ec59b2732d8d5b0df7d8f6 use correct complexity for screen content mode

* X86 text reallocate issue

783e6fbd124f0d5ef4f993c24ab67abd80706cdb avoid text-rel on x86-32bits

* Picture mapping

036c8b2aab8ae40feb7263f04cec3ae13ad0e3db fix source picture error mapping issue

* fix the 4:0:0 support bug

687f9eff1b7c2f9b4cfbea7de44f52f8c8155312 (1) remove the weighted prediction sytax limit (2) fix the 4:0:0 support bug

## 7).RC

be6f6f633020d5445c36e23362a81c32fe32484f     refactor IDR frame rc  control

d0719d5802526f677e8a0c9130093b55d1c542ff Merge pull request #2616 from ruil2/rc\_idr

6b5ac21dec76b86329eb61de41756e86d72eb320 Merge pull request #2615 from ruil2/info\_update

1a6c396330c3d7162470ed42b3850ff5e97e8f89 update default value and output qp info in rc\_mode =2

69a6c273a0c79ef153fa43423de68efccd697095 turn off aq and don't use default max/min qp in RC\_QUALITY\_MODE

## 8).MT

3d532fff80597d355cb9939623447ed709425bed ListQueueFoeMT&AddReturnCheck

3d25c25aeafcf7c186ff449201ef7c061db00192 Merge pull request #2554 from ruil2/thread3

c12b88ae43a3a6c2293555b5abaeb9d60904b7f9     use pthread\_condition instead of semaphores on apple platform

## 9).Code refactoring

c06f9ec41e26c9e86314c3207d0dcbd3d5594ceb [Common/x86] Convert McCopyWidthEq8\_sse2 back to MMX

3dff262fe7c9b260d9cb3fd20e10cb9ab32625ca     set complexity mode

## 10).Enhance statistic log

fb48e98b8c7d2ca8df9695a2262d98019ca0dab4     add option to set decoder statistics log interval     add variables into decoder statistics and add statistics log

af774e4a52c5bce1f66018990b3f4e67bc7a1937 add protection and remove redundant param

c7bffb66735df8ea01e268bc906695ee04f007ae Merge pull request #2623 from ruil2/lrt1

## 11).Remove unneeded code

8386ac8e37d92a2fa00ae8b18595462babab5a61 remove unneeded lines

2dc76d74250d90dacd4f3ca0e1ec5348012db4ca     remove unusage code for cabac

3c2b160fe55efa6d8db4d9fd839cbc7b8fe2bf2e remove sps late than pps logic for scaling\_list

d5e304fd9f90039b80b31dba32d5bc0b42f793de remove duplipate eErrorConMethod in decContext compared with pParam"

## 12).UT enhance

be060e21f1d7cbdb25e7897e87485162c655fa14 fix the filling of testing data

d52aadf290fc5c05ee911c52a8608ca20f35c2a8 Fix build warnings on MSVC

8a3daad196b4845778856513cc4ba1daabe76f3a don't use random input for max resolution

6ba85394e0adfaaa506da900bc93e449e436fb26 Merge pull request #2589 from ruil2/reset\_code

163fe6fe242bc84faae7d92f4d8a4ba486e17b17 Merge pull request #2579 from huili2/ubsan\_warning\_videotype

e103ecea7fec1f3b47b1568c8976382df43b0b32 fix warning of video\_bitstream\_type in UT

a30f8fe33d92e9c029659a6f702eb8c4e9f9feb8 add SCC and SVC mulitilayer cases for encoder biniary comparison test

27599fbaae8158f8996d5e8e8887ba2334efdd14 fix macro missing build issue for avx2 in UT

997f0ed69b811697611fceb2d12ca8cfe423521a Merge pull request #2557 from sijchen/shorten\_ut

84d6ed0b78bd38999edb032eb2a1e7d78f1b2f59 Merge pull request #2558 from huili2/remove\_log\_many\_idr\_noEC

62b4f5dfdefa2e1bfb962c2d9bbfb3ee9bc16ab8 remove unneed script, MD5 check and simplified the case check logic

f22c47ca5dcb2bcd815c63b1b3b595c5665348d4 Merge pull request #2550 from sijchen/add\_size\_test2

9b0a9428b410ae2f6dfff88238f1bf3deb149595 [UT] Test for out-of-bound stores in MC halfpel tests

## 13).README update

3e4c6382451ffa5a835d7464dfa58464a6e5e9fb Merge pull request #2581 from rwhitworth/documentation

# **Appendix I: Commit info since v1.6.0**

0ea4767c676603c4ab72d4f17e0daa55ed083597 Merge pull request #2673 from ruil2/openh264v1.7

40d9930b9095fe2635d35b3cf6a8c59ee23de6ad Merge pull request #2674 from GuangweiWang/public-release-update-version1.7.0

9955f28c7dd64a46813bf502dda796897e6a9cdd refine loadbalancing logic

3223ba28c9a98dd10c4b4a15cfa100fefeb9cf05 update version to 1.7.0

6900cb09a5acfcd129c3e1b970113f67d80b36f5 Merge pull request #2670 from ruil2/openh264v1.7

e73e4b57af93441598c67506143fe08a9399fff1 change sps/pps strategy option name as ENCODER\_OPTION\_SPS\_PPS\_ID\_STRATEGY to avoid confusion

74c02a500ba9c0f3be6947f7bac4fe7233cbf846 Merge pull request #2657 from huili2/parseonly\_length\_overflow\_crashfix\_final

17139510a354b3f5aec036b8d583d188cb04aa10 fix parseonly length overflow

b84f056cf2345ce447f9ab6d17c6289f083c0538 Merge pull request #2659 from sijchen/chp

8c88b934735a3d7668755b66b06b7305d03456c9 add support for bConstraintSet4Flag and bConstraintSet5Flag

082449eaceb7dfcee787c7fd00b6459b8cb35492 Merge pull request #2656 from sijchen/dec\_stat3

af774e4a52c5bce1f66018990b3f4e67bc7a1937 add protection and remove redundant param

2ca99122d4e561fd3890fdbe28063c2f318b4fd9 Merge pull request #2653 from sijchen/test\_ut

8386ac8e37d92a2fa00ae8b18595462babab5a61 remove unneeded lines

fb48e98b8c7d2ca8df9695a2262d98019ca0dab4     add option to set decoder statistics log interval     add variables into decoder statistics and add statistics log

be060e21f1d7cbdb25e7897e87485162c655fa14 fix the filling of testing data

47aedcf80821507029adf3adbd809aa8ee55f3b0 Merge pull request #2647 from moriyoshi/moriyoshi/cygwin-x86\_64-support

2c6185a22d5a2b53c1ee002aa1db2a2ed2af311b Merge pull request #2649 from huili2/parseonly\_crash\_addlog

722f1d16d6361ef46d12a1eb39e3cefa4c5b15bd Merge pull request #2648 from huili2/au\_delimiter\_as\_first\_nal\_support

d59610965f421c872ea4752940cb04aa063b1b64 Merge pull request #2650 from GuangweiWang/add-pic-option

81773221a58b31bd657b20c1e1b93dba68fa928f add log for further digging on parser crash

c281ddab1cf2e13dffe1255a61076376e7e32de0 support au\_delimiter as first NAL in seq

6b95de56666d5f48535ff8eb6b22ff1dccbdb98f add enable PIC option on Makefile

121859ef651ca7f1e445b3a7065cd04d715c7e94 Cygwin x86\_64 support.

e1a27c9ac1f2f44056c65f5ebc590a2cc8385d5d Merge pull request #2644 from huili2/parseonly\_add\_protection

10bc74b35cb16328c8a62a4e58a2a8c6f6cb1ff3 Merge pull request #2643 from huili2/remove\_spslate\_logic\_for\_scaling\_list

3c2b160fe55efa6d8db4d9fd839cbc7b8fe2bf2e remove sps late than pps logic for scaling\_list

4c74cc8fdeba12f8556528aca6f12352331cab67 make error consistence for memory fail

3c2caa4a52fdbc480ae9c41cd1081bd6627822aa Merge pull request #2641 from ruil2/memory

b555404fe1652d7a22a896bb6ccb91988aae2502 Merge pull request #2636 from ycqian/Abs\_method\_speedup

fd3fde62d9c97dd1aa204d26f427b18184cc2b9e Merge pull request #2639 from ruil2/return

94b55520b8fd861b80e0e36ac82a553361fffdcf use the correct return value when memory can't be allocated.

0fec22683f252edd582d05c6b7ade4562e9d56c3 Merge pull request #2630 from huili2/sebsetsps\_vui\_bugfix

dcd3618bfc70fe6b409a46fc729d5b5161e02b9d Merge pull request #2638 from ruil2/memory

3589351ed762d12ee56cb222b3dab5c163d10768     change return value to match the actual status

1b11d831ad145a2a5aad9cf7f4182d83e81d4d42 set null when buffer is released

c5a09faf24190d66fbc9d97f6374dbb4dc203b4c fix subsetsps parse and scalinglist bug fix

1a9aa4c762288fd94590d4a1e1e998332d66ed75 Merge pull request #2633 from mstorsjo/pc-fix

110f7c5bc42c47602fe8ac525267254314c3aa2a Include -lpthread -lm in the pkg-config file when used as static library

5d335504fa9966abb0ef5a984a2c15f5a3d23c10 Don't add -lpthread to LDFLAGS on Darwin, it's unnecessary there

a92b15354e8a7012a7afb9393e3e92436b45653d Properly set the version in openh264.pc

afcb00e073a679351a1bf02bc49b0f14104865dc Merge pull request #2631 from aleniuk/master

283b5e8f5628f120b735199725ee9f9e7573d145 API update: support sample aspect ratio in VUI

d49554b234b6ad10e0655c84d307ac1ba470e6f4 Merge pull request #2628 from ruil2/profile2

f09c85f45d52c91234482b97b34fe01dadd002c7 change profile and level setting and add ut cases

a683dae3e94a1b3ca798c94f7fbb6aaf481342ad Merge pull request #2627 from ruil2/dec\_profile

dea22e8a9ac03a7e4058f8c3c1d5f0c4f0af2e21 Merge pull request #2626 from huili2/SetOptionEncBaseImprove

ced6ca5fab2c7195755b2754ff218e46acea5b94 add getting profile and level info in GetOption

f421aab6a3bc615d3d1d3e496aeccde7b947f86b Merge pull request #2625 from ruil2/cabac\_change

2dc76d74250d90dacd4f3ca0e1ec5348012db4ca     remove unusage code for cabac

b6af402b178c61fffeb4e6a52c42e559cde5b968 abs method change for speedup

c7bffb66735df8ea01e268bc906695ee04f007ae Merge pull request #2623 from ruil2/lrt1

8652028620269cb9f3415cc405c67e5af1492621     modify LTR interface and support LTR request for each layer

736128e4e372bc026019b6a1169619ca6cc97a7b Merge pull request #2621 from ruil2/screen\_complexity

4e984ba31417a70270ec59b2732d8d5b0df7d8f6 use correct complexity for screen content mode

6ab98df92e883288228e28807fecefe4cbd3001e Merge pull request #2620 from ruil2/overflow

f4fed852dfb2cf4928c8dd78512b48ee5feea0b2 modify data type to avoid overflow

d0719d5802526f677e8a0c9130093b55d1c542ff Merge pull request #2616 from ruil2/rc\_idr

6b5ac21dec76b86329eb61de41756e86d72eb320 Merge pull request #2615 from ruil2/info\_update

be6f6f633020d5445c36e23362a81c32fe32484f     refactor IDR frame rc  control

75f242d49ab0f5da5f118a5aebc403f1eef74a9a make BaseOption set align with extOption

1a6c396330c3d7162470ed42b3850ff5e97e8f89 update default value and output qp info in rc\_mode =2

05d13b4a996d7987c7028baf47dc23b9c7d884b7 Merge pull request #2614 from ruil2/setoption

c01ed5ba8e23d3fe6a701ff4ed90339758f846a8     make SetOption():ENCODER\_OPTION\_SVC\_ENCODE\_PARAM\_BASE work correclty

fea27cab7b93fa0f806ede551a5838f470ca1ed0 Merge pull request #2613 from ruil2/memory\_issue

518a317201d6bea5e5f61669d154e059f662a60c fix memory lenght issue

c1f66ea21ba869a4dcf901ad6edfbbaa8cca2618 Merge pull request #2611 from GuangweiWang/fix-textrel

783e6fbd124f0d5ef4f993c24ab67abd80706cdb avoid text-rel on x86-32bits

bc42fa186153ddba65c398eb0d0aea0b6eea7da3 Merge pull request #2609 from huili2/remove\_duplicate\_ECmethod\_in\_DecContext

d5e304fd9f90039b80b31dba32d5bc0b42f793de remove duplipate eErrorConMethod in decContext compared with pParam"

3de2103d69d2d833c0a311cb318723745c8fd8c9 Merge pull request #2606 from ruil2/dynamic\_slice

072fe4398c6481b4aae69f2b80dcda571299d930 Merge pull request #2608 from ruil2/src\_error

036c8b2aab8ae40feb7263f04cec3ae13ad0e3db fix source picture error mapping issue

1d4816658c35b0e9548e8e589364022f23d7a720 fix issues with dynamic slice mode and cabac

61b9ddce8e2e8437babffe6e838b2acc873dc994 Merge pull request #2604 from huili2/parse\_ubsan\_32shift

05a95e0ecc08ed39cf5de728f5a8a2d3c72594a3 Merge pull request #2603 from mstorsjo/fix-msvc-warning

d52aadf290fc5c05ee911c52a8608ca20f35c2a8 Fix build warnings on MSVC

336416875301fa3dd19abbf6b56f695ea1864b82 fix ubsan warning on 32bit shift using twice 16bit calling

6d9220c43b74272fab1759a328a27d54f720fafb Merge pull request #2599 from huili2/vui\_parse\_part

4ebaba864c1e8b4ef399860857dc29ca1c121a9a add part of VUI parse in sps, and add SAR option in GetOption()

bc0fc2e709bc8bb50d3a354eaadd41fbba2a0bda Merge pull request #2594 from huili2/parseonly\_mem\_bugfix

f84c1c28c825ff1c9aa1d06fc116900d0bca961e Merge pull request #2593 from ruil2/aq

e6a6b09dba1a008fbb17b01bbb9d48e74deb29cb fix parseonly issues when bs is very large

69a6c273a0c79ef153fa43423de68efccd697095 turn off aq and don't use default max/min qp in RC\_QUALITY\_MODE

5b5134eaeabb6620c68310a78cadcb7a8d473bce Merge pull request #2590 from GuangweiWang/issue-2561

6ba85394e0adfaaa506da900bc93e449e436fb26 Merge pull request #2589 from ruil2/reset\_code

8a3daad196b4845778856513cc4ba1daabe76f3a don't use random input for max resolution

a6f60e9ac7221b9c291a7b31d5c0b38f7b081e32 change log type to avoid too many logs

0c82b4b46f6d5ab92515f555fbe33ad5e62f3f10 Merge pull request #2588 from shihuade/BugFixed\_V1

9f0f8b0a684b1f9ed6c42b31abd6b63faa548869 add log info if bIDR set to false when calling ForceIntraFrame()

d76d62d3856e790515edd2d2399d8ce950ab835e API update--do nothing if bIDR set to false when calling ForceIntraFrame()

8bf907ea042263b4839d9437f8587db2078c29eb fixed bug--multi-thread log format

163fe6fe242bc84faae7d92f4d8a4ba486e17b17 Merge pull request #2579 from huili2/ubsan\_warning\_videotype

3e4c6382451ffa5a835d7464dfa58464a6e5e9fb Merge pull request #2581 from rwhitworth/documentation

284861b3bcb9f977cc5d47b9eaf0d77b73375d9a Merge pull request #2580 from mstorsjo/ios-sdk

7a9f15cb8a1371556242aa2de79d09ae42c57675 Merge pull request #2584 from ruil2/forceidr

696fb49afe200e5e86368fb1efdeda7876c5a351 Merge pull request #2572 from sijchen/improve\_dump\_src2

61e668545ba0b3dae1fdf1e1d927a2e452125b40 Set IDR frame independently for simulcast AVC

ca9056437ef89d7769ad3ec1acf2b992902f8291 fix git issue #2561

529bcf83cc23b9927cfc4ffe97a8c45317ba2d17 README.md updates

ddda24047c978887fd1850c9a43dec69afe6c928 Simplify getting the iOS SDK path

e103ecea7fec1f3b47b1568c8976382df43b0b32 fix warning of video\_bitstream\_type in UT

28db1bce906577c6e70d4b801a96882a33452462 Merge pull request #2569 from shihuade/UpdateTravis\_V1.1

a30f8fe33d92e9c029659a6f702eb8c4e9f9feb8 add SCC and SVC mulitilayer cases for encoder biniary comparison test

0fd88df93c5dcaf858c57eb7892bd27763f0f0ac Merge pull request #2570 from mstorsjo/fix-msvc

66b2b15529f7c351fd04fc6f1a4bb05c22eba238 Merge pull request #2571 from mstorsjo/fix-whitespace

3e3793b6292e877e4be80a021a8242f0262a0102     improve the src dump function and remove duplicated calls

8cf746301d9a685c265233d07d96de8f9ecc5b05 Use consistent whitespace indentation in Makefile

f8c1a443ffff3b5ad579b193a18e32dc3ffc5a5b Fix building with MSVC after f53869a9c09bfb71d54f6274f8375ffe69aed4a8

f911895dbbbcaab72749d281e7a865151e8a7e46 Merge pull request #2565 from ycqian/fixListQueue

d52c64a2a56ce6de6055d8908b0b9d8f4c3018cc Merge pull request #2562 from huili2/fix\_avx2\_ut\_build

c6187522569d863ec260c19eb75e5842debb73d0 Merge pull request #2566 from BilyakA/fix-mingw-nt-build

bc5fa81066e329051e2d320be755fc145fe548f3  mingw and msys2 build fix

c5a37c08eea825565df5cfeab83b428c517b0e37 mingw and msys2 build fix

3d532fff80597d355cb9939623447ed709425bed ListQueueFoeMT&AddReturnCheck

33cb4a6df04b0d24c1ab20a260d358c737c1577e Merge pull request #2564 from GuangweiWang/tspace

f53869a9c09bfb71d54f6274f8375ffe69aed4a8 add version info for dynamic lib

5a966b97b1d97f9f5e787462a71aedbd7aadc00c Merge pull request #2556 from shihuade/MacTest\_V2.0

27599fbaae8158f8996d5e8e8887ba2334efdd14 fix macro missing build issue for avx2 in UT

84d6ed0b78bd38999edb032eb2a1e7d78f1b2f59 Merge pull request #2558 from huili2/remove\_log\_many\_idr\_noEC

997f0ed69b811697611fceb2d12ca8cfe423521a Merge pull request #2557 from sijchen/shorten\_ut

83b5c3c2e547a5048cdff49dc5eb42b1b5618763 short the UTs that costed too much time

0cb2c2d3b06e70a83efe85bd2d80a0257e1dfc9b remove too many log for IDR loss under EC is off

62b4f5dfdefa2e1bfb962c2d9bbfb3ee9bc16ab8 remove unneed script, MD5 check and simplified the case check logic

f22c47ca5dcb2bcd815c63b1b3b595c5665348d4 Merge pull request #2550 from sijchen/add\_size\_test2

3d25c25aeafcf7c186ff449201ef7c061db00192 Merge pull request #2554 from ruil2/thread3

c12b88ae43a3a6c2293555b5abaeb9d60904b7f9     use pthread\_condition instead of semaphores on apple platform

af0427d0651b9c92122d5da864de7e9b23dcdda1 add more special resolution and slice-mode tests

30328b85f2f4bb89d71e38b15148859a3fad14a6 Merge pull request #2536 from mstorsjo/make-consistency

1c532d6f748e6e22fe7860d19ce6fcd73693285c Merge pull request #2538 from saamas/common-x86-mc-optimizations

cd9982ec4472664290d67a15fbc9cf53a97e1007 Merge pull request #2544 from ruil2/asm

e88bb8886af9b10261b4febc21214b32c75b710b Merge pull request #2542 from ruil2/dump1

50a9389f0bacc7c7ee7c806302ac153d01b3ba5b Merge pull request #2543 from ruil2/complexity1

945fc0e03ee855bd60e6b5628879b2ad48bb8162 astyle files

0fd900be473e035dd16a490e83fd359c78b7d4e8 fix build issue when disable AVX2 assembly

37e67eb5426825d0c7505968ee014e2b1f86b9ee     fix dump file issue that removing redundant operation

c06f9ec41e26c9e86314c3207d0dcbd3d5594ceb [Common/x86] Convert McCopyWidthEq8\_sse2 back to MMX

8fcef67c70e37e3cb207a26e374a79334eda8bf7 Merge pull request #2539 from HaiboZhu/Update\_binary\_files\_location\_v1.6.0

241700cb96256fda2e86b00be54cc027a8eac8ab Merge pull request #2537 from mstorsjo/msvc-warning-fix

0f21b2b02e5b10707b4c271885b81437306876ac Merge pull request #2535 from mstorsjo/silence-warnings

9b6476e98a4ea9226ce2cfd7e8ba83a2dbe28d69 Update the binary files location for release v1.6.0

b397b397502d940a22a0fda35f1d787336dbdaf2 [Common] Add AVX2 motion compensation routines

2ecbc51c2b030f84c6832696b1d465bfded932b7 [Common] Add SSSE3 motion compensation routines

80721234bef52905fe23d7e4acc87bae29f0639c [Common/x86] Tweak McCopyWidthEq8\_mmx

a5b53a690fc9d10a3a454ef6f5ea6b9826874ec6 [Common/x86] Drop McCopyWidthEq4\_mmx

9b0a9428b410ae2f6dfff88238f1bf3deb149595 [UT] Test for out-of-bound stores in MC halfpel tests

350cafd69a3c2d79946a5ed86ee8c871c7714465 Silence warnings about conversions in MSVC

93bc546ee1ca298c7d65e35f0f4863a2b3408864 Consistently use Yes instead of true for makefile variables

91331e1ba451ae3b7628d075b6ac8d7075e36e57 Silence warnings with GCC 5.4

1f770c488cfd5400e6e0092a3e49aef841f6c5de Merge pull request #2531 from GuangweiWang/enable-disable-AVX2

3dff262fe7c9b260d9cb3fd20e10cb9ab32625ca     set complexity mode

5a8f5e8cf12d7cf46d3c28a31299b646e7bf3282 Merge pull request #2520 from ruil2/rc1

7d00e8bc42247ebbb3ae5bbd8e4274bf6f489290 add option for enable/disable AVX2

8980731be0043b4855389397a64cbf694a8a14f9 Merge pull request #2527 from ruil2/init

a43841d0e94f3b18c440f55d91d8a1942cf86cfe Merge pull request #2526 from HaiboZhu/Bugfix\_CHP\_support

9d89a6976ebbefb84fd8cbfccf4ed062779cda05 init samplebuffer

687f9eff1b7c2f9b4cfbea7de44f52f8c8155312 (1) remove the weighted prediction sytax limit (2) fix the 4:0:0 support bug

d97f4c5b680bb90bf476c648b3e0a0bb480be0f2 Merge pull request #2524 from HaiboZhu/Change\_SharedLibVersion

03add693866e95a5e9d59e22753a9179281ac5fb Update the SharedLibVersion to make the compatibilty

ffe11835fcb118618f3efd171994775aa952a5c3 change FrameQP control and complexity calculation

44d8560698ce6e22c315c500ac00451fd276607e Merge pull request #2519 from HaiboZhu/Update\_ReadMe\_for\_master

3a6ed92a351a5117d3e415bc39e7bd08f6ed6f79 Update the wrong description in README.md

842b4f0243f94220b321fab75ffbeee93b4f5a45 Merge pull request #2516 from HaiboZhu/Add\_release\_binary\_files\_v1.6.0

d5a8c84409a1e870829655b04fe1de2b90fc4b2f Update the binary files location for openh264 release 1.6.0

4e3df2619af9044c89e6e48f2fca670f71476be8 Merge pull request #2512 from HaiboZhu/Update\_v1.6\_information