#define VIDIOC\_QUERYCAP \_IOR('V', 0, struct v4l2\_capability)

#define VIDIOC\_RESERVED \_IO('V', 1)

#define VIDIOC\_ENUM\_FMT \_IOWR('V', 2, struct v4l2\_fmtdesc)

#define VIDIOC\_G\_FMT \_IOWR('V', 4, struct v4l2\_format)

#define VIDIOC\_S\_FMT \_IOWR('V', 5, struct v4l2\_format)

#define VIDIOC\_REQBUFS \_IOWR('V', 8, struct v4l2\_requestbuffers)

#define VIDIOC\_QUERYBUF \_IOWR('V', 9, struct v4l2\_buffer)

#define VIDIOC\_G\_FBUF \_IOR('V', 10, struct v4l2\_framebuffer)

#define VIDIOC\_S\_FBUF \_IOW('V', 11, struct v4l2\_framebuffer)

#define VIDIOC\_OVERLAY \_IOW('V', 14, int)

#define VIDIOC\_QBUF \_IOWR('V', 15, struct v4l2\_buffer)

#define VIDIOC\_DQBUF \_IOWR('V', 17, struct v4l2\_buffer)

#define VIDIOC\_STREAMON \_IOW('V', 18, int)

#define VIDIOC\_STREAMOFF \_IOW('V', 19, int)

#define VIDIOC\_G\_PARM \_IOWR('V', 21, struct v4l2\_streamparm)

#define VIDIOC\_S\_PARM \_IOWR('V', 22, struct v4l2\_streamparm)

#define VIDIOC\_G\_STD \_IOR('V', 23, v4l2\_std\_id)

#define VIDIOC\_S\_STD \_IOW('V', 24, v4l2\_std\_id)

#define VIDIOC\_ENUMSTD \_IOWR('V', 25, struct v4l2\_standard)

#define VIDIOC\_ENUMINPUT \_IOWR('V', 26, struct v4l2\_input)

#define VIDIOC\_G\_CTRL \_IOWR('V', 27, struct v4l2\_control)

#define VIDIOC\_S\_CTRL \_IOWR('V', 28, struct v4l2\_control)

#define VIDIOC\_G\_TUNER \_IOWR('V', 29, struct v4l2\_tuner)

#define VIDIOC\_S\_TUNER \_IOW('V', 30, struct v4l2\_tuner)

#define VIDIOC\_G\_AUDIO \_IOR('V', 33, struct v4l2\_audio)

#define VIDIOC\_S\_AUDIO \_IOW('V', 34, struct v4l2\_audio)

#define VIDIOC\_QUERYCTRL \_IOWR('V', 36, struct v4l2\_queryctrl)

#define VIDIOC\_QUERYMENU \_IOWR('V', 37, struct v4l2\_querymenu)

#define VIDIOC\_G\_INPUT \_IOR('V', 38, int)

#define VIDIOC\_S\_INPUT \_IOWR('V', 39, int)

#define VIDIOC\_G\_OUTPUT \_IOR('V', 46, int)

#define VIDIOC\_S\_OUTPUT \_IOWR('V', 47, int)

#define VIDIOC\_ENUMOUTPUT \_IOWR('V', 48, struct v4l2\_output)

#define VIDIOC\_G\_AUDOUT \_IOR('V', 49, struct v4l2\_audioout)

#define VIDIOC\_S\_AUDOUT \_IOW('V', 50, struct v4l2\_audioout)

#define VIDIOC\_G\_MODULATOR \_IOWR('V', 54, struct v4l2\_modulator)

#define VIDIOC\_S\_MODULATOR \_IOW('V', 55, struct v4l2\_modulator)

#define VIDIOC\_G\_FREQUENCY \_IOWR('V', 56, struct v4l2\_frequency)

#define VIDIOC\_S\_FREQUENCY \_IOW('V', 57, struct v4l2\_frequency)

#define VIDIOC\_CROPCAP \_IOWR('V', 58, struct v4l2\_cropcap)

#define VIDIOC\_G\_CROP \_IOWR('V', 59, struct v4l2\_crop)

#define VIDIOC\_S\_CROP \_IOW('V', 60, struct v4l2\_crop)

#define VIDIOC\_G\_JPEGCOMP \_IOR('V', 61, struct v4l2\_jpegcompression)

#define VIDIOC\_S\_JPEGCOMP \_IOW('V', 62, struct v4l2\_jpegcompression)

#define VIDIOC\_QUERYSTD \_IOR('V', 63, v4l2\_std\_id)

#define VIDIOC\_TRY\_FMT \_IOWR('V', 64, struct v4l2\_format)

#define VIDIOC\_ENUMAUDIO \_IOWR('V', 65, struct v4l2\_audio)

#define VIDIOC\_ENUMAUDOUT \_IOWR('V', 66, struct v4l2\_audioout)

#define VIDIOC\_G\_PRIORITY \_IOR('V', 67, enum v4l2\_priority)

#define VIDIOC\_S\_PRIORITY \_IOW('V', 68, enum v4l2\_priority)

#define VIDIOC\_G\_SLICED\_VBI\_CAP \_IOWR('V', 69, struct v4l2\_sliced\_vbi\_cap)

#define VIDIOC\_LOG\_STATUS \_IO('V', 70)

#define VIDIOC\_G\_EXT\_CTRLS \_IOWR('V', 71, struct v4l2\_ext\_controls)

#define VIDIOC\_S\_EXT\_CTRLS \_IOWR('V', 72, struct v4l2\_ext\_controls)

#define VIDIOC\_TRY\_EXT\_CTRLS \_IOWR('V', 73, struct v4l2\_ext\_controls)

#if 1

#define VIDIOC\_ENUM\_FRAMESIZES \_IOWR('V', 74, struct v4l2\_frmsizeenum)

#define VIDIOC\_ENUM\_FRAMEINTERVALS \_IOWR('V', 75, struct v4l2\_frmivalenum)

#define VIDIOC\_G\_ENC\_INDEX \_IOR('V', 76, struct v4l2\_enc\_idx)

#define VIDIOC\_ENCODER\_CMD \_IOWR('V', 77, struct v4l2\_encoder\_cmd)

#define VIDIOC\_TRY\_ENCODER\_CMD \_IOWR('V', 78, struct v4l2\_encoder\_cmd)