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Notice revision #20110804
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mfxExtHEVCParam
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mfxExtDirtyRect
mfxExtMoveRect
mfxExtCodingOptionVPS
mfxExtVPPRotation
mfxExtVPPScaling
mfxExtVPPMirroring
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mfxExtEncodedSlicesInfo
mfxExtMVOverPicBoundaries
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ChromaFormatIdc
CodecFormatFourCC
CodecLevel
CodecProfile
CodingOptionValue
ColorFourCC
Corruption
ExtendedBufferID
Overview

Intel® Media Server Studio – SDK, further referred to as the SDK, is a software development library that exposes the media acceleration capabilities of Intel platforms for decoding, encoding and video processing. The API library covers a wide range of Intel platforms.

This document describes the SDK API.

Document Conventions

The SDK API uses the Verdana typeface for normal prose. With the exception of section headings and the table of contents, all code-related items appear in the Courier New typeface (mfStatus and MFXInit). All class-related items appear in all cap boldface, such as DECODE and ENCODE. Member functions appear in initial cap boldface, such as Init and Reset, and these refer to members of all three classes, DECODE, ENCODE and VPP. Hyperlinks appear in underlined boldface, such as mfxStatus.

Acronyms and Abbreviations

<table>
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<tr>
<th>Acronym</th>
<th>Description</th>
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<tr>
<td>API</td>
<td>Application Programming Interface</td>
</tr>
<tr>
<td>AVC</td>
<td>Advanced Video Codec (same as H.264 and MPEG-4, part 10)</td>
</tr>
<tr>
<td>Direct3D</td>
<td>Microsoft® Direct3D® version 9 or 11.1</td>
</tr>
<tr>
<td>Direct3D9</td>
<td>Microsoft® Direct3D® version 9</td>
</tr>
<tr>
<td>Direct3D11</td>
<td>Microsoft® Direct3D® version 11.1</td>
</tr>
<tr>
<td>DXVA2</td>
<td>Microsoft DirectX® Video Acceleration standard 2.0</td>
</tr>
<tr>
<td>HRD</td>
<td>Hypothetical Reference Decoder</td>
</tr>
<tr>
<td>IDR</td>
<td>Instantaneous decoding fresh picture, a term used in the H.264 specification</td>
</tr>
<tr>
<td>LA</td>
<td>Look Ahead. Special encoding mode where encoder performs pre analysis of several frames before actual encoding starts.</td>
</tr>
<tr>
<td>MPEG</td>
<td>Motion Picture Expert Group</td>
</tr>
<tr>
<td>NAL</td>
<td>Network Abstraction Layer</td>
</tr>
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<td>NV12</td>
<td>A color format for raw video frames</td>
</tr>
<tr>
<td>PPS</td>
<td>Picture Parameter Set</td>
</tr>
<tr>
<td>QP</td>
<td>Quantization Parameter</td>
</tr>
<tr>
<td>RGB3</td>
<td>Twenty-four-bit RGB color format. Also known as RGB24</td>
</tr>
<tr>
<td>RGB4</td>
<td>Thirty-two-bit RGB color format. Also known as RGB32</td>
</tr>
<tr>
<td>SDK</td>
<td>Intel® Media Server Studio – SDK</td>
</tr>
<tr>
<td>SEI</td>
<td>Supplemental Enhancement Information</td>
</tr>
<tr>
<td>SPS</td>
<td>Sequence Parameter Set</td>
</tr>
<tr>
<td>VA API</td>
<td>Video Acceleration API</td>
</tr>
<tr>
<td>VBR</td>
<td>Variable Bit Rate</td>
</tr>
<tr>
<td>VBV</td>
<td>Video Buffering Verifier</td>
</tr>
<tr>
<td>VC-1</td>
<td>SMPTE® 421M, SMPTE Standard for Television: VC-1 Compressed Video Bitstream Format and Decoding Process, August 2005</td>
</tr>
<tr>
<td>video memory</td>
<td>memory used by hardware acceleration device, also known as GPU, to hold frame and other types of video data</td>
</tr>
<tr>
<td>VPP</td>
<td>Video Processing</td>
</tr>
<tr>
<td>VUI</td>
<td>Video Usability Information</td>
</tr>
<tr>
<td>YUY2</td>
<td>A color format for raw video frames</td>
</tr>
<tr>
<td>YV12</td>
<td>A color format for raw video frames</td>
</tr>
<tr>
<td>GPB</td>
<td>Generalized P/B picture. B-picture, containing only forward references in both L0 and L1.</td>
</tr>
</tbody>
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Architecture
SDK functions fall into the following categories:

<table>
<thead>
<tr>
<th>Category</th>
<th>Description</th>
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<td>DECODE</td>
<td>Decode compressed video streams into raw video frames</td>
</tr>
<tr>
<td>ENCODE</td>
<td>Encode raw video frames into compressed bitstreams</td>
</tr>
<tr>
<td>VPP</td>
<td>Perform video processing on raw video frames</td>
</tr>
<tr>
<td>CORE</td>
<td>Auxiliary functions for synchronization</td>
</tr>
<tr>
<td>Misc</td>
<td>Global auxiliary functions</td>
</tr>
</tbody>
</table>

With the exception of the global auxiliary functions, SDK functions are named after their functioning domain and category, as illustrated in Figure 1. Here, SDK only exposes video domain functions.

![Figure 1: SDK Function Naming Convention](image)

Applications use SDK functions by linking with the SDK dispatcher library, as illustrated in Figure 2. The dispatcher library identifies the hardware acceleration device on the running platform, determines the most suitable platform library, and then redirects function calls. If the dispatcher is unable to detect any suitable platform-specific hardware, the dispatcher redirects SDK function calls to the default software library.

![Figure 2: SDK Library Dispatching Mechanism](image)

Video Decoding
The `DECODE` class of functions takes a compressed bitstream as input and converts it to raw frames as output.

`DECODE` processes only pure or elementary video streams. The library cannot process bitstreams that reside in a container format, such as MP4 or MPEG. The application must first de-multiplex the bitstreams. De-multiplexing extracts pure video streams out of the container format. The application can provide the input bitstream as one complete frame of data, less than one frame (a partial frame), or multiple frames. If only a partial frame is provided, `DECODE` internally constructs one frame of data before decoding it.

The time stamp of a bitstream buffer must be accurate to the first byte of the frame data. That is, the first byte of a video coding layer NAL unit for H.264, or picture header for MPEG-2 and VC-1. `DECODE` passes the time stamp to the output surface for audio and video multiplexing or synchronization.

Decoding the first frame is a special case, since `DECODE` does not provide enough configuration parameters to correctly process the bitstream. `DECODE` searches for the sequence header (a sequence parameter set in H.264, or a sequence header in MPEG-2 and VC-1) that contains the video configuration parameters used to encode subsequent video frames. The decoder skips any bitstream prior to that sequence header. In the case of multiple sequence headers in the bitstream, `DECODE` adopts the new configuration parameters, ensuring proper decoding of subsequent frames.

`DECODE` supports repositioning of the bitstream at any time during decoding. Because there is no way to obtain the correct sequence header associated with the specified bitstream position after a position change, the application must supply `DECODE` with a sequence header before the decoder can process the next frame at the new position. If the sequence header required to correctly decode the bitstream at the new position is not provided by the application, `DECODE` treats the new location as a new “first frame” and follows the procedure for decoding first frames.

Video Encoding
The `ENCODE` class of functions takes raw frames as input and compresses them into a bitstream.

Input frames usually come encoded in a repeated pattern called the Group of Picture (GOP) sequence. For example, a GOP sequence can start from an I-frame, followed by a few B-frames, a P-frame, and so on. `ENCODE` uses an MPEG-2 style GOP sequence structure that can specify the length of the sequence and the distance between two key frames: I- or P-frames. A GOP sequence ensures that the segments of a bitstream do not completely depend upon each other. It also enables decoding applications to reposition the bitstream.

`ENCODE` processes input frames in two ways:

- **Display order:** `ENCODE` receives input frames in the display order. A few GOP structure parameters specify the GOP sequence during `ENCODE` initialization. Scene change results from the video processing stage of a pipeline can alter the GOP sequence.
**Encoded order:** ENCODE receives input frames in their encoding order. The application must specify the exact input frame type for encoding. ENCODE references GOP parameters to determine when to insert information such as an end-of-sequence into the bitstream.

An ENCODE output consists of one frame of a bitstream with the time stamp passed from the input frame. The time stamp is used for multiplexing subsequent video with other associated data such as audio. The SDK library provides only pure video stream encoding. The application must provide its own multiplexing.

ENCODE supports the following bitrate control algorithms: constant bitrate, variable bitrate (VBR), and constant Quantization Parameter (QP). In the constant bitrate mode, ENCODE performs stuffing when the size of the least-compressed frame is smaller than what is required to meet the Hypothetical Reference Decoder (HRD) buffer (or VBR) requirements. (Stuffing is a process that appends zeros to the end of encoded frames.)

**Video Processing**

Video processing (VPP) takes raw frames as input and provides raw frames as output.

*Figure 3: Video Processing Operation Pipeline*

The actual conversion process is a chain operation with many single-function filters, as Figure 3 illustrates. The application specifies the input and output format, and the SDK configures the pipeline accordingly. The application can also attach one or more hint structures to configure individual filters or turn them on and off. Unless specifically instructed, the SDK builds the pipeline in a way that best utilizes hardware acceleration or generates the best video processing quality.

Table 1 shows the SDK video processing features. The application can configure supported video processing features through the video processing I/O parameters. The application can also configure optional features through hints. See "Video Processing procedure / Configuration" for more details on how to configure optional filters.

**Table 1: Video Processing Features**

<table>
<thead>
<tr>
<th>Video Processing Features</th>
<th>Configuration</th>
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</thead>
<tbody>
<tr>
<td>Convert color format from input to output (See Table 2 for supported conversions)</td>
<td>I/O parameters</td>
</tr>
<tr>
<td>De-interlace to produce progressive frames at the output (See Table 3 for supported conversions)</td>
<td>I/O parameters</td>
</tr>
<tr>
<td>Crop and resize the input frames to meet the output resolution and region of display</td>
<td>I/O parameters</td>
</tr>
<tr>
<td>Convert input frame rate to match the output</td>
<td>I/O parameters</td>
</tr>
<tr>
<td>Perform inverse telecine operations</td>
<td>I/O parameters</td>
</tr>
<tr>
<td>Fields weaving</td>
<td>I/O parameters</td>
</tr>
<tr>
<td>Fields splitting</td>
<td>I/O parameters</td>
</tr>
<tr>
<td>Remove noise</td>
<td>hint (optional feature)</td>
</tr>
<tr>
<td>Enhance picture details/edges</td>
<td></td>
</tr>
<tr>
<td>Adjust the brightness, contrast, saturation, and hue settings</td>
<td>hint (optional feature)</td>
</tr>
<tr>
<td>Perform image stabilization</td>
<td>hint (optional feature)</td>
</tr>
<tr>
<td>Convert input frame rate to match the output, based on frame interpolation</td>
<td>hint (optional feature)</td>
</tr>
<tr>
<td>Perform detection of picture structure</td>
<td>hint (optional feature)</td>
</tr>
</tbody>
</table>

**Table 2: Color Conversion Support in VPP**

<table>
<thead>
<tr>
<th>Output Color &gt; Input Color &gt;</th>
<th>NV12</th>
<th>RGB32</th>
<th>P010</th>
<th>P210</th>
<th>NV16</th>
<th>A2RGB10</th>
</tr>
</thead>
<tbody>
<tr>
<td>RGB4 (RGB32)</td>
<td>X</td>
<td>X</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>NV12</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>YV12</td>
<td>X</td>
<td>X</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>UYVY</td>
<td>X</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>YUY2</td>
<td>X</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>P010</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>P210</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>NV16</td>
<td>X</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

X indicates a supported function.

*Conversions absent in this table are unsupported*

The SDK video processing pipeline supports limited functionality for RGB4 input. Only filters that are required to convert input format to output one are included in the pipeline. All optional filters are skipped. See description of `MFX_WRN_FILTER_SKIPPED` warning for more details on how to retrieve list of active filters.

**Table 3: Deinterlacing/Inverse Telecine Support in VPP**

<table>
<thead>
<tr>
<th>Input Field Rate (fps) Interlaced</th>
<th>Output Frame Rate (fps) Progressive</th>
<th>Output Frame Rate (fps) Progressive</th>
<th>Output Frame Rate (fps) Progressive</th>
<th>Output Frame Rate (fps) Progressive</th>
<th>Output Frame Rate (fps) Progressive</th>
</tr>
</thead>
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<tr>
<td>-</td>
<td>23.976</td>
<td>29.97</td>
<td>50</td>
<td>59.94</td>
<td>60</td>
</tr>
<tr>
<td>29.97</td>
<td>Inverse Telecine</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td>X</td>
</tr>
<tr>
<td>50</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td></td>
</tr>
<tr>
<td>59.94</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td></td>
<td></td>
</tr>
<tr>
<td>60</td>
<td>X</td>
<td>X</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

X indicates a supported function.
This table describes pure deinterlacing algorithm. The application can combine it with frame rate conversion to achieve any desirable input/output frame rate ratio. Note, that in this table input rate is field rate, i.e. number of video fields in one second of video. The SDK uses frame rate in all configuration parameters, so this input field rate should be divided by two during the SDK configuration. For example, 60 to 60p conversion in this table is represented by right bottom cell. It should be described in mfxVideoParam as input frame rate equal to 30 and output 60.

SDK support two HW-accelerated deinterlacing algorithms: BOB DI (in Linux's libVA terms VAProcDeinterlacingBob) and Advanced DI (VAProcDeinterlacingMotionAdaptive). Default is ADI (Advanced DI) which uses reference frames and has better quality. BOB DI is faster than ADI mode. So user can select as usual between speed and quality.

User can exactly configure DI modes via mfxExtVPPDeinterlacing.

There is one special mode of deinterlacing available in combination with frame rate conversion. If VPP input frame is interlaced (TFF or BFF) and output is progressive and ratio between source frame rate and destination frame rate is ½ (for example 30 to 60, 29.97 to 59.94, 25 to 50), special mode of VPP turned on: for 30 interlaced input frames application will get 60 different progressive output frames.

Table 4: Color formats supported by VPP filters

<table>
<thead>
<tr>
<th>Color Filter</th>
<th>RGB4 (RGB32)</th>
<th>NV12</th>
<th>YVY12</th>
<th>YUY2</th>
<th>P010</th>
<th>P210</th>
<th>NV16</th>
</tr>
</thead>
<tbody>
<tr>
<td>Denoise</td>
<td>X</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Deinterlace</td>
<td>X</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Image stabilization</td>
<td>X</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Frame rate conversion</td>
<td>X</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Resize</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Detail</td>
<td>X</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Color conversion (see table 2 for details)</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td></td>
</tr>
<tr>
<td>Composition</td>
<td>X</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Field copy</td>
<td>X</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Fields weaving</td>
<td>X</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Fields splitting</td>
<td>X</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

X indicates a supported function

The SDK video processing pipeline supports limited HW acceleration for P010 format - zeroed mfxFrameInfo::Shift leads to partial acceleration.

The SDK video processing pipeline does not support HW acceleration for P210 format.

**Programming Guide**

This chapter describes the concepts used in programming the SDK.

The application must use the include file, mfxvideo.h (for C programming), or mfxvideo++.h (for C++ programming), and link the SDK static dispatcher library, libmfx.lib or libmfx.a. If the application is written in C then libstdc++.a library should also be linked.

Include these files:

```
#include "mfxvideo++.h" /* The SDK include file */
#include "mfxvideo++.h" /* Optional for C++ development */
```

Link this library:

```
libmfx.lib */ The SDK static dispatcher library */
```

or

```
libmfx.a */ The SDK static dispatcher library */
```

On Linux* there is slight difference between using dispatcher library from executable module or from shared object. To mitigate symbol conflict between itself and SDK shared object on Linux*, application should:

1. link against dispatch_shared.a instead of libmfx.a
2. define MFX_DISPATCHER_EXPOSED_PREFIX before any SDK includes

**Status Codes**

The SDK functions organize into classes for easy reference. The classes include ENCODE (encoding functions), DECODE (decoding functions), and VPP (video processing functions).

Init, Reset and Close are member functions within the ENCODE, DECODE and VPP classes that initialize, restart and de-initialize specific operations defined for the class. Call all other member functions within a given class (except Query and QueryIOSurf) within the Init ... Reset (optional) ... Close sequence.

The Init and Reset member functions both set up necessary internal structures for media processing. The difference between the two is that the Init functions allocate memory while the Reset functions only reuse allocated internal memory. Therefore, Reset can fail if the SDK needs to allocate additional memory. Reset functions can also fine-tune ENCODE and VPP parameters during those processes or reposition a bitstream during DECODE.

All SDK functions return status codes to indicate whether an operation succeeded or failed. See the mfxStatus enumerator for all defined status codes. The status code MFX_ERR_NONE indicates that the function successfully completed its operation. Status codes are less than MFX_ERR_NONE for all errors and greater than MFX_ERR_NONE for all warnings.

If an SDK function returns a warning, it has sufficiently completed its operation, although the output of the function might not be strictly reliable.

The application must check the validity of the output generated by the function.

If an SDK function returns an error (except MFX_ERR_MORE_DATA or MFX_ERR_MORE_SURFACE or MFX_ERR_MORE_BITSTREAM), the function aborts the operation. The application must call either the Reset function to put the class back to a clean state, or the Close function to terminate the operation. The behavior is undefined if the application continues to call any class member functions without a Reset or Close. To avoid memory leaks, always call the Close function after Init.

**SDK Session**
Before calling any SDK functions, the application must initialize the SDK library and create an SDK session. An SDK session maintains context for the use of any of DECODE, ENCODE, or VPP functions.

The function MFXInit starts (initializes) an SDK session. MFXClose closes (de-initializes) the SDK session. To avoid memory leaks, always call MFXClose after MFXInit.

The application can initialize a session as a software-based session (MFX_IMPL_SOFTWARE) or a hardware-based session (MFX_IMPL_HARDWARE). In the former case, the SDK functions execute on a CPU, and in the latter case, the SDK functions use platform acceleration capabilities. For platforms that expose multiple graphic devices, the application can initialize the SDK session on any alternative graphic device (MFX_IMPL_HARDWARE1...MFX_IMPL_HARDWARE4).

The application can also initialize a session to be automatic (MFX_IMPL_AUTO or MFX_IMPL_AUTO_ANY), instructing the dispatcher library to detect the platform capabilities and choose the best SDK library available. After initialization, the SDK returns the actual implementation through the MFXQueryIMPL function.

Multiple Sessions
Each SDK session can run exactly one instance of DECODE, ENCODE and VPP functions. This is good for a simple transcoding operation. If the application needs more than one instance of DECODE, ENCODE and VPP in a complex transcoding setting, or needs more simultaneous transcoding operations to balance CPU/GPU workloads, the application can initialize multiple SDK sessions. Each SDK session can independently be a software-based session or hardware-based session.

The application can use multiple SDK sessions independently or run a “joined” session. Independently operated SDK sessions cannot share data unless the application explicitly synchronizes session operations (to ensure that data is valid and complete before passing from the source to the destination session.)

To join two sessions together, the application can use the function MFXJoinSession. Alternatively, the application can use the function MFXCloneSession to duplicate an existing session. Joined SDK sessions work together as a single session, sharing all session resources, threading control and prioritization operations (except hardware acceleration devices and external allocators). When joined, one of the sessions (the first join) serves as a parent session, scheduling execution resources, with all others child sessions relying on the parent session for resource management.

With joined sessions, the application can set the priority of session operations through the MFXSetPriority function. A lower priority session receives less CPU cycles. Session priority does not affect hardware accelerated processing.

After the completion of all session operations, the application can use the function MFXDisjoinSession to remove the joined state of a session. Do not close the parent session until all child sessions are disjoined or closed.

Frame and Fields
In SDK terminology, a frame (or frame surface, interchangeably) contains either a progressive frame or a complementary field pair. If the frame is a complementary field pair, the odd lines of the surface buffer store the top fields and the even lines of the surface buffer store the bottom fields.

Frame Surface Locking
During encoding, decoding or video processing, cases arise that require reserving input or output frames for future use. In the case of decoding, for example, a frame that is ready for output must remain as a reference frame until the current sequence pattern ends. The usual approach is to cache the frames internally. This method requires a copy operation, which can significantly reduce performance.

SDK functions define a frame-locking mechanism to avoid the need for copy operations. This mechanism is as follows:

- The application allocates a pool of frame surfaces large enough to include SDK function I/O frame surfaces and internal cache needs. Each frame surface maintains a locked counter, part of the mfxFrameData structure. Initially, the locked counter is set to zero.
- The application calls an SDK function with frame surfaces from the pool, whose locked counter is zero. If the SDK function needs to reserve any frame surface, the SDK function increases the locked counter of the frame surface. A non-zero locked counter indicates that the calling application must treat the frame surface as “in use.” That is, the application can read, but cannot alter, move, delete or free the frame surface.
- In subsequent SDK executions, if the frame surface is no longer in use, the SDK decreases the locked counter. When the Locked Counter reaches zero, the application is free to do as it wishes with the frame surface.

In general, the application must not increase or decrease the locked counter, since the SDK manages this field. If, for some reason, the application needs to modify the locked counter, the operation must be atomic to avoid race condition. Modifying the Locked counter is not recommended.

Decoding Procedures
Example 1 shows the pseudo code of the decoding procedure. The following describes a few key points:

- The application can use the MFXVideoDECODE_DecodeHeader function to retrieve decoding initialization parameters from the bitstream. This step is optional if such parameters are retrievable from other sources such as an audio/video splitter.
- The application uses the MFXVideoDECODE_QueryIOSurf function to obtain the number of working frame surfaces required to reorder output frames.
- The application calls the MFXVideoDECODE_DecodeFrameAsync function for a decoding operation, with the bitstream buffer (bits), and an unlocked working frame surface (work) as input parameters. If decoding output is not available, the function returns a status code requesting additional bitstream input or working frame surface as follows:

  - MFX_ERR_MORE_DATA: The function needs additional bitstream input. The existing buffer contains less than a frame worth of bitstream data.
  - MFX_ERR_MORE_SURFACE: The function needs one more frame surface to produce any output.
  - MFX_ERR_REALLOC_SURFACE: Dynamic resolution change case - the function needs bigger working frame surface (work).

  - Upon successful decoding, the MFXVideoDECODE_DecodeFrameAsync function returns MFX_ERR_NONE. However, the decoded frame data (identified by the disp pointer) is not yet available because the MFXVideoDECODE_DecodeFrameAsync function is asynchronous. The application must use the MFXVideoCORE_SyncOperation function to synchronize the decoding operation before retrieving the decoded frame data.
  - At the end of the bitstream, the application continuously calls the MFXVideoDECODE_DecodeFrameAsync function with a NULL bitstream pointer to drain any remaining frames cached within the SDK decoder, until the function returns MFX_ERR_MORE_DATA.
The application uses the following procedure to change encoding configurations:

- Use the `MFXVideoDECODE_Reset` function to reset the SDK decoder.
- Optionally, if the application maintains a sequence header that decodes correctly the bitstream at the new position, the application may insert the sequence header to the bitstream buffer.
- Append the bitstream from the new location to the bitstream buffer.
- Resume the decoding procedure. If the sequence header is not inserted in the above steps, the SDK decoder searches for a new sequence header before starting decoding.

### Example 1: Decoding Pseudo Code

```c
MFXVideoDECODE.DecodeHeader(session, bitstream, &init_param);
MFXVideoDECODE_QueryIOSurf(session, &init_param, &request);
allocate_pool_of_frame_surfaces(request.NumFrameSuggested);
MFXVideoDECODE_Init(session, &init_param);
sts=MFX_ERR_MORE_DATA;
for (;;) {
    if (end_of_stream()) {do_something_with_decoded_frame(disp);
        MFXVideoDECODE.Close();
        free_pool_of_frame_surfaces();
        for (;;) {
            find_unlocked_surface_from_the_pool(&work);
            realloc_surface(work, param.mfx.FrameInfo);
            MFXVideoDECODE_GetVideoParam(session, &param);
            realloc_surface(work, param.mfx.FrameInfo);
            continue;
        }
        continue;
    }
    if (sts==MFX_ERR_MORE_DATA) break;
    if (sts==MFX_ERR_REALLOC_SURFACE) {MFXVideoDECODE_DecodeFrameAsync(session, bits, work, &disp, &syncp);
        realloc_surface(work, param.mfx.FrameInfo);
        continue;
    }
    MFXVideoDECODE.GetVideoParam(session, &param);
    realloc_surface(work, param.mfx.FrameInfo);
    continue;
}
else { // other error handling
    if (sts==MFX_ERR_NONE) {
        MFXVideoCORE.SyncOperation(session, syncp, INFINITE);
        do_something_with_decoded_frame(disp);
    }
}

Multiple Sequence Headers

The bitstream can contain multiple sequence headers. The SDK function returns a status code to indicate when a new sequence header is parsed.

The `MFXVideoDECODE.DecodeFrameAsync` function returns `MFX_WRN_VIDEO_PARAM_CHANGED` if the SDK decoder parsed a new sequence header in the bitstream and decoding can continue with existing frame buffers. The application can optionally retrieve new video parameters by calling `MFXVideoDECODE.GetVideoParam`.

The `MFXVideoDECODE.DecodeFrameAsync` function returns `MFX_ERR_INCOMPATIBLE_VIDEO_PARAM` if the decoder parsed a new sequence header in the bitstream and decoding cannot continue without realocating frame buffers. The bitstream pointer moves to the first bit of the new sequence header. The application must do the following:

- Retrieve any remaining frames by calling `MFXVideoDECODE.DecodeFrameAsync` with a NULL input bitstream pointer until the function returns `MFX_ERR_MORE_DATA`. This step is not necessary if the application plans to discard any remaining frames.
- De-initialize the decoder by calling the `MFXVideoDECODE.Close` function, and restart the decoding procedure from the new bitstream position.

Encoding Procedures

Example 2 shows the pseudo code of the encoding procedure. The following describes a few key points:

- The application uses the `MFXVideoENCODE_QueryIOSurf` function to obtain the number of working frame surfaces required for reordering input frames.
- The application calls the `MFXVideoENCODE_EncodedFrameFrameAsync` function for the encoding operation. The input frame must be in an unlocked frame surface from the frame surface pool. If the encoding output is not available, the function returns the status code `MFX_ERR_MORE_DATA` to request additional input frames.
- Upon successful encoding, the `MFXVideoENCODE_EncodedFrameAsync` function returns `MFX_ERR_NONE`. However, the encoded bitstream is not yet available because the `MFXVideoENCODE_EncodedFrameAsync` function is asynchronous. The application must use the `MFXVideoCore.SyncOperation` function to synchronize the encoding operation before retrieving the encoded bitstream.
- At the end of the stream, the application continuously calls the `MFXVideoENCODE_EncodedFrameAsync` function with NULL surface pointer to drain any remaining bitstreams cached within the SDK encoder, until the function returns `MFX_ERR_MORE_DATA`.

Configuration Change

The application changes configuration during encoding by calling `MFXVideoENCODE_Reset` function. Depending on difference in configuration parameters before and after change, the SDK encoder either continues current sequence or starts a new one. If the SDK encoder starts a new sequence it completely resets internal state and begins a new sequence with IDR frame.

The application controls encoder behavior during parameter change by attaching `mfxExtEncoderResetOption` to `mfxVideoParam` structure during reset. By using this structure, the application instructs encoder to start or not to start a new sequence after reset. In some cases request to continue current sequence cannot be satisfied and encoder fails during reset. To avoid such cases the application may use query reset outcome before actual reset by calling `MFXVideoENCODE_Query` function with `mfxExtEncoderResetOption` attached to `mfxVideoParam` structure.

The application uses the following procedure to change encoding configurations:

- The application retrieves any cached frames in the SDK encoder by calling the `MFXVideoENCODE_EncodedFrameAsync` function with NULL
input frame pointer until the function returns MFX_ERR_MORE_DATA.

Note:
The application must set the initial encoding configuration flag _EndOfStream_ of the mfxExtCodingOption structure to OFF to avoid inserting an End of Stream (EOS) marker into the bitstream. An EOS marker causes the bitstream to terminate before encoding is complete.

- The application calls the MFXVideoEncode_Reset function with the new configuration.
- If the function successfully set the configuration, the application can continue encoding as usual.
- If the new configuration requires a new memory allocation, the function returns MFX_ERR_INCOMPATIBLE_VIDEO_PARAM. The application must close the SDK encoder and reinitialize the encoding procedure with the new configuration.

Example 2: Encoding Pseudo Code

```c
MFXVideoEncode_QueryIOSurf(session, &init_param, &request);
allocate_pool_of_frame_surfaces(request.NumFrameSuggested);
MFXVideoEncode_Init(session, &init_param);
sts=MFX_ERR_MORE_DATA;
for (;;) {
  if (sts==MFX_ERR_MORE_DATA && !end_of_stream()) {
    find_unlocked_surface_from_the_pool(&surface);
    fill_content_for_encoding(surface);
  }
  surface2=end_of_stream()?NULL:surface;
  sts=MFXVideoEncode_EncodeFrameAsync(session,NULL,surface2,bits,&syncp);
  if (end_of_stream() && sts==MFX_ERR_MORE_DATA) break;

  // other error handling
  if (sts==MFX_ERR_NONE) { // EOS marker
    MFXVideoCore_SyncOperation(session, syncp, INFINITE);
    do_something_with_encoded_bits(bits);
  }
}
MFXVideoEncode_Close();
free_pool_of_frame_surfaces();
```

Video Processing Procedures

Example 3 shows the pseudo code of the video processing procedure. The following describes a few key points:

- The application uses the MFXVideoVPP_QueryIOSurf function to obtain the number of frame surfaces needed for input and output. The application must allocate two frame surface pools, one for the input and the other for the output.
- The video processing function MFXVideoVPP_RunFrameVPPAsync is asynchronous. The application must synchronize to make the output result ready, through the MFXVideoCore_SyncOperation function.
- The body of the video processing procedures covers three scenarios as follows:
  - If the number of frames consumed at input is equal to the number of frames generated at output, VPP returns MFX_ERR_NONE when an output is ready. The application must process the output frame after synchronization, as the MFXVideoVPP_RunFrameVPPAsync function is asynchronous. At the end of a sequence, the application must provide a NULL input to drain any remaining frames.
  - If the number of frames consumed at input is more than the number of frames generated at output, VPP returns MFX_ERR_MORE_DATA for additional input until an output is ready. When the output is ready, VPP returns MFX_ERR_NONE. The application must process the output frame after synchronization and provide a NULL input at the end of sequence to drain any remaining frames.
  - If the number of frames consumed at input is less than the number of frames generated at output, VPP returns either MFX_ERR_MORE_SURFACE (when more than one output is ready), or MFX_ERR_NONE (when one output is ready and VPP expects new input).
    - In both cases, the application must process the output frame after synchronization and provide a NULL input at the end of sequence to drain any remaining frames.

Example 3: Video Processing Pseudo Code

```c
MFXVideoVPP_QueryIOSurf(session, &init_param, response);
allocate_pool_of_surfaces(in_pool, response[0].NumFrameSuggested);
allocate_pool_of_surfaces(out_pool, response[1].NumFrameSuggested);
MFXVideoVPP_Init(session, &init_param);
in=find_unlocked_surface_and_fill_content(in_pool);
out=find_unlocked_surface_from_the_pool(out_pool);
for (;;) {
  sts=MFXVideoVPP_RunFrameVPPAsync(session,in,out,aux,&syncp);
  if (sts==MFX_ERR_MORE_SURFACE || sts==MFX_ERR_NONE) {
    MFXVideoCore_SyncOperation(session, syncp, INFINITE);
    process_output_frame(out);
    out=find_unlocked_surface_from_the_pool(out_pool);
  } else if (sts==MFX_ERR_MORE_DATA && in==NULL) break;
  if (sts==MFX_ERR_NONE || sts==MFX_ERR_MORE_DATA) {
    in=find_unlocked_surface(in_pool);
    fill_content_for_video_processing(in);
    if (end_of_input_sequence()) in=NULL;
  }
}
MFXVideoVPP_Close(session);
free_pool_of_surfaces(in_pool);
free_pool_of_surfaces(out_pool);
```

Configuration

The SDK configures the video processing pipeline operation based on the difference between the input and output formats, specified in the mfxVideoParam structure. A few examples follow:
When the input color format is YUY2 and the output color format is NV12, the SDK enables color conversion from YUY2 to NV12.

When the input is interleaved and the output is progressive, the SDK enables de-interlacing.

When the input is a single field and the output is interlaced or progressive, the SDK enables field weaving, optionally with deinterlacing.

In addition to specifying the input and output formats, the application can provide hints to fine-tune the video processing pipeline operation. The application can enable filters in pipeline by using `mfxExtVPPDoUse` structure; enable them by using `mfxExtVPPDoUse` structure and configure them by using dedicated configuration structures. See Table 4 for complete list of configurable video processing filters, their IDs and configuration structures. See the `ExtendedBufferID` enumerator for more details.

The SDK ensures that all filters necessary to convert input format to output one are included in pipeline. However, the SDK can skip some optional filters even if they are explicitly requested by the application, for example, due to limitation of underlying hardware. To notify the application about this skip, the SDK returns warning `MFX_WRN_FILTER_SKIPPED`. The application can retrieve list of active filters by attaching `mfxExtVPPDoUse` structure to `mfxVideoParam` structure and calling `MFXVideoVPP_GetVideoParam` function. The application must allocate enough memory for filter list.

### Table 4 Configurable VPP filters

<table>
<thead>
<tr>
<th>Filter ID</th>
<th>Configuration structure</th>
</tr>
</thead>
<tbody>
<tr>
<td>MFX_EXTBUFF_VPP_DENOISE</td>
<td><code>mfxExtVPPDenoise</code></td>
</tr>
<tr>
<td>MFX_EXTBUFF_VPP_DETAIL</td>
<td><code>mfxExtVPPDetail</code></td>
</tr>
<tr>
<td>MFX_EXTBUFF_VPP_FRAME_RATE_CONVERSION</td>
<td><code>mfxExtVPPFrameRateConversion</code></td>
</tr>
<tr>
<td>MFX_EXTBUFF_VPP_IMAGE_STABILIZATION</td>
<td><code>mfxExtVPPImageStab</code></td>
</tr>
<tr>
<td>MFX_EXTBUFF_VPP_PICSTRUCT_DETECTION</td>
<td><code>mfxExtVPPImageStab</code></td>
</tr>
<tr>
<td>MFX_EXTBUFF_VPP_PROCAMP</td>
<td><code>mfxExtVPPProcAmp</code></td>
</tr>
<tr>
<td>MFX_EXTBUFF_VPP_FIELD_PROCESSING</td>
<td><code>mfxExtVPPFieldProcessing</code></td>
</tr>
</tbody>
</table>

Example 4 shows how to configure the SDK video processing.

**Example 4: Configure Video Processing**

```c
/* enable image stabilization filter with default settings */
mfxExtVPPDoUse du;
mfxU32 al=MFX_EXTBUFF_VPP_IMAGE_STABILIZATION;
du.Header.BufferId=MFX_EXTBUFF_VPP_DOUSE;
du.Header.BufferSz=sizeof(mfxExtVPPDoUse);
du.NumAlg=1;
du.AlgList=&al;

/* configure the mfxVideoParam structure */
mfxVideoParam conf;
mfxExtBuffer *eb=&du;
memset(&conf, 0, sizeof(conf));
conf.IOPattern=MFX_IOPATTERN_IN_SYSTEM_MEMORY|MFX_IOPATTERN_OUT_SYSTEM_MEMORY;
conf.NumExtParam=1;
conf.ExtParam=&eb;
conf.vpp.In.FourCC=MFX_FOURCC_YV12;
conf.vpp.Out.FourCC=MFX_FOURCC_NV12;

/* video processing initialization */
MFXVideoVPP_Init(session, &conf);
```

**Region of Interest**

During video processing operations, the application can specify a region of interest for each frame, as illustrated in Figure 4.

**Figure 4: VPP Region of Interest Operation**
Specifying a region of interest guides the resizing function to achieve special effects such as resizing from 16:9 to 4:3 while keeping the aspect ratio intact. Use the CropX, CropY, CropW, and CropH parameters in the mfxVideoParam structure to specify a region of interest. Table 5 shows some examples.

### Table 5: Examples of VPP Operations on Region of Interest

<table>
<thead>
<tr>
<th>Operation</th>
<th>VPP Input</th>
<th>VPP Output</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cropping</td>
<td>Width/Height=CropX, CropY, CropW, CropH</td>
<td>Width/Height=CropX, CropY, CropW, CropH</td>
</tr>
<tr>
<td>Resizing</td>
<td>720x480, 16,166,884,448</td>
<td>720x480, 16,166,884,448</td>
</tr>
<tr>
<td>Horizontal stretching</td>
<td>720x480, 0,720,480, 1440x960, 0,0,1440,960</td>
<td></td>
</tr>
<tr>
<td>16:9 4:3 with letter boxing at the top and bottom</td>
<td>720x480, 0,0,1920,1088, 1920x1088, 0,0,1920,1088</td>
<td>0,36,720,408</td>
</tr>
<tr>
<td>4:3 16:9 with pillar boxing at the left and right</td>
<td>720x480, 0,0,1920,1088, 1920x1088, 0,0,1440,1632,1088</td>
<td></td>
</tr>
</tbody>
</table>

### Transcoding Procedures

The application can use the SDK encoding, decoding, and video processing functions together for transcoding operations. This section describes the key aspects of connecting two or more SDK functions together.

#### Asynchronous Pipeline

The application passes the output of an upstream SDK function to the input of the downstream SDK function to construct an asynchronous pipeline. Such pipeline construction is done at runtime and can be dynamically changed, as illustrated in Example 5.

**Example 5: Pseudo Code of Asynchronous Pipeline Construction**

```c
mfxSyncPoint sp;
MFXVideoDECODE_DecodeFrameAsync(session, bs, work, vin, &sp_d);
if (going_through_vpp) {
    MFXVideoVPP_RunFrameVPPAsync(session, vin, vout, bits2, &sp_e);
} else {
    MFXVideoENCODER_EncodeFrameAsync(session, NULL, vin, bits2, &sp_e);
}
MFXVideoCORE_SyncOperation(session, sp_e, INFINITE);
```

The SDK simplifies the requirement for asynchronous pipeline synchronization. The application only needs to synchronize after the last SDK function. Explicit synchronization of intermediate results is not required and in fact can slow performance.

The SDK tracks the dynamic pipeline construction and verifies dependency on input and output parameters to ensure the execution order of the pipeline function. In Example 5, the SDK will ensure that MFXVideoENCODER_EncodeFrameAsync does not begin its operation until MFXVideoDECODE_DecodeFrameAsync has finished.

During the execution of an asynchronous pipeline, the application must consider the input data in use and must not change it until the execution has completed. The application must also consider output data unavailable until the execution has finished. In addition, for encoders, the application must consider extended and payload buffers in use while the input surface is locked.

The SDK checks dependencies by comparing the input and output parameters of each SDK function in the pipeline. Do not modify the contents of input and output parameters before the previous asynchronous operation finishes. Doing so will break the dependency check and can result in undefined behavior. An exception occurs when the input and output parameters are structures, in which case overwriting fields in the structures is allowed. (Note that the dependency check works on the pointers to the structures only.)

There are two exceptions with respect to intermediate synchronization:

- The application must synchronize any input before calling the SDK function MFXVideoDECODE_DecodeFrameAsync, if the input is from any asynchronous operation.
- When the application calls an asynchronous function to generate an output surface in video memory and passes that surface to a non-SDK component, it must explicitly synchronize the operation before passing the surface to the non-SDK component.

### Surface Pool Allocation

When connecting SDK function A to SDK function B, the application must take into account the needs of both functions to calculate the number of frame surfaces in the surface pool. Typically, the application can use the formula $Na + Nb$, where $Na$ is the frame surface needs from SDK function A output, and $Nb$ is the frame surface needs from SDK function B input.

For performance considerations, the application must submit multiple operations and delays synchronization as much as possible, which gives the SDK flexibility to organize internal pipelining. For example, the operation sequence, ENCODE(f1)->SYNC(f1)->ENCODE(f2)->SYNC(f2) is recommended, compared with ENCODE(f1)->SYNC(f1)->ENCODE(f2)->SYNC(f2). In this case, the surface pool needs additional surfaces to take into account multiple asynchronous operations before synchronization. The application can use the AsyncDepth parameter of the mfxVideoParam structure to inform an SDK function that how many asynchronous operations the application plans to perform before synchronization. The corresponding SDK QueryVfOsurf function will reflect such consideration in the NumFrameSuggested value.

**Example 6: Calculate Surface Pool Size**

```c
async_depth=4;
init_param_v.AsyncDepth=async_depth;
MFXVideoVPP_QueryIOSurf(session, &init_param_v, response_v);
init_param_e.AsyncDepth=async_depth;
MFXVideoENCODER_QueryIOSurf(session, &init_param_e, response_e);
num_surfaces= response_v[1].NumFrameSuggested + response_e.NumFrameSuggested
async_depth; /* double counted in ENCODE & VPP */
```

### Pipeline Error Reporting
During asynchronous pipeline construction, each stage SDK function will return a synchronization point (sync point). These synchronization points are useful in tracking errors during the asynchronous pipeline operation.

Assume the pipeline is A→B→C. The application synchronizes on sync point C. If the error occurs in SDK function C, then the synchronization returns the exact error code. If the error occurs before SDK function C, then the synchronization returns MFX_ERR_ABORTED. The application can then try to synchronize on sync point B. Similarly, if the error occurs in SDK function B, the synchronization returns the exact error code, or else MFX_ERR_ABORTED. Same logic applies if the error occurs in SDK function A.

**Working with hardware acceleration**

To fully utilize the SDK acceleration capability, the application should support OS specific infrastructures, Microsoft* DirectX* for Microsoft* Windows* and VA API for Linux*. The exception is transcoding scenario where opaque memory type may be used. See Surface Type Neutral Transcoding for more details.

The hardware acceleration support in application consists of video memory support and acceleration device support.

Depending on usage model, the application can use video memory on different stages of pipeline. Three major scenarios are illustrated on Figure 5.

**Figure 5 Usage of video memory for hardware acceleration**

The application must use the IOPattern field of the mfxVideoParam structure to indicate the I/O access pattern during initialization. Subsequent SDK function calls must follow this access pattern. For example, if an SDK function operates on video memory surfaces at both input and output, the application must specify the access pattern IOPattern at initialization in MFX_IOPATTERN_IN_VIDEO_MEMORY for input and MFX_IOPATTERN_OUT_VIDEO_MEMORY for output. This particular I/O access pattern must not change inside the Init … Close sequence.

Initialization of any hardware accelerated SDK component requires the acceleration device handle. This handle is also used by SDK component to query HW capabilities. The application can share its device with the SDK by passing device handle through the MFXVideoCORE_SetHandle function. It is recommended to share the handle before any actual usage of the SDK.

**Working with Microsoft* DirectX* Applications**

The SDK supports two different infrastructures for hardware acceleration on Microsoft* Windows* OS, “Direct3D 9 DXVA2” and “Direct3D 11 Video API”. In the first one the application should use the IDirect3DDeviceManager9 interface as the acceleration device handle, in the second one - ID3D11Device interface. The application should share one of these interfaces with the SDK through the MFXVideoCORE_SetHandle function. If the application does not provide it, then the SDK creates its own internal acceleration device. This internal device could not be accessed by the application and as a result, the SDK input and output will be limited to system memory only. That in turn will reduce SDK performance. If the SDK fails to create a valid acceleration device, then SDK cannot proceed with hardware acceleration and returns an error status to the application.

The application must create the Direct3D* device with the flag D3DCREATE_MULTITHREADED. Additionally the flag D3DCREATE_FPU_PRESERVE is recommended. This influences floating-point calculations, including PTS values.

The application must also set multithreading mode for Direct3D11* device. Example 7 Setting multithreading mode illustrates how to do it.

**Example 7 Setting multithreading mode**

```c
ID3D11Device *pD11Device;
ID3D11DeviceContext *pD11Context;
ID3D10Multithread *pD10Multithread;

pD11Device->GetImmediateContext( &pD11Context );
pD11Context->QueryInterface(IID_ID3D10Multithread, &pD10Multithread);
pD10Multithread->SetMultithreadProtected(true);
```

During hardware acceleration, if a Direct3D* “device lost” event occurs, the SDK operation terminates with the return status MFX_ERR_DEVICE_LOST. If the application provided the Direct3D* device handle, the application must reset the Direct3D* device.

When the SDK decoder creates auxiliary devices for hardware acceleration, it must allocate the list of Direct3D* surfaces for I/O access, also known as the surface chain, and pass the surface chain as part of the device creation command. In most cases, the surface chain is the frame surface pool mentioned in the Frame Surface Locking section.

The application passes the surface chain to the SDK component Init function through an SDK external allocator callback. See the Memory Allocation and External Allocators section for details.

Only decoder Init function requests external surface chain from the application and uses it for auxiliary device creation. Encoder and VPP Init functions may only request internal surfaces. See the ExtMemFrameType enumerator for more details about different memory types.

Depending on configuration parameters, SDK requires different surface types. It is strongly recommended to call one of the MFXVideo_ENCODE_QueryIOSurf, MFXVideo_DECODER_QueryIOSurf or MFXVideo_VPP_QueryIOSurf functions to determine the appropriate type.
Table 6: Supported SDK Surface Types and Color Formats for Direct3D9 shows supported Direct3D9 surface types and color formats. Table 7: Supported SDK Surface Types and Color Formats for Direct3D11 shows Direct3D11 types and formats. Note, that NV12 is the major encoding and decoding color format. Additionally, JPEG/MJPEG decoder supports RGB32 and YUY2 output, JPEG/MJPEG encoder supports RGB32 and YUY2 input for Direct3D9/Direct3D11 and YV12 input for Direct3D9 only, and VPP supports RGB32 output.

Table 6: Supported SDK Surface Types and Color Formats for Direct3D9

<table>
<thead>
<tr>
<th>SDK Class</th>
<th>SDK Function Input</th>
<th>SDK Function Input</th>
<th>SDK Function Output</th>
<th>SDK Function Output</th>
</tr>
</thead>
<tbody>
<tr>
<td>DECODE</td>
<td>Surface Type</td>
<td>Color Format</td>
<td>Surface Type</td>
<td>Color Format</td>
</tr>
<tr>
<td></td>
<td>Not Applicable</td>
<td>Not Applicable</td>
<td>Decoder Render Target</td>
<td>NV12</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>RGB32, YUY2</td>
<td>JPEG only</td>
</tr>
<tr>
<td>VPP</td>
<td>Decoder/Processor Render Target Listed in ColorFourCC</td>
<td>Decoder Render Target</td>
<td>NV12</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Processor Render Target RGB32</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>ENCODE</td>
<td>Decoder Render Target</td>
<td>NV12</td>
<td>Not Applicable</td>
<td>Not Applicable</td>
</tr>
<tr>
<td></td>
<td>Decoder Render Target</td>
<td>RGB32, YUY2, YV12</td>
<td>JPEG only</td>
<td></td>
</tr>
</tbody>
</table>

Note: "Decoder Render Target" corresponds to DXVA2_VideoDecoderRenderTarget type, "Processor Render Target" to DXVA2_Vid

Table 7: Supported SDK Surface Types and Color Formats for Direct3D11

<table>
<thead>
<tr>
<th>SDK Class</th>
<th>SDK Function Input</th>
<th>SDK Function Input</th>
<th>SDK Function Output</th>
<th>SDK Function Output</th>
</tr>
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<td></td>
</tr>
<tr>
<td></td>
<td>Decoder/Processor Render Target RGB32, YV12</td>
<td>JPEG only</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Note: "Decoder Render Target" corresponds to D3D11_BIND_DECODER flag, "Processor Render Target" to D3D11_BIND_RENDER_TARGET

Working with VA API Applications

The SDK supports single infrastructure for hardware acceleration on Linux* - "VA API". The application should use the VADisplay interface as the acceleration device handle for this infrastructure and share it with the SDK through the MFXVideoCORE_SetHandle function. Because the SDK does not create internal acceleration device on Linux, the application must always share it with the SDK. This sharing should be done before any actual usage of the SDK, including capability query and component initialization. If the application fails to share the device, the SDK operation will fail.

Example 8 Obtaining VA display from X Window System and Example 9 Obtaining VA display from Direct Rendering Manager show how to obtain and share VA display with the SDK.

Example 8 Obtaining VA display from X Window System

Display *x11_display;
VADisplay va_display;

x11_display = XOpenDisplay(current_display);
va_display = vaGetDisplay(x11_display);
MFXVideoCORE_SetHandle(session, MFX_HANDLE_VA_DISPLAY,
            (mfxHDL) va_display);

Example 9 Obtaining VA display from Direct Rendering Manager

int card;
VADisplay va_display;

card = open("/dev/dri/card0", O_RDWR); /* primary card */
va_display = vaGetDisplayDRM(card);
vaInitialize(va_display, &major_version, &minor_version);
MFXVideoCORE_SetHandle(session, MFX_HANDLE_VA_DISPLAY,
            (mfxHDL) va_display);

When the SDK decoder creates hardware acceleration device, it must allocate the list of video memory surfaces for I/O access, also known as the surface chain, and pass the surface chain as part of the device creation command. The application passes the surface chain to the SDK component Init function through an SDK external allocator callback. See the Memory Allocation and External Allocators section for details.

Only decoder Init function requests external surface chain from the application and uses it for device creation. Encoder and VPP Init functions may only request internal surfaces. See the ExtMemFrameType enumerator for more details about different memory types.

The VA API does not define any surface types and the application can use either MFX_MEMTYPE_VIDEO_MEMORY_DECODER_TARGET or MFX_MEMTYPE_VIDEO_MEMORY_PROCESSOR_TARGET to indicate data in video memory.

Table 8: Supported SDK Surface Types and Color Formats for VA API shows supported by VA API color formats.

Table 8: Supported SDK Surface Types and Color Formats for VA API

<table>
<thead>
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<td></td>
</tr>
<tr>
<td></td>
<td>Processor Render Target RGB32</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>ENCODE</td>
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Only decoder Init function requests external surface chain from the application and uses it for device creation. Encoder and VPP Init functions may only request internal surfaces. See the ExtMemFrameType enumerator for more details about different memory types.

The VA API does not define any surface types and the application can use either MFX_MEMTYPE_VIDEO_MEMORY_DECODER_TARGET or MFX_MEMTYPE_VIDEO_MEMORY_PROCESSOR_TARGET to indicate data in video memory.

Table 8: Supported SDK Surface Types and Color Formats for VA API shows supported by VA API color formats.
## Memory Allocation and External Allocators

All SDK implementations delegate memory management to the application. The application must allocate sufficient memory for input and output parameters and buffers, and de-allocate it when SDK functions complete their operations. During execution, the SDK functions use callback functions to the application to manage memory for video frames through external allocator interface `mfxFrameAllocator`.

The external frame allocator can allocate different frame types:
- In system memory
- In video memory, as "decoder render targets" or "processor render targets." See the section Working with hardware acceleration for additional details.

The external frame allocator responds only to frame allocation requests for the requested memory type and returns `MFX_ERR_UNSUPPORTED` for all others. The allocation request uses flags, part of memory type field, to indicate which SDK class initiates the request, so the external frame allocator can respond accordingly. Example 10 illustrates a simple external frame allocator.

**Example 10: Example Frame Allocator**

```c
typedef struct {
    mfxU16 width, height;
    mfxU8 *base;
} mid_struct;

mfxStatus fa_alloc(mfxHDL pthis, mfxFrameAllocRequest *request, mfxFrameAllocResponse *response) {
    if (!(request->type&MFX_MEMTYPE_SYSTEM_MEMORY))
        return MFX_ERR_UNSUPPORTED;
    if (request->Info->FourCC!=MFX_FOURCC_NV12)
        return MFX_ERR_UNSUPPORTED;
    response->NumFrameActual=request->NumFrameMin;
    for (int i=0;i<request->NumFrameMin;i++) {
        mid_struct *mmid=(mid_struct *)malloc(sizeof(mid_struct));
        mmid->width=ALIGN32(request->Info->Width);
        mmid->height=ALIGN32(request->Info->Height);
        mmid->base=(mfxU8*)malloc(mmid->width*mmid->height*3/2);
        response->mids[i]=mmid;
    }
    return MFX_ERR_NONE;
}

mfxStatus fa_lock(mfxHDL pthis, mfxMemId mid, mfxFrameData *ptr) {
    mid_struct *mmid=(mid_struct *)mid;
    ptr->pitch=mmid->width;
    ptr->Y=mmid->base;
    ptr->U=ptr->Y+mmid->width*mmid->height;
    ptr->V=ptr->U+1;
    return MFX_ERR_NONE;
}

mfxStatus fa_unlock(mfxHDL pthis, mfxMemId mid, mfxFrameData *ptr) {
    if (ptr) ptr->Y=ptr->U=ptr->V=ptr->A=0;
    return MFX_ERR_NONE;
}

mfxStatus fa_gethdl(mfxHDL pthis, mfxMemId mid, mfxHDL *handle) {
    return MFX_ERR_UNSUPPORTED;
}

mfxStatus fa_free(mfxHDL pthis, mfxFrameAllocResponse *response) {
    for (int i=0;i<response->NumFrameActual;i++) {
        mid_struct *mmid=(mid_struct *)response->mids[i];
        free(mmid->base);
        free(mmid);
    }
    return MFX_ERR_NONE;
}
```

For system memory, it is highly recommended to allocate memory for all planes of the same frame as a single buffer (using one single `malloc` call).

## Surface Type Neutral Transcoding

Performance wise, software SDK library (running CPU instructions) prefers system memory I/O, and SDK platform implementation (accelerated by platform graphic devices) prefers video memory surface I/O. The application needs to manage both surface types (thus two data paths in a transcoding AB) to achieve the best performance in both cases.
The SDK provides a third surface type: opaque surface. With opaque surface, the SDK will map the surface type to either system memory buffer or video memory surface at runtime. The application only needs to manage one surface type, or one transcoding data path.

It is recommended the application use opaque surfaces for any transcoding intermediate data. For example, the transcoding pipeline can be 
**DECODE** Opaque Surfaces **VPP** Opaque Surfaces **ENCODER**. It is possible to copy an opaque surface to a "real" surface through a VPP operation.

The application uses the following procedure to use opaque surface, assuming a transcoding pipeline **SDK A** -> **SDK B**:

- As described in section **Surface Pool Allocation**, the application queries SDK component A and B and calculates the surface pool size. The application needs to use **MFX_IOPATTERN_IN_OPAQUE_MEMORY** and/or **MFX_IOPATTERN_OUT_OPAQUE_MEMORY** while specifying the I/O pattern. It is possible that SDK component A returns a different memory type than SDK component B, as the QueryIOSurf function returns the native allocation type and size. In this case, the surface pool type and size should follow only one SDK component: either A or B.
- The application allocates the surface pool, which is an array of the mfxFrameSurface1 structures. Within the structure, specify Data.Y = Data.U = Data.V = Data.A = Data.MemId = 0 for all array members.
- During initialization, the application communicates the allocated surface pool to both SDK components by attaching the mfxExtOpaqueSurfaceAlloc structure as part of the initialization parameters. The application needs to use **MFX_IOPATTERN_IN_OPAQUE_MEMORY** and/or **MFX_IOPATTERN_OUT_OPAQUE_MEMORY** while specifying the I/O pattern.
- During decoding, encoding, and video processing, the application manages the surface pool and passes individual frame surface to SDK component A and B as described in section **Decoding Procedures**, section **Encoding Procedures**, and section **Video Processing Procedures**, respectively.

Example 11 shows the opaque procedure sample code.

Since the SDK manages the association of opaque surface to "real" surface types internally, the application cannot read the content of opaque surfaces. Also the application does not get any opaque-type surface allocation requests if the application specifies an external frame allocator.

If the application shares opaque surfaces among different SDK sessions, the application must join the sessions before SDK component initialization and ensure that all joined sessions have the same hardware acceleration device handle. Setting device handle is optional only if all components in pipeline belong to the same session. The application should not disjoin the session which share opaque memory until the SDK components are not closed.

**Example 11: Pseudo-Code of Opaque Surface Procedure**

```c
mfxExtOpaqueSurfaceAlloc osa, *posa=osa;
memset(&osa, 0, sizeof(osa));

// query frame surface allocation needs
MFXVideoDECODE_QueryIOSurf(session, &decode_param, &request_decode);
MFXVideoENCODE_QueryIOSurf(session, &encode_param, &request_encode);

// calculate the surface pool surface type and numbers
if (MFX_MEMTYPE_BASE(request_decode.Type) == MFX_MEMTYPE_BASE(request_encode.Type)) {
  osa.Out.Type = request_decode.Type;
} else {
  // it is also ok to use decode's NumFrameSuggested and Type.
  osa.Out.Type = request_encode.Type;
}

// allocate surface pool and zero MemId/Y/U/V/A pointers
osa.Out.Surfaces = allocmfxFrameSurface(osa.Out.NumSurface);

// attach the surface pool during decode & encode initialization
osa.Reader.BufferId = MFX_EXTBUFF_OPAQUE_SURFACE_ALLOCATION;
osa.Reader.BufferSz = sizeof(osa);
decode_param.NumExtParam = 1;
decode_param.ExtParam[0] = &osa;
MFXVideoDECODE_Init(session, &decode_param);
memcpy(&osa.In, &osa.Out, sizeof(osa.Out));
encode_param.NumExtParam = 1;
encode_param.ExtParam[0] = &osa;
MFXVideoENCODE_Init(session, &encode_param);
```

**Hardware Device Error Handling**

The SDK accelerates decoding, encoding and video processing through a hardware device. The SDK functions may return the following errors or warnings if the hardware device encounters errors:

<table>
<thead>
<tr>
<th>Error Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MFX_ERR_DEVICE_FAILED</td>
<td>Hardware device returned unexpected errors. SDK was unable to restore operation.</td>
</tr>
<tr>
<td>MFX_ERR_DEVICE_LOST</td>
<td>Hardware device was lost due to system lock or shutdown.</td>
</tr>
<tr>
<td>MFX_WRN_PARTIAL_ACCELERATION</td>
<td>The hardware does not fully support the specified configuration. The encoding, decoding, or video processing operation may be partially accelerated.</td>
</tr>
<tr>
<td>MFX_WRN_DEVICE_BUSY</td>
<td>Hardware device is currently busy.</td>
</tr>
</tbody>
</table>

SDK functions **Query**, **QueryIOSurf**, and **Init** return **MFX_WRN_PARTIAL_ACCELERATION** to indicate that the encoding, decoding or video processing operation can be partially hardware accelerated or not hardware accelerated at all. The application can ignore this warning and proceed with the operation. (Note that SDK functions may return errors or other warnings overwriting **MFX_WRN_PARTIAL_ACCELERATION**, as it is a lower priority warning.)

SDK functions return **MFX_WRN_DEVICE_BUSY** to indicate that the hardware device is busy and unable to take commands at this time. Resume the operation by waiting for a few milliseconds and resubmitting the request. Example 12 shows the decoding pseudo-code. The same procedure applies to encoding and video processing.
SDK functions return `MFX_ERR_DEVICE_LOST` or `MFX_ERR_DEVICE_FAILED` to indicate that there is a complete failure in hardware acceleration. The application must close and reinitialize the SDK function class. If the application has provided a hardware acceleration device handle to the SDK, the application must reset the device.

**Example 12: Pseudo-Code to Handle MFX_ERR_DEVICE_BUSY**

```c
mfxStatus sts=MFX_ERR_NONE;
for (;;) {
    sts=MFXVideoDECODE_DecodeFrameAsync(session, bitstream, surface_work, &surface_disp, &syncp);
    if (sts == MFX_WRN_DEVICE_BUSY) Sleep(5);
}
```

**Function Reference**

This section describes SDK functions and their operations.

In each function description, only commonly used status codes are documented. The function may return additional status codes, such as `MFX_ERR_INVALID_HANDLE` or `MFX_ERR_NULL_PTR`, in certain case. See the `mfxStatus` enumerator for a list of all status codes.

**Global Functions**

Global functions initialize and de-initialize the SDK library and perform query functions on a global scale within an application.

<table>
<thead>
<tr>
<th>Member Functions</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MFXInit</td>
<td>Initializes an SDK session</td>
</tr>
<tr>
<td>MFXQueryIMPL</td>
<td>Queries the implementation type</td>
</tr>
<tr>
<td>MFXQueryVersion</td>
<td>Queries the implementation version</td>
</tr>
<tr>
<td>MFXJoinSession</td>
<td>Join two sessions together</td>
</tr>
<tr>
<td>MFXCloneSession</td>
<td>Clone the current session</td>
</tr>
<tr>
<td>MFXSetPriority</td>
<td>Set session priority</td>
</tr>
<tr>
<td>MFXGetPriority</td>
<td>Obtain session priority</td>
</tr>
<tr>
<td>MFDISjoinSession</td>
<td>Remove the join state of the current session</td>
</tr>
<tr>
<td>MFXClose</td>
<td>De-initializes an SDK session</td>
</tr>
</tbody>
</table>

**MFXCloneSession**

Syntax

```c
mfxStatus MFXCloneSession(mfxSession session, mfxSession *clone);
```

Parameters

| session | SDK session handle |
| clone   | Pointer to the cloned session handle |

Description

This function creates a clean copy of the current session. The cloned session is an independent session. It does not inherit any user-defined buffer, frame allocator, or device manager handles from the current session. This function is a light-weight equivalent of `MFXJoinSession` after `MFXInit`.

Return Status

- `MFX_ERR_NONE`: The function completed successfully.

**Change History**

This function is available since SDK API 1.1.

**MFXClose**

Syntax

```c
mfxStatus MFXClose(mfxSession session);
```

Parameters

| session | SDK session handle |

Description

This function completes and de-initializes an SDK session. Any active tasks in execution or in queue are aborted. The application cannot call any SDK function after this function.

All child sessions must be disjoined before closing a parent session.

Return Status

- `MFX_ERR_NONE`: The function completed successfully.

**Change History**

This function is available since SDK API 1.0.

**MFXDoWork**

Syntax

```c
mfxStatus MFXDoWork(mfxSession session);
```

Parameters

| session | SDK session handle |


**MFXInitEx**

### Description

This function complements **MFXInitEx** with external threading mode on. Application expected to create no less than two work threads per session and pass them to SDK via this function. This function won’t return control to application unless session is closed.

In case of joined sessions, application should call **MFXDoWork** only for parent session.

### Return Status

- **MFX_ERR_NONE** The function completed successfully.

### Change History

This function is available since SDK API 1.14.

---

**MFXDisjoinSession**

### Syntax

```c
mfxStatus MFXDisjoinSession(mfxSession session);
```

### Parameters

- `session` SDK session handle

### Description

This function removes the joined state of the current session. After disjoining, the current session becomes independent. The application must ensure there is no active task running in the session before calling this function.

### Return Status

- **MFX_ERR_NONE** The function completed successfully.
- **MFX_WRN_IN_EXECUTION** Active tasks are in execution or in queue. Wait for the completion of the tasks and then call this function again.
- **MFX_ERR_UNDEFINED_BEHAVIOR** The session is independent, or this session is the parent of all joined sessions.

### Change History

This function is available since SDK API 1.1.

---

**MFXGetPriority**

### Syntax

```c
mfxStatus MFXGetPriority(mfxSession session, mfxPriority *priority);
```

### Parameters

- `session` SDK session handle
- `priority` Pointer to the priority value

### Description

This function returns the current session priority.

### Return Status

- **MFX_ERR_NONE** The function completed successfully.

### Change History

This function is available since SDK API 1.1.

---

**MFXInit**

### Syntax

```c
mfxStatus MFXInit(mfxIMPL impl, mfxVersion *ver, mfxSession *session);
```

### Parameters

- `impl` mfxIMPL enumerator that indicates the desired SDK implementation
- `ver` Pointer to the minimum library version or zero, if not specified
- `session` Pointer to the SDK session handle

### Description

This function creates and initializes an SDK session. Call this function before calling any other SDK functions. If the desired implementation specified by `impl` is **MFX_IMPL_AUTO**, the function will search for the platform-specific SDK implementation. If the function cannot find it, it will use the software implementation.

The argument `ver` indicates the desired version of the library implementation. The loaded SDK will have an API version compatible to the specified version (equal in the major version number, and no less in the minor version number.) If the desired version is not specified, the default is to use the API version from the SDK release, with which an application is built.

We recommend that production applications always specify the minimum API version that meets their functional requirements. For example, if an application uses only H264 decoding as described in API v1.0, have the application initialize the library with API v1.0. This ensures backward compatibility.

### Return Status

- **MFX_ERR_NONE** The function completed successfully. The output parameter contains the handle of the session.
**MFX_ERR_UNSUPPORTED** The function cannot find the desired SDK implementation or version.

### Change History

This function is available since SDK API 1.0.

### MFXInitEx

**Syntax**

```c
mfxStatus MFXInitEx(mfxInitParam par, mfxSession *session);
```

**Parameters**

- `par` : `mfxInitParam` structure that indicates the desired SDK implementation, minimum library version and desired threading mode
- `session` : Pointer to the SDK session handle

**Description**

This function creates and initializes an SDK session. Call this function before calling any other SDK functions. If the desired implementation specified by `par` is `MFX_IMPL_AUTO`, the function will search for the platform-specific SDK implementation. If the function cannot find it, it will use the software implementation.

The argument `par.Version` indicates the desired version of the library implementation. The loaded SDK will have an API version compatible to the specified version (equal in the major version number, and no less in the minor version number.) If the desired version is not specified, the default is to use the API version from the SDK release, with which an application is built.

We recommend that production applications always specify the minimum API version that meets their functional requirements. For example, if an application uses only H264 decoding as described in API v1.0, have the application initialize the library with API v1.0. This ensures backward compatibility.

The argument `par.ExternalThreads` specifies threading mode. Value 0 means that SDK should internally create and handle work threads (this is essentially equivalent of regular `MFXInit`). If this parameter set to 1 then SDK will expect that application should create work threads and pass them to SDK via single-entry function `MFXDoWork`. Setting `par.ExternalThreads` to 1 requires setting minimum API version to 1.14, as previous versions of SDK didn't have such functionality.

**Return Status**

- `MFX_ERR_NONE` : The function completed successfully. The output parameter contains the handle of the session.
- `MFX_ERR_UNSUPPORTED` : The function cannot find the desired SDK implementation or version.

### Change History

This function is available since SDK API 1.14.

### MFXJoinSession

**Syntax**

```c
mfxStatus MFXJoinSession(mfxSession session, mfxSession child);
```

**Parameters**

- `session` : The current session handle
- `child` : The child session handle to be joined

**Description**

This function joins the child session to the current session.

After joining, the two sessions share thread and resource scheduling for asynchronous operations. However, each session still maintains its own device manager and buffer/frame allocator. Therefore, the application must use a compatible device manager and buffer/frame allocator to share data between two joined sessions.

The application can join multiple sessions by calling this function multiple times. When joining the first two sessions, the current session becomes the parent responsible for thread and resource scheduling of any later joined sessions.

Joining of two parent sessions is not supported.

**Return Status**

- `MFX_ERR_NONE` : The function completed successfully.
- `MFX_WRN_IN_EXECUTION` : Active tasks are executing or in queue in one of the sessions. Call this function again after all tasks are completed.
- `MFX_ERR_UNSUPPORTED` : The child session cannot be joined with the current session.

### Change History

This function is available since SDK API 1.1.

### MFXQueryIMPL

**Syntax**

```c
mfxStatus MFXQueryIMPL(mfxSession session, mfxIMPL *impl);
```

**Parameters**

- `session` : SDK session handle
- `impl` : Pointer to the implementation type

**Description**

This function returns the implementation type of a given session.
Return Status

MFX_ERR_NONE: The function completed successfully.

Change History

This function is available since SDK API 1.0.

MFXQueryVersion

Syntax

mfxStatus MFXQueryVersion(mfxSession session, mfxVersion *version);

Parameters

session SDK session handle
version Pointer to the returned implementation version

Description

This function returns the SDK implementation version.

Return Status

MFX_ERR_NONE: The function completed successfully.

Change History

This function is available since SDK API 1.0.

MFSXSetPriority

Syntax

mfxStatus MFSSXSetPriority(mfxSession session, mfxPriority priority);

Parameters

session SDK session handle
priority Priority value

Description

This function sets the current session priority.

Return Status

MFX_ERR_NONE: The function completed successfully.

Change History

This function is available since SDK API 1.1.

MFXVideoCORE

This class of functions consists of auxiliary functions that all functions of the SDK implementation can call.

<table>
<thead>
<tr>
<th>Member Functions</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MFXVideoCORE_SetHandle</td>
<td>Sets system handles that the SDK implementation might need</td>
</tr>
<tr>
<td>MFXVideoCORE_GetHandle</td>
<td>Obtains system handles previously set</td>
</tr>
<tr>
<td>MFXVideoCORE_SetBufferAllocator</td>
<td>Sets the external system buffer allocator</td>
</tr>
<tr>
<td>MFXVideoCORE_SetFrameAllocator</td>
<td>Sets the external frame allocator</td>
</tr>
<tr>
<td>MFXVideoCORE_SyncOperation</td>
<td>Initializes execution of the specified sync point and returns a status code</td>
</tr>
</tbody>
</table>

MFXVideoCORE_SetHandle

Syntax

mfxStatus MFXVideoCORE_SetHandle(mfxSession session, mfxHandleType type, mfxHDL hdl);

Parameters

session SDK session handle
type Handle type
hdl Handle to be set

Description

This function sets any essential system handle that SDK might use.

If the specified system handle is a COM interface, the reference counter of the COM interface will increase. The counter will decrease when the SDK session closes.

Return Status

MFX_ERR_NONE: The function completed successfully.

MFX_ERR_UNDEFINED_BEHAVIOR: The same handle is redefined. For example, the function has been called twice with the same handle type or internal handle has been created by the SDK before this function call.

Change History
MFXVideoCORE_GetHandle
Syntax

\[
\text{mfxStatus MFXVideoCORE\_GetHandle(mfxSession session, mfxHandleType type, mfxHDL *hdl);}\]

Parameters

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>session</td>
<td>SDK session handle</td>
</tr>
<tr>
<td>type</td>
<td>Handle type</td>
</tr>
<tr>
<td>hdl</td>
<td>Pointer to the handle to be set</td>
</tr>
</tbody>
</table>

Description

This function obtains system handles previously set by the MFXVideoCORE\_SetHandle function. If the handler is a COM interface, the reference counter of the interface increases. The calling application must release the COM interface.

Return Status

<table>
<thead>
<tr>
<th>Status Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MFX_ERR_NONE</td>
<td>The function completed successfully.</td>
</tr>
<tr>
<td>MFX_ERR_NOT_FOUND</td>
<td>Specified handle type not found.</td>
</tr>
</tbody>
</table>

Change History

This function is available since SDK API 1.0.

MFXVideoCORE_SetBufferAllocator
Syntax

\[
\text{mfxStatus MFXVideoCORE\_SetBufferAllocator(mfxSession session, mfxBufferAllocator *allocator);}\]

Parameters

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>session</td>
<td>SDK session handle</td>
</tr>
<tr>
<td>allocator</td>
<td>Pointer to the mfxBufferAllocator structure</td>
</tr>
</tbody>
</table>

Description

This function is deprecated.

Return Status

<table>
<thead>
<tr>
<th>Status Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MFX_ERR_NONE</td>
<td>The function completed successfully.</td>
</tr>
</tbody>
</table>

Change History

This function is available since SDK API 1.0.

Deprecated since SDK API 1.17.

MFXVideoCORE_SetFrameAllocator
Syntax

\[
\text{mfxStatus MFXVideoCORE\_SetFrameAllocator(mfxSession session, mfxFrameAllocator *allocator);}\]

Parameters

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>session</td>
<td>SDK session handle</td>
</tr>
<tr>
<td>allocator</td>
<td>Pointer to the mfxFrameAllocator structure</td>
</tr>
</tbody>
</table>

Description

This function sets the external allocator callback structure for frame allocation. If the allocator argument is NULL, the SDK uses the default allocator, which allocates frames from system memory or hardware devices.

The behavior of the SDK is undefined if it uses this function while the previous allocator is in use. A general guideline is to set the allocator immediately after initializing the session.

Return Status

<table>
<thead>
<tr>
<th>Status Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MFX_ERR_NONE</td>
<td>The function completed successfully.</td>
</tr>
</tbody>
</table>

Change History

This function is available since SDK API 1.0.

MFXVideoCORE_QueryPlatform
Syntax

\[
\text{mfxStatus MFXVideoCORE\_QueryPlatform(mfxSession session, mfxPlatform *platform);}\]

Parameters

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>session</td>
<td>SDK session handle</td>
</tr>
<tr>
<td>platform</td>
<td>Pointer to the mfxPlatform structure</td>
</tr>
</tbody>
</table>

Description

This function returns information about current hardware platform.
Return Status
MFX_ERR_NONE: The function completed successfully.

Change History
This function is available since SDK API 1.19.

MFXVideoCORE_SyncOperation

Syntax
mfxStatus MFXVideoCORE_SyncOperation(mfxSession session, mfxSyncPoint syncp, mfxU32 wait);

Parameters
<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>session</td>
<td>SDK session handle</td>
</tr>
<tr>
<td>syncp</td>
<td>Sync point</td>
</tr>
<tr>
<td>wait</td>
<td>Wait time in milliseconds</td>
</tr>
</tbody>
</table>

Description
This function initiates execution of an asynchronous function not already started and returns the status code after the specified asynchronous operation completes. If wait is zero, the function returns immediately.

Return Status
<table>
<thead>
<tr>
<th>Status Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MFX_ERR_NONE</td>
<td>The function completed successfully.</td>
</tr>
<tr>
<td>MFX_WRN_IN_EXECUTION</td>
<td>The specified asynchronous function is in execution.</td>
</tr>
<tr>
<td>MFX_ERR_ABORTED</td>
<td>The specified asynchronous function aborted due to data dependency on a previous asynchronous function that did not complete.</td>
</tr>
</tbody>
</table>

Change History
This function is available since SDK API 1.0.

Remarks
See status codes for specific asynchronous functions.

MFXVideoENCODE

This class of functions performs the entire encoding pipeline from the input video frames to the output bitstream.

Member Functions

<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MFXVideoENCODE_Query</td>
<td>Queries the feature capability</td>
</tr>
<tr>
<td>MFXVideoENCODE_QueryIOSurf</td>
<td>Queries the number of input surface frames required for encoding</td>
</tr>
<tr>
<td>MFXVideoENCODE_Init</td>
<td>Initializes the encoding operation</td>
</tr>
<tr>
<td>MFXVideoENCODE_Reset</td>
<td>Resets the current encoding operation and prepares for the next encoding operation</td>
</tr>
<tr>
<td>MFXVideoENCODE_Close</td>
<td>Terminates the encoding operation and de-allocates any internal memory</td>
</tr>
<tr>
<td>MFXVideoENCODE_GetVideoParam</td>
<td>Obtains the current working parameter set</td>
</tr>
<tr>
<td>MFXVideoENCODE_GetEncodeStat</td>
<td>Obtains the statistics collected during encoding</td>
</tr>
<tr>
<td>MFXVideoENCODE_EncodeFrameAsync</td>
<td>Performs the encoding and returns the compressed bitstream</td>
</tr>
</tbody>
</table>

MFXVideoENCODE_Query

Syntax
mfxStatus MFXVideoENCODE_Query(mfxSession session, mfxVideoParam *in, mfxVideoParam *out);

Parameters
<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>session</td>
<td>SDK session handle</td>
</tr>
<tr>
<td>in</td>
<td>Pointer to the mfxVideoParam structure as input</td>
</tr>
<tr>
<td>out</td>
<td>Pointer to the mfxVideoParam structure as output</td>
</tr>
</tbody>
</table>

Description
This function works in either of four modes:

If the in pointer is zero, the function returns the class configurability in the output structure. A non-zero value in each field of the output structure indicates that the SDK implementation can configure the field with Init.

If the in parameter is non-zero, the function checks the validity of the fields in the input structure. Then the function returns the corrected values in the output structure. If there is insufficient information to determine the validity or correction is impossible, the function zeroes the fields. This feature can verify whether the SDK implementation supports certain profiles, levels or bitrates.

If the in parameter is non-zero and mfxExtEncoderResetOption structure is attached to it, then the function queries for the outcome of the MFXVideoENCODE_Reset function and returns it in the mfxExtEncoderResetOption structure attached to out. The query function succeeds if such reset is possible and returns error otherwise. Unlike other modes that are independent of the SDK encoder state, this one checks if reset is possible in the present SDK encoder state. This mode also requires completely defined mfxVideoParam structure, unlike other modes that support partially defined configurations. See mfxExtEncoderResetOption description for more details.

If the in parameter is non-zero and mfxExtEncoderCapability structure is attached to it, then the function returns encoder capability in mfxExtEncoderCapability structure attached to out. It is recommended to fill in mfxVideoParam structure and set hardware acceleration device handle before calling the function in this mode.

The application can call this function before or after it initializes the encoder. The CodecId field of the output structure is a mandated field (to be filled by the application) to identify the coding standard.
Return Status

<table>
<thead>
<tr>
<th>Status Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MFX_ERR_NONE</td>
<td>The function completed successfully.</td>
</tr>
<tr>
<td>MFX_ERR_UNSUPPORTED</td>
<td>The function failed to identify a specific implementation for the required features.</td>
</tr>
<tr>
<td>MFX_WRN_PARTIAL_ACCELERATION</td>
<td>The underlying hardware does not fully support the specified video parameters; The encoding may be partially accelerated. Only SDK HW implementations may return this status code.</td>
</tr>
<tr>
<td>MFX_WRN_INCOMPATIBLE_VIDEO_PARAM</td>
<td>The function detected some video parameters were incompatible with others; incompatibility resolved.</td>
</tr>
</tbody>
</table>

Change History

This function is available since SDK API 1.0.

MFXVideoENCODE_QueryIOSurf

Syntax

```c
mfxStatus MFXVideoENCODE_QueryIOSurf(mfxSession session, mfxVideoParam *par, mfxFrameAllocRequest *request);
```

Parameters

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>session</td>
<td>SDK session handle</td>
</tr>
<tr>
<td>par</td>
<td>Pointer to the mfxVideoParam structure as input</td>
</tr>
<tr>
<td>request</td>
<td>Pointer to the mfxFrameAllocRequest structure as output</td>
</tr>
</tbody>
</table>

Description

This function returns minimum and suggested numbers of the input frame surfaces required for encoding initialization and their type. Init will call the external allocator for the required frames with the same set of numbers.

The use of this function is recommended. For more information, see the section Working with hardware acceleration.

This function does not validate I/O parameters except those used in calculating the number of input surfaces.

Return Status

<table>
<thead>
<tr>
<th>Status Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MFX_ERR_NONE</td>
<td>The function completed successfully.</td>
</tr>
<tr>
<td>MFX_WRN_PARTIAL_ACCELERATION</td>
<td>The underlying hardware does not fully support the specified video parameters; The encoding may be partially accelerated. Only SDK HW implementations may return this status code.</td>
</tr>
<tr>
<td>MFX_ERR_INVALID_VIDEO_PARAM</td>
<td>The function detected invalid video parameters. These parameters may be out of the valid range, or the combination of them resulted in incompatibility. Incompatibility not resolved.</td>
</tr>
<tr>
<td>MFX_WRN_INCOMPATIBLE_VIDEO_PARAM</td>
<td>The function detected some video parameters were incompatible with others; incompatibility resolved.</td>
</tr>
</tbody>
</table>

Change History

This function is available since SDK API 1.0.

MFXVideoENCODE_Init

Syntax

```c
mfxStatus MFXVideoENCODE_Init(mfxSession session, mfxVideoParam *par);
```

Parameters

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>session</td>
<td>SDK session handle</td>
</tr>
<tr>
<td>par</td>
<td>Pointer to the mfxVideoParam structure</td>
</tr>
</tbody>
</table>

Description

This function allocates memory and prepares tables and necessary structures for encoding. This function also does extensive validation to ensure if the configuration, as specified in the input parameters, is supported.

Return Status

<table>
<thead>
<tr>
<th>Status Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MFX_ERR_NONE</td>
<td>The function completed successfully.</td>
</tr>
<tr>
<td>MFX_WRN_PARTIAL_ACCELERATION</td>
<td>The underlying hardware does not fully support the specified video parameters; The encoding may be partially accelerated. Only SDK HW implementations may return this status code.</td>
</tr>
<tr>
<td>MFX_ERR_INVALID_VIDEO_PARAM</td>
<td>The function detected invalid video parameters. These parameters may be out of the valid range, or the combination of them resulted in incompatibility. Incompatibility not resolved.</td>
</tr>
<tr>
<td>MFX_WRN_INCOMPATIBLE_VIDEO_PARAM</td>
<td>The function detected some video parameters were incompatible with others; incompatibility resolved.</td>
</tr>
<tr>
<td>MFX_ERR_UNDEFINED_BEHAVIOR</td>
<td>The function is called twice without a close;</td>
</tr>
</tbody>
</table>

Change History

This function is available since SDK API 1.0.

MFXVideoENCODE_Reset

Syntax

```c
mfxStatus MFXVideoENCODE_Reset(mfxSession session, mfxVideoParam *par);
```

Parameters

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>session</td>
<td>SDK session handle</td>
</tr>
<tr>
<td>par</td>
<td>Pointer to the mfxVideoParam structure</td>
</tr>
</tbody>
</table>
Description
This function stops the current encoding operation and restores internal structures or parameters for a new encoding operation, possibly with new parameters.

Return Status

<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MFX_ERR_NONE</td>
<td>The function completed successfully.</td>
</tr>
<tr>
<td>MFX_ERR_INVALID_VIDEO_PARAM</td>
<td>The function detected that video parameters are wrong or they conflict with initialization parameters. Reset is impossible.</td>
</tr>
<tr>
<td>MFX_ERR_INCOMPATIBLE_VIDEO_PARAM</td>
<td>The function detected that provided by the application video parameters are incompatible with initialization parameters. Reset requires additional memory allocation and cannot be executed. The application should close the SDK component and then reinitialize it.</td>
</tr>
<tr>
<td>MFX_WRN_INCOMPATIBLE_VIDEO_PARAM</td>
<td>The function detected some video parameters were incompatible with others; incompatibility resolved.</td>
</tr>
</tbody>
</table>

Change History
This function is available since SDK API 1.0.

MFXVideoENCODE_Close
Syntax

```c
mfxStatus MFXVideoENCODE_Close(mfxSession session);
```

Parameters

- session SDK session handle

Description
This function terminates the current encoding operation and de-allocates any internal tables or structures.

Return Status

<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MFX_ERR_NONE</td>
<td>The function completed successfully.</td>
</tr>
</tbody>
</table>

Change History
This function is available since SDK API 1.0.

MFXVideoENCODE_GetVideoParam
Syntax

```c
mfxStatus MFXVideoENCODE_GetVideoParam(mfxSession session, mfxVideoParam *par);
```

Parameters

- session SDK session handle
- par Pointer to the corresponding parameter structure

Description
This function retrieves current working parameters to the specified output structure. If extended buffers are to be returned, the application must allocate those extended buffers and attach them as part of the output structure.

The application can retrieve a copy of the bitstream header, by attaching the mfxExtCodingOptionSPSPPS structure to the mfxVideoParam structure.

Returned information

<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MFX_ERR_NONE</td>
<td>The function completed successfully.</td>
</tr>
</tbody>
</table>

Change History
This function is available since SDK API 1.0.

MFXVideoENCODE_GetEncodeStat
Syntax

```c
mfxStatus MFXVideoENCODE_GetEncodeStat(mfxSession session, mfxEncodeStat *stat);
```

Parameters

- session SDK session handle
- stat Pointer to the mfxEncodeStat structure

Description
This function obtains statistics collected during encoding.

Return Status

<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MFX_ERR_NONE</td>
<td>The function completed successfully.</td>
</tr>
</tbody>
</table>

Change History
This function is available since SDK API 1.0.

MFXVideoENCODE_EncodeFrameAsync
Syntax

```c
mfxStatus MFXVideoENCODE_EncodeFrameAsync(mfxSession session, mfxEncodeCtrl *ctrl, mfxFrameSurface1 *surface, mfxBitstream
```
Parameters

Session SDK session handle
ctrl Pointer to the mfxEncodeCtrl structure for per-frame encoding control; this parameter is optional (it can be NULL) if the encoder works in the display order mode.
surface Pointer to the frame surface structure
bs Pointer to the output bitstream
syncp Pointer to the returned sync point associated with this operation

Description

This function takes a single input frame in either encoded or display order and generates its output bitstream. In the case of encoded ordering the mfxEncodeCtrl structure must specify the explicit frame type. In the case of display ordering, this function handles frame order shuffling according to the GOP structure parameters specified during initialization.

Since encoding may process frames differently from the input order, not every call of the function generates output and the function returns MFX_ERR_MORE_DATA. If the encoder needs to cache the frame, the function locks the frame. The application should not alter the frame until the encoder unlocks the frame. If there is output (with return status MFX_ERR_NONE), the return is a frame worth of bitstream.

It is the calling application's responsibility to ensure that there is sufficient space in the output buffer. The value BufferSizeInKB in the mfxVideoParam structure at encoding initialization specifies the maximum possible size for any compressed frames. This value can also be obtained from MFXVideoENC_GetVideoParam after encoding initialization.

To mark the end of the encoding sequence, call this function with a NULL surface pointer. Repeat the call to drain any remaining internally cached bitstreams (one frame at a time) until MFX_ERR_MORE_DATA is returned.

This function is asynchronous.

Return Status

MFX_ERR_NONE The function completed successfully.
MFX_ERR_NOT_ENOUGH_BUFFER The bitstream buffer size is insufficient.
MFX_ERR_MORE_DATA The function requires more data to generate any output.
MFX_ERR_DEVICE_LOST Hardware device was lost; See Working with Microsoft* DirectX* Applications section for further information.
MFX_ERR_DEVICE_BUSY Hardware device is currently busy. Call this function again in a few milliseconds.
MFX_ERR_INCOMPATIBLE_VIDEO_PARAM Inconsistent parameters detected not conforming to Appendix A.

Change History

This function is available since SDK API 1.0.

Remarks

If the EncodedOrder field in the mfxInfoMFX structure is true, input frames enter the encoder in the order of their encoding. However, the FrameOrder field in the mfxFrameData structure of each frame must be set to the display order. If EncodedOrder is false, the function ignores the FrameOrder field.

MFXVideoENC

This class of functions performs the first step of encoding process – motion estimation, intra prediction and mode decision. These functions are declared in mfxenc.h file.

Member Functions

MFXVideoENC_Query Queries the feature capability
MFXVideoENC_QueryIOSurf Queries the number of input surface frames required for encoding
MFXVideoENC_Init Initializes the encoding operation
MFXVideoENC_Reset Resets the current encoding operation and prepares for the next encoding operation
MFXVideoENC_Close Terminates the encoding operation and de-allocates any internal memory
MFXVideoENC_ProcessFrameAsync Performs the first step of encoding process and returns intermediate data.

MFXVideoENC_Query

Syntax

mfxStatus MFXVideoENC_Query(mfxSession session, mfxVideoParam *in, mfxVideoParam *out);

Parameters

session SDK session handle
in Pointer to the mfxVideoParam structure as input
out Pointer to the mfxVideoParam structure as output

Description

This function works in either of two modes:

If the in pointer is zero, the function returns the class configurability in the output structure. A non-zero value in each field of the output structure indicates that the SDK implementation can configure the field with Init.

If the in parameter is non-zero, the function checks the validity of the fields in the input structure. Then the function returns the corrected values in the output structure. If there is insufficient information to determine the validity or correction is impossible, the function zeroes the fields. This feature can verify whether the SDK implementation supports certain profiles, levels or bitrates.

The application can call this function before or after it initializes the ENC.
**Return Status**

<table>
<thead>
<tr>
<th>Status Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MFX_ERR_NONE</td>
<td>The function completed successfully.</td>
</tr>
<tr>
<td>MFX_ERR_UNSUPPORTED</td>
<td>The function failed to identify a specific implementation for the required features.</td>
</tr>
<tr>
<td>MFX_WRN_INCOMPATIBLE_VIDEO_PARAM</td>
<td>The function detected some video parameters were incompatible with others; incompatibility resolved.</td>
</tr>
</tbody>
</table>

**Change History**

This function is available since SDK API 1.10.

**MFXVideoENC_QueryIOSurf**

**Syntax**

```c
mfxStatus MFXVideoENC_QueryIOSurf(mfxSession session, mfxVideoParam *par, mfxFrameAllocRequest *request);
```

**Parameters**

- `session`: SDK session handle
- `par`: Pointer to the `mfxVideoParam` structure as input
- `request`: Pointer to the `mfxFrameAllocRequest` structure as output

**Description**

This function returns minimum and suggested numbers of the input frame surfaces required for ENC initialization and their type.

This function does not validate I/O parameters except those used in calculating the number of input surfaces.

**Return Status**

<table>
<thead>
<tr>
<th>Status Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MFX_ERR_NONE</td>
<td>The function completed successfully.</td>
</tr>
<tr>
<td>MFX_ERR_INVALID_VIDEO_PARAM</td>
<td>The function detected invalid video parameters. These parameters may be out of the valid range, or the combination of them resulted in incompatibility. Incompatibility not resolved.</td>
</tr>
<tr>
<td>MFX_WRN_INCOMPATIBLE_VIDEO_PARAM</td>
<td>The function detected some video parameters were incompatible with others; incompatibility resolved.</td>
</tr>
</tbody>
</table>

**Change History**

This function is available since SDK API 1.10.

**MFXVideoENC_Init**

**Syntax**

```c
mfxStatus MFXVideoENC_Init(mfxSession session, mfxVideoParam *par);
```

**Parameters**

- `session`: SDK session handle
- `par`: Pointer to the `mfxVideoParam` structure

**Description**

This function performs ENC initialization.

**Return Status**

<table>
<thead>
<tr>
<th>Status Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MFX_ERR_NONE</td>
<td>The function completed successfully.</td>
</tr>
<tr>
<td>MFX_ERR_INVALID_VIDEO_PARAM</td>
<td>The function detected invalid video parameters. These parameters may be out of the valid range, or the combination of them resulted in incompatibility. Incompatibility not resolved.</td>
</tr>
<tr>
<td>MFX_WRN_INCOMPATIBLE_VIDEO_PARAM</td>
<td>The function detected some video parameters were incompatible with others; incompatibility resolved.</td>
</tr>
<tr>
<td>MFX_ERR_UNDEFINED_BEHAVIOR</td>
<td>The function is called twice without a close;</td>
</tr>
</tbody>
</table>

**Change History**

This function is available since SDK API 1.10.

**MFXVideoENC_Reset**

**Syntax**

```c
mfxStatus MFXVideoENC_Reset(mfxSession session, mfxVideoParam *par);
```

**Parameters**

- `session`: SDK session handle
- `par`: Pointer to the `mfxVideoParam` structure

**Description**

This function stops the current encoding operation and restores internal structures or parameters for a new encoding operation, possibly with new parameters.

**Return Status**

<table>
<thead>
<tr>
<th>Status Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MFX_ERR_NONE</td>
<td>The function completed successfully.</td>
</tr>
<tr>
<td>MFX_ERR_INVALID_VIDEO_PARAM</td>
<td>The function detected that video parameters are wrong or they conflict with initialization parameters. Reset is impossible.</td>
</tr>
</tbody>
</table>

**Change History**

This function is available since SDK API 1.10.
<table>
<thead>
<tr>
<th>Error Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MFX_ERR_INCOMPATIBLE_VIDEO_PARAM</td>
<td>The function detected that provided by the application video parameters are incompatible with initialization parameters. Reset requires additional memory allocation and cannot be executed. The application should close the SDK component and then reinitialize it.</td>
</tr>
<tr>
<td>MFX_WRN_INCOMPATIBLE_VIDEO_PARAM</td>
<td>The function detected some video parameters were incompatible with others; incompatibility resolved.</td>
</tr>
</tbody>
</table>

Change History
This function is available since SDK API 1.10.

MFXVideoENC_Close
Syntax
```c
mfxStatus MFXVideoENC_Close(mfxSession session);
```
Parameters
- `session`: SDK session handle
Description
This function terminates the current encoding operation and de-allocates any internal tables or structures.
Return Status
- `MFX_ERR_NONE`: The function completed successfully.
Change History
This function is available since SDK API 1.10.

MFXVideoENC_GetVideoParam
Syntax
```c
mfxStatus MFXVideoENC_GetVideoParam(mfxSession session, mfxVideoParam *par);
```
Parameters
- `session`: SDK session handle
- `par`: Pointer to the corresponding parameter structure
Description
This function retrieves current working parameters to the specified output structure. If extended buffers are to be returned, the application must allocate those extended buffers and attach them as part of the output structure.
Returned information
- `MFX_ERR_NONE`: The function completed successfully.
Change History
This function is available since SDK API 1.19.

MFXVideoENC_ProcessFrameAsync
Syntax
```c
mfxStatus MFXVideoENC_ProcessFrameAsync(mfxSession session, mfxENCInput *in, mfxENCOutput *out, mfxSyncPoint *syncp);
```
Parameters
- `Session`: SDK session handle
- `in`: Input parameters for ENC operation.
- `out`: Output parameters of encoding operation.
- `syncp`: Pointer to the returned sync point associated with this operation
Description
This function performs the first step of encoding process – motion estimation, intra prediction and mode decision. Its exact operation, input and output parameters depend on usage model.
This function is stateless, i.e. each function call is independent from other calls.
This function is asynchronous.
Return Status
- `MFX_ERR_NONE`: The function completed successfully.
Change History
This function is available since SDK API 1.10.

MFXVideoDECODE
This class of functions implements a complete decoder that decompresses input bitstreams directly to output frame surfaces.

Member Functions
<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MFXVideoDECODE_Query</td>
<td>Queries the feature capability</td>
</tr>
</tbody>
</table>
MFXVideoDECODE_QueryIOSurf
Queries the number of frames required for decoding

MFXVideoDECODE_DecodeHeader
Queries the number of frames required for decoding

MFXVideoDECODE_DecodeHeader
Parses the bitstream to obtain the video parameters for initialization

MFXVideoDECODE_Init
Initializes the decoding operation

MFXVideoDECODE_Reset
Resets the current decoding operation and prepares for the next decoding operation

MFXVideoDECODE_Close
Terminates the decoding operation and de-allocates any internal memory

MFXVideoDECODE_GetVideoParam
Obtains the current working parameter set

MFXVideoDECODE_GetDecodeStat
Obtains statistics during decoding

MFXVideoDECODE_GetPayload
Obtains user data or SEI messages embedded in the bitstream

MFXVideoDECODE_SetSkipMode
Set decoder skip mode

MFXVideoDECODE_DecodeFrameAsync
Performs decoding from the input bitstream to the output frame surface

MFXVideoDECODE_DecodeHeader

Syntax
mfxStatus MFXVideoDECODE_DecodeHeader(mfxSession session, mfxBitstream *bs, mfxVideoParam *par);

Parameters
- session: SDK session handle
- bs: Pointer to the bitstream
- par: Pointer to the mfxVideoParam structure

Description
This function parses the input bitstream and fills the mfxVideoParam structure with appropriate values, such as resolution and frame rate, for the Init function. The application can then pass the resulting structure to the MFXVideoDECODE_Init function for decoder initialization.

An application can call this function at any time before or after decoder initialization. If the SDK finds a sequence header in the bitstream, the function moves the bitstream pointer to the first bit of the sequence header. Otherwise, the function moves the bitstream pointer close to the end of the bitstream buffer but leaves enough data in the buffer to avoid possible loss of start code.

The CodecId field of the mfxVideoParam structure is a mandated field (to be filled by the application) to identify the coding standard.

The application can retrieve a copy of the bitstream header, by attaching the mfxExtCodingOptionSPSPPS structure to the mfxVideoParam structure.

Return Status
- MFX_ERR_NONE: The function successfully filled structure. It does not mean that the stream can be decoded by SDK. The application should call MFXVideoDECODE_Query function to check if decoding of the stream is supported.
- MFX_ERR_MORE_DATA: The function requires more bitstream data.

Change History
This function is available since SDK API 1.0.

MFXVideoDECODE_Query

Syntax
mfxStatus MFXVideoDECODE_Query(mfxSession session, mfxVideoParam *in, mfxVideoParam *out);

Parameters
- session: SDK session handle
- in: Pointer to the mfxVideoParam structure as input
- out: Pointer to the mfxVideoParam structure as output

Description
This function works in one of two modes:

1. If the in pointer is zero, the function returns the class configurability in the output structure. A non-zero value in each field of the output structure indicates that the field is configurable by the SDK implementation with the MFXVideoDECODE_Init function.

2. If the in parameter is non-zero, the function checks the validity of the fields in the input structure. Then the function returns the corrected values to the output structure. If there is insufficient information to determine the validity or correction is impossible, the function zeros the fields. This feature can verify whether the SDK implementation supports certain profiles, levels or bitrates.

The application can call this function before or after it initializes the decoder. The CodecId field of the output structure is a mandated field (to be filled by the application) to identify the coding standard.

Return Status
- MFX_ERR_NONE: The function completed successfully.
- MFX_ERR_UNSUPPORTED: The function failed to identify a specific implementation.
- MFX_WRN_PARTIAL_ACCELERATION: The underlying hardware does not fully support the specified video parameters; The decoding may be partially accelerated. Only SDK HW implementations may return this status code.
- MFX_WRN_INCOMPATIBLE_VIDEO_PARAM: The function detected some video parameters were incompatible with others; Incompatibility resolved.

Change History
This function is available since SDK API 1.0.
mfxStatus MFXVideoDECODE_QueryIOSurf(mfxSession session, mfxVideoParam *par, mfxFrameAllocRequest *request);

Parameters

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>session</td>
<td>SDK session handle</td>
</tr>
<tr>
<td>par</td>
<td>Pointer to the mfxVideoParam structure as input</td>
</tr>
<tr>
<td>request</td>
<td>Pointer to the mfxFrameAllocRequest structure as output</td>
</tr>
</tbody>
</table>

Description

The function returns minimum and suggested numbers of the output frame surfaces required for decoding initialization and their type. Init will call the external allocator for the required frames with the same set of numbers.

The use of this function is recommended. For more information, see the section Working with hardware acceleration.

The CodecId field of the mfxVideoParam structure is a mandated field (to be filled by the application) to identify the coding standard.

This function does not validate I/O parameters except those used in calculating the number of output surfaces.

Return Status

<table>
<thead>
<tr>
<th>Status Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MFX_ERR_NONE</td>
<td>The function completed successfully.</td>
</tr>
<tr>
<td>MFX_ERR_VIDEO_PARAM</td>
<td>The underlying hardware does not fully support the specified video parameters; The decoding may be partially accelerated. Only SDK HW implementations may return this status code.</td>
</tr>
<tr>
<td>MFX_ERR_INVALID_VIDEO_PARAM</td>
<td>The function detected invalid video parameters. These parameters may be out of the valid range, or the combination of them resulted in incompatibility. Incompatibility not resolved.</td>
</tr>
<tr>
<td>MFX_ERR_INCOMPATIBLE_VIDEO_PARAM</td>
<td>The function detected some video parameters were incompatible with others; incompatibility resolved.</td>
</tr>
</tbody>
</table>

Change History

This function is available since SDK API 1.0.

MFXVideoDECODE_Init

Syntax

mfxStatus MFXVideoDECODE_Init(mfxSession session, mfxVideoParam *par);

Parameters

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>session</td>
<td>SDK session handle</td>
</tr>
<tr>
<td>par</td>
<td>Pointer to the mfxVideoParam structure</td>
</tr>
</tbody>
</table>

Description

This function allocates memory and prepares tables and necessary structures for decoding. This function also does extensive validation to determine whether the configuration is supported as specified in the input parameters.

Return Status

<table>
<thead>
<tr>
<th>Status Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MFX_ERR_NONE</td>
<td>The function completed successfully.</td>
</tr>
<tr>
<td>MFX_ERR_VIDEO_PARAM</td>
<td>The underlying hardware does not fully support the specified video parameters; The decoding may be partially accelerated. Only SDK HW implementations return this status code.</td>
</tr>
<tr>
<td>MFX_ERR_INVALID_VIDEO_PARAM</td>
<td>The function detected invalid video parameters. These parameters may be out of the valid range, or the combination of them resulted in incompatibility error. Incompatibility was not resolved.</td>
</tr>
<tr>
<td>MFX_ERR_INCOMPATIBLE_VIDEO_PARAM</td>
<td>The function detected some video parameters were incompatible with others; incompatibility resolved.</td>
</tr>
<tr>
<td>MFX_ERR_UNDEFINED_BEHAVIOR</td>
<td>The function is called twice without a close.</td>
</tr>
</tbody>
</table>

Change History

This function is available since SDK API 1.0.

MFXVideoDECODE_Reset

Syntax

mfxStatus MFXVideoDECODE_Reset(mfxSession session, mfxVideoParam *par);

Parameters

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>session</td>
<td>SDK session handle</td>
</tr>
<tr>
<td>par</td>
<td>Pointer to the mfxVideoParam structure</td>
</tr>
</tbody>
</table>

Description

This function stops the current decoding operation and restores internal structures or parameters for a new decoding operation.

Reset serves two purposes:

- It recovers the decoder from errors.
- It restarts decoding from a new position.

The function resets the old sequence header (sequence parameter set in H.264, or sequence header in MPEG-2 and VC-1). The decoder will expect a new sequence header before it decodes the next frame and will skip any bitstream before encountering the new sequence header.

Return Status

<table>
<thead>
<tr>
<th>Status Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MFX_ERR_NONE</td>
<td>The function completed successfully.</td>
</tr>
<tr>
<td>MFX_ERR_INVALID_VIDEO_PARAM</td>
<td>The function detected that video parameters are wrong or they conflict with initialization parameters. Reset is impossible.</td>
</tr>
</tbody>
</table>
The function detected that provided by the application video parameters are incompatible with initialization parameters. Reset requires additional memory allocation and cannot be executed. The application should close the SDK component and then reinitialize it.

The function detected some video parameters were incompatible; Incompatibility resolved.

Change History
This function is available since SDK API 1.0.

MFXVideoDECODE_Close
Syntax

```c
mfxStatus MFXVideoDECODE_Close(mfxSession session);
```

Parameters
- `session`: SDK session handle

Description
This function terminates the current decoding operation and de-allocates any internal tables or structures.

Return Status
- `MFX_ERR_NONE`: The function completed successfully.

Change History
This function is available since SDK API 1.0.

MFXVideoDECODE_GetVideoParam
Syntax

```c
mfxStatus MFXVideoDECODE_GetVideoParam(mfxSession session, mfxVideoParam *par);
```

Parameters
- `session`: SDK session handle
- `par`: Pointer to the corresponding parameter structure

Description
This function retrieves current working parameters to the specified output structure. If extended buffers are to be returned, the application must allocate those extended buffers and attach them as part of the output structure.

The application can retrieve a copy of the bitstream header, by attaching the `mfxExtCodingOptionSPSPPS` structure to the `mfxVideoParam` structure.

Return Status
- `MFX_ERR_NONE`: The function completed successfully.

Change History
This function is available since SDK API 1.0.

MFXVideoDECODE_GetDecodeStat
Syntax

```c
mfxStatus MFXVideoDECODE_GetDecodeStat(mfxSession session, mfxDecodeStat *stat);
```

Parameters
- `session`: SDK session handle
- `stat`: Pointer to the `mfxDecodeStat` structure

Description
This function obtains statistics collected during decoding.

Return Status
- `MFX_ERR_NONE`: The function completed successfully.

Change History
This function is available since SDK API 1.0.

MFXVideoDECODE_GetPayload
Syntax

```c
mfxStatus MFXVideoDECODE_GetPayload(mfxSession session, mfxU64 *ts, mfxPayload *payload);
```

Parameters
- `session`: SDK session handle
- `ts`: Pointer to the user data time stamp in units of 90 KHz; divide `ts` by 90,000 (90 KHz) to obtain the time in seconds; the time stamp matches the payload with a specific decoded frame.
- `payload`: Pointer to the `mfxPayload` structure; the payload contains user data in MPEG-2 or SEI messages in H.264.

Description
This function extracts user data (MPEG-2) or SEI (H.264) messages from the bitstream. Internally, the decoder implementation stores encountered user data or SEI messages. The application may call this function multiple times to retrieve the user data or SEI messages, one at a time.

If there is no payload available, the function returns with `payload->NumBit=0`.

**Return Status**

- **MFX_ERR_NONE**: The function completed successfully and the output buffer is ready for decoding.
- **MFX_ERR_NOT_ENOUGH_BUFFER**: The payload buffer size is insufficient.

**Change History**

This function is available since SDK API 1.0.

---

**MFXVideoDECODE_SetSkipMode**

**Syntax**

```c
mfxStatus MFXVideoDECODE_SetSkipMode(mfxSession session, mfxSkipMode mode);
```

**Parameters**

- **session**: SDK session handle
- **mode**: Decoder skip mode. See the `mfxSkipMode` enumerator for details.

**Description**

This function sets the decoder skip mode. The application may use it to increase decoding performance by sacrificing output quality. The rising of skip level firstly results in skipping of some decoding operations like deblocking and then leads to frame skipping; firstly, B then P. Particular details are platform dependent.

**Return Status**

- **MFX_ERR_NONE**: The function completed successfully and the output surface is ready for decoding.
- **MFX_WRN_VALUE_NOT_CHANGED**: The skip mode is not affected as the maximum or minimum skip range is reached.

**Change History**

This function is available since SDK API 1.0.

---

**MFXVideoDECODE_DecodeFrameAsync**

**Syntax**

```c
mfxStatus MFXVideoDECODE_DecodeFrameAsync(mfxSession session, mfxBitstream *bs, mfxFrameSurface1 *surface_work, mfxFrameSurface1 **surface_out, mfxSyncPoint *syncp);
```

**Parameters**

- **Session**: SDK session handle
- **Bs**: Pointer to the input bitstream
- **surface_work**: Pointer to the working frame buffer for the decoder
- **surface_out**: Pointer to the output frame in the display order
- **Syncp**: Pointer to the sync point associated with this operation

**Description**

This function decodes the input bitstream to a single output frame.

The `surface_work` parameter provides a working frame buffer for the decoder. The application should allocate the working frame buffer, which stores decoded frames. If the function requires caching frames after decoding, the function locks the frames and the application must provide a new frame buffer in the next call.

If, and only if, the function returns **MFX_ERR_NONE**, the pointer `surface_out` points to the output frame in the display order. If there are no further frames, the function will reset the pointer to zero and return the appropriate status code.

Before decoding the first frame, a sequence header (sequence parameter set in H.264 or sequence header in MPEG-2 and VC-1) must be present. The function skips any bitstreams before it encounters the new sequence header.

The input bitstream `bs` can be of any size. If there are not enough bits to decode a frame, the function returns **MFX_ERR_MORE_DATA**, and consumes all input bits except if a partial start code or sequence header is at the end of the buffer. In this case, the function leaves the last few bytes in the bitstream buffer. If there is more incoming bitstream, the application should append the incoming bitstream to the bitstream buffer. Otherwise, the application should ignore the remaining bytes in the bitstream buffer and apply the end of stream procedure described below.

The application must set `bs` to NULL to signal end of stream. The application may need to call this function several times to drain any internally cached frames until the function returns **MFX_ERR_MORE_DATA**.

If more than one frame is in the bitstream buffer, the function decodes until the buffer is consumed. The decoding process can be interrupted for events such as if the decoder needs additional working buffers, is readying a frame for retrieval, or encountering a new header. In these cases, the function returns appropriate status code and moves the bitstream pointer to the remaining data.

The decoder may return **MFX_ERR_NONE** without taking any data from the input bitstream buffer. If the application appends additional data to the bitstream buffer, it is possible that the bitstream buffer may contain more than 1 frame. It is recommended that the application invoke the function repeatedly until the function returns **MFX_ERR_MORE_DATA**, before appending any more data to the bitstream buffer.

This function is asynchronous.

**Return Status**

- **MFX_ERR_NONE**: The function completed successfully and the output surface is ready for decoding.
- **MFX_ERR_MORE_DATA**: The function requires more bitstream at input before decoding can proceed.
### MFX_ERR_MORE_SURFACE
The function requires more frame surface at output before decoding can proceed.

### MFX_ERR_DEVICE_LOST
Hardware device was lost; See the Working with Microsoft* DirectX* Applications section for further information.

### MFX_ERR_DEVICE_BUSY
Hardware device is currently busy. Call this function again in a few milliseconds.

### MFX_WRN_VIDEO_PARAM_CHANGED
The decoder detected a new sequence header in the bitstream. Video parameters may have changed.

### MFX_ERR_INCOMPATIBLE_VIDEO_PARAM
The decoder detected incompatible video parameters in the bitstream and failed to follow them.

### MFX_ERR_REALLOC_SURFACE
Bigger surface work required. May be returned only if mfxInfoMFX::EnableReallocRequest was set to ON during initialization.

### Change History
This function is available since SDK API 1.0.

#### MFXVideoVPP
This class of functions performs video processing before encoding.

<table>
<thead>
<tr>
<th>Member Functions</th>
</tr>
</thead>
<tbody>
<tr>
<td>MFXVideoVPP_Query</td>
</tr>
<tr>
<td>MFXVideoVPP_QueryIOSurf</td>
</tr>
<tr>
<td>MFXVideoVPP_Init</td>
</tr>
<tr>
<td>MFXVideoVPP_Reset</td>
</tr>
<tr>
<td>MFXVideoVPP_Close</td>
</tr>
<tr>
<td>MFXVideoVPP_GetVideoParam</td>
</tr>
<tr>
<td>MFXVideoVPP_GetVPPStat</td>
</tr>
<tr>
<td>MFXVideoVPP_RunFrameVPPAsync</td>
</tr>
</tbody>
</table>

### MFXVideoVPP_Query
Syntax

```c
mfxStatus MFXVideoVPP_Query(mfxSession session, mfxVideoParam *in, mfxVideoParam *out);
```

**Parameters**

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>session</code></td>
<td>SDK session handle</td>
</tr>
<tr>
<td><code>in</code></td>
<td>Pointer to the <code>mfxVideoParam</code> structure as input</td>
</tr>
<tr>
<td><code>out</code></td>
<td>Pointer to the <code>mfxVideoParam</code> structure as output</td>
</tr>
</tbody>
</table>

**Description**

This function works in either of two modes:

- If `in` is zero, the function returns the class configurability in the output structure. A non-zero value in a field indicates that the SDK implementation can configure it with `Init`.
- If `in` is non-zero, the function checks the validity of the fields in the input structure. Then the function returns the corrected values in the output structure. If there is insufficient information to determine the validity or correction is impossible, the function zeroes the fields.

The application can call this function before or after it initializes the preprocessor.

**Return Status**

<table>
<thead>
<tr>
<th>Status Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MFX_ERR_NONE</td>
<td>The function completed successfully.</td>
</tr>
<tr>
<td>MFX_ERR_UNSUPPORTED</td>
<td>The SDK implementation does not support the specified configuration.</td>
</tr>
<tr>
<td>MFX_WRN_PARTIAL_ACCELERATION</td>
<td>The underlying hardware does not fully support the specified video parameters; The video processing may be partially accelerated. Only SDK HW implementations may return this status code.</td>
</tr>
<tr>
<td>MFX_WRN_INCOMPATIBLE_VIDEO_PARAM</td>
<td>The function detected some video parameters were incompatible with others; incompatibility resolved.</td>
</tr>
</tbody>
</table>

### MFXVideoVPP_QueryIOSurf
Syntax

```c
mfxStatus MFXVideoVPP_QueryIOSurf(mfxSession session, mfxVideoParam *par, mfxFrameAllocRequest request[2]);
```

**Parameters**

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>session</code></td>
<td>SDK session handle</td>
</tr>
<tr>
<td><code>par</code></td>
<td>Pointer to the <code>mfxVideoParam</code> structure as input</td>
</tr>
<tr>
<td><code>request</code></td>
<td>Pointer to the output <code>mfxFrameAllocRequest</code> structure; use <code>request[0]</code> for input requirements and <code>request[1]</code> for output requirements for video processing.</td>
</tr>
</tbody>
</table>

**Description**

This function returns minimum and suggested numbers of input and output frame surfaces required for video processing initialization and their type. The parameter `request[0]` refers to the input requirements; `request[1]` refers to output requirements. `Init` will call the external allocator for the required frames with the same set of numbers.

The function is recommended. For more information, see the Working with hardware acceleration.

This function does not validate I/O parameters except those used in calculating the number of input and output surfaces.

**Return Status**

<table>
<thead>
<tr>
<th>Status Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MFX_ERR_NONE</td>
<td>The function completed successfully.</td>
</tr>
<tr>
<td>MFX_ERR_UNSUPPORTED</td>
<td>The SDK implementation does not support the specified configuration.</td>
</tr>
<tr>
<td>MFX_WRN_PARTIAL_ACCELERATION</td>
<td>The underlying hardware does not fully support the specified video parameters; The video processing may be partially accelerated. Only SDK HW implementations may return this status code.</td>
</tr>
<tr>
<td>MFX_WRN_INCOMPATIBLE_VIDEO_PARAM</td>
<td>The function detected some video parameters were incompatible with others; incompatibility resolved.</td>
</tr>
</tbody>
</table>
### MFXVideoVPP_Init

**Syntax**

```c
mfxStatus MFXVideoVPP_Init(mfxSession session, mfxVideoParam *par);
```

**Parameters**

- `session`: SDK session handle
- `par`: Pointer to the `mfxVideoParam` structure

**Description**

This function allocates memory and prepares tables and necessary structures for video processing. This function also does extensive validation to ensure the configuration, as specified in the input parameters, is supported.

**Return Status**

- **MFX_ERR_NONE**: The function completed successfully.
- **MFX_WRN_PARTIAL_ACCELERATION**: The underlying hardware does not fully support the specified video parameters; the video processing may be partially accelerated. Only SDK HW implementation may return this status code.
- **MFX_ERR_INVALID_VIDEO_PARAM**: The function detected invalid video parameters. These parameters may be out of the valid range, or the combination of them resulted in incompatibility. Incompatibility not resolved.
- **MFX_WRN_INCOMPATIBLE_VIDEO_PARAM**: The function detected some video parameters were incompatible with others; incompatibility resolved.

**Change History**

This function is available since SDK API 1.0.

### MFXVideoVPP_Reset

**Syntax**

```c
mfxStatus MFXVideoVPP_Reset(mfxSession session, mfxVideoParam *par);
```

**Parameters**

- `session`: SDK session handle
- `par`: Pointer to the `mfxVideoParam` structure

**Description**

This function stops the current video processing operation and restores internal structures or parameters for a new operation.

**Return Status**

- **MFX_ERR_NONE**: The function completed successfully.
- **MFX_ERR_INVALID_VIDEO_PARAM**: The function detected that video parameters are wrong or they conflict with initialization parameters. Reset is impossible.
- **MFX_ERR_INCOMPATIBLE_VIDEO_PARAM**: The function detected that provided by the application video parameters are incompatible with initialization parameters. Reset requires additional memory allocation and cannot be executed. The application should close the SDK component and then reinitialize it.
- **MFX_WRN_INCOMPATIBLE_VIDEO_PARAM**: The function detected some video parameters were incompatible with others; incompatibility resolved.

**Change History**

This function is available since SDK API 1.0. SDK API 1.6 added new return status, MFX_WRN_FILTER_SKIPPED.

### MFXVideoVPP_Close

**Syntax**

```c
mfxStatus MFXVideoVPP_Close(mfxSession session);
```

**Parameters**

- `session`: SDK session handle

**Description**

This function terminates the current video processing operation and de-allocates internal tables and structures.

**Return Status**

- **MFX_ERR_NONE**: The function completed successfully.

**Change History**

This function is available since SDK API 1.0.
This function is available since SDK API 1.0.

**MFXVideoVPP_GetVideoParam**

**Syntax**

```c
mfxStatus MFXVideoVPP_GetVideoParam(mfxSession session, mfxVideoParam *par);
```

**Parameters**

- `session` : SDK session handle
- `par` : Pointer to the corresponding parameter structure

**Description**

This function obtains current working parameters to the specified output structure. To return extended buffers, the application must allocate those extended buffers and attach them as part of the output structure.

**Return Status**

- **MFX_ERR_NONE** : The function completed successfully.

**Change History**

This function is available since SDK API 1.0.

**MFXVideoVPP_GetVPPStat**

**Syntax**

```c
mfxStatus MFXVideoVPP_GetVPPStat(mfxSession session, mfxVPPStat *stat);
```

**Parameters**

- `session` : SDK session handle
- `stat` : Pointer to the `mfxVPPStat` structure

**Description**

This function obtains statistics collected during video processing.

**Return Status**

- **MFX_ERR_NONE** : The function completed successfully.

**Change History**

This function is available since SDK API 1.0.

**MFXVideoVPP_RunFrameVPPAsync**

**Syntax**

```c
mfxStatus MFXVideoVPP_RunFrameVPPAsync(mfxSession session, mfxFrameSurface1 *in, mfxFrameSurface1 *out, mfxExtVppAuxData *aux, mfxSyncPoint *syncp);
```

**Parameters**

- `session` : SDK session handle
- `in` : Pointer to the input video surface structure
- `out` : Pointer to the output video surface structure
- `aux` : Optional pointer to the auxiliary data structure
- `syncp` : Pointer to the output sync point

**Description**

This function processes a single input frame to a single output frame. Retrieval of the auxiliary data is optional; the encoding process may use it. The video processing process may not generate an instant output given an input. See section Video Processing Procedures for details on how to correctly send input and retrieve output.

At the end of the stream, call this function with the input argument `in=NULL` to retrieve any remaining frames, until the function returns **MFX_ERR_MORE_DATA**.

This function is asynchronous.

**Return Status**

- **MFX_ERR_NONE** : The output frame is ready after synchronization.
- **MFX_ERR_MORE_DATA** : Need more input frames before VPP can produce an output
- **MFX_ERR_MORE_SURFACE** : The output frame is ready after synchronization. Need more surfaces at output for additional output frames available.
- **MFX_ERR_DEVICE_LOST** : Hardware device was lost; See the Working with Microsoft* DirectX* Applications section for further information.
- **MFX_WRN_DEVICE_BUSY** : Hardware device is currently busy. Call this function again in a few milliseconds.

**Change History**

This function is available since SDK API 1.0.

**Structure Reference**

In the following structure references, all reserved fields must be zero.
typedef struct mfxBitStream {
    union {
        struct {
            mfxEncryptedData* EncryptedData;
            mfxExtBuffer **ExtParam;
            mfxU16 NumExtParam;
        };
        mfxU32 reserved[6];
    };
    mfxI64 DecodeTimeStamp;
    mfxU64 TimeStamp;
    mfxU8* Data;
    mfxU32 DataOffset;
    mfxU32 MaxLength;
    mfxU16 PicStruct;
    mfxU16 FrameType;
    mfxU16 DataFlag;
    mfxU16 reserved2;
} mfxBitstream;

Description

The mfxBitstream structure defines the buffer that holds compressed video data.

Members

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>EncryptedData</td>
<td>Reserved and must be zero.</td>
</tr>
<tr>
<td>ExtParam</td>
<td>Array of extended buffers for additional bitstream configuration. See the</td>
</tr>
<tr>
<td></td>
<td>ExtendedBufferId enumerator for a complete list of extended buffers.</td>
</tr>
<tr>
<td>NumExtParam</td>
<td>The number of extended buffers attached to this structure.</td>
</tr>
<tr>
<td>DecodeTimeStamp</td>
<td>Decode time stamp of the compressed bitstream in units of 90KHz. A value</td>
</tr>
<tr>
<td></td>
<td>of MFX_TIMESTAMP_UNKNOWN indicates that there is no time stamp.</td>
</tr>
<tr>
<td></td>
<td>This value is calculated by the SDK encoder from presentation time stamp</td>
</tr>
<tr>
<td></td>
<td>provided by the application in mfxFrameSurface1 structure and from frame</td>
</tr>
<tr>
<td></td>
<td>rate provided by the application during the SDK encoder initialization.</td>
</tr>
<tr>
<td>TimeStamp</td>
<td>Time stamp of the compressed bitstream in units of 90KHz. A value of</td>
</tr>
<tr>
<td></td>
<td>MFX_TIMESTAMP_UNKNOWN indicates that there is no time stamp.</td>
</tr>
<tr>
<td>Data</td>
<td>Bitstream buffer pointer—32-bytes aligned</td>
</tr>
<tr>
<td>DataOffset</td>
<td>Next reading or writing position in the bitstream buffer</td>
</tr>
<tr>
<td>DataLength</td>
<td>Size of the actual bitstream data in bytes</td>
</tr>
<tr>
<td>MaxLength</td>
<td>Allocated bitstream buffer size in bytes</td>
</tr>
<tr>
<td>PicStruct</td>
<td>Type of the picture in the bitstream; this is an output parameter.</td>
</tr>
<tr>
<td>FrameType</td>
<td>Frame type of the picture in the bitstream; this is an output parameter.</td>
</tr>
<tr>
<td>DataFlag</td>
<td>Indicates additional bitstream properties; see the BitstreamDataFlag</td>
</tr>
<tr>
<td></td>
<td>enumerator for details.</td>
</tr>
</tbody>
</table>

Change History

This structure is available since SDK API 1.0.
SDK API 1.1 extended the DataFlag field definition.
SDK API 1.6 adds DecodeTimeStamp field.
SDK API 1.7 adds ExtParam and NumExtParam fields.

mfxBufferAllocator

typedef struct mfxBufferAllocator {
    mfxU32    reserved[4];
    mfxHDL    pthis;
    mfxStatus (*Alloc)(mfxHDL pthis, mfxU32 nbytes, mfxU16 type, mfxMemId *mid);
    mfxStatus (*Lock)(mfxHDL pthis, mfxMemId mid, mfxU8 **ptr);
    mfxStatus (*Unlock)(mfxHDL pthis, mfxMemId mid);
    mfxStatus (*Free)(mfxHDL pthis, mfxMemId mid);
} mfxBufferAllocator;

Description

The mfxBufferAllocator structure is deprecated.

Members

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>pthis</td>
<td>Pointer to the allocator object</td>
</tr>
<tr>
<td>Alloc</td>
<td>Pointer to the function that allocates a linear buffer</td>
</tr>
<tr>
<td>Lock</td>
<td>Pointer to the function that locks a memory block and returns the pointer</td>
</tr>
<tr>
<td></td>
<td>to the buffer</td>
</tr>
<tr>
<td>Unlock</td>
<td>Pointer to the function that unlocks a linear buffer; after unlocking, any</td>
</tr>
<tr>
<td></td>
<td>pointer to the linear buffer is invalid.</td>
</tr>
<tr>
<td>Free</td>
<td>Pointer to the function that de-allocates memory</td>
</tr>
</tbody>
</table>

Change History

This structure is deprecated.
This structure is available since SDK API 1.0.
Deprecated since API 1.17

Alloc
Syntax
```c
mfxStatus (*Alloc)(mfxHDL pthis, mfxU32 nbytes, mfxU16 type, mfxMemId *mid);
```
Parameters
- `pthis` Pointer to the allocator object
- `nbytes` Number of bytes in the linear buffer
- `type` Memory type; see the `ExtMemBufferType` enumerator for details.
- `mid` Pointer to the allocated memory ID

Description
This function allocates a linear buffer and returns its block ID. The allocated memory must be 32-byte aligned.

Return Status
- `MFX_ERR_NONE` The function successfully allocated the memory block.
- `MFX_ERR_MEMORY_ALLOC` The function ran out of the specified type of memory.

Change History
This function is available since SDK API 1.0.

Free
Syntax
```c
mfxStatus (*Free)(mfxHDL pthis, mfxMemId mid);
```
Parameters
- `pthis` Pointer to the allocator object
- `mid` Memory block ID

Description
This function de-allocates memory specified by `mid`.

Return Status
- `MFX_ERR_NONE` The function successfully de-allocated the memory block.
- `MFX_ERR_INVALID_HANDLE` The memory block ID is invalid.

Change History
This function is available since SDK API 1.0.

Lock
Syntax
```c
mfxStatus (*Lock)(mfxHDL pthis, mfxMemId mid, mfxU8 **ptr);
```
Parameters
- `pthis` Pointer to the allocator object
- `mid` Memory block ID
- `ptr` Pointer to the returned linear buffer pointer

Description
This function locks the linear buffer and returns its pointer. The returned buffer must be 32-byte aligned.

Return Status
- `MFX_ERR_NONE` The function successfully locked the memory block.
- `MFX_ERR_INVALID_HANDLE` The memory block ID is invalid.
- `MFX_ERR_LOCK_MEMORY` The function failed to lock the linear buffer.

Change History
This function is available since SDK API 1.0.

Unlock
Syntax
```c
mfxStatus (*Unlock)(mfxHDL pthis, mfxMemId mid);
```
Parameters
- `pthis` Pointer to the allocator object
- `mid` Memory block ID

Description
This function is available since SDK API 1.0.
This function unlocks the linear buffer and invalidates its pointer.

**Return Status**

<table>
<thead>
<tr>
<th>Status Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MFX_ERR_NONE</td>
<td>The function successfully unlocked the memory block.</td>
</tr>
<tr>
<td>MFX_ERR_INVALID_HANDLE</td>
<td>The memory block ID is invalid.</td>
</tr>
</tbody>
</table>

**Change History**

This function is available since SDK API 1.0.

### mfxDecodeStat

**Definition**

```c
typedef struct {
    mfxU32    reserved[16];
    mfxU32    NumFrame;
    mfxU32    NumSkippedFrame;
    mfxU32    NumError;
    mfxU32    NumCachedFrame;
} mfxDecodeStat;
```

**Description**

The `mfxDecodeStat` structure returns statistics collected during decoding.

**Members**

<table>
<thead>
<tr>
<th>Member</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>NumFrame</td>
<td>Number of total decoded frames</td>
</tr>
<tr>
<td>NumSkippedFrame</td>
<td>Number of skipped frames</td>
</tr>
<tr>
<td>NumError</td>
<td>Number of errors recovered</td>
</tr>
<tr>
<td>NumCachedFrame</td>
<td>Number of internally cached frames</td>
</tr>
</tbody>
</table>

**Change History**

This structure is available since SDK API 1.0.

### mfxEncodeCtrl

**Definition**

```c
typedef struct {
    mfxExtBuffer    Header;
    mfxU32  reserved[5];
    mfxU16  SkipFrame;
    mfxU16  QP;
    mfxU16  FrameType;
    mfxU16  NumExtParam;
    mfxU16  NumPayload;
    mfxU16  reserved2;
    mfxExtBuffer    **ExtParam;
    mfxPayload      **Payload;
} mfxEncodeCtrl;
```

**Description**

The `mfxEncodeCtrl` structure contains parameters for per-frame based encoding control.

**Members**

<table>
<thead>
<tr>
<th>Member</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>SkipFrame</td>
<td>Indicates that current frame should be skipped or number of missed frames before the current frame. See the mfxExtCodingOption2::SkipFrame for details.</td>
</tr>
<tr>
<td>QP</td>
<td>If nonzero, this value overwrites the global QP value for the current frame in the constant QP mode.</td>
</tr>
<tr>
<td>FrameType</td>
<td>Encoding frame type; see the FrameType enumerator for details. If the encoder works in the encoded order, the application must specify the frame type. If the encoder works in the display order, only key frames are enforceable.</td>
</tr>
<tr>
<td>NumExtParam</td>
<td>Number of extra control buffers.</td>
</tr>
<tr>
<td>NumPayload</td>
<td>Number of payload records to insert into the bitstream.</td>
</tr>
<tr>
<td>ExtParam</td>
<td>Pointer to an array of pointers to external buffers that provide additional information or control to the encoder for this frame or field pair; a typical usage is to pass the VPP auxiliary data generated by the video processing pipeline to the encoder. See the ExtendedBufferID for the list of extended buffers.</td>
</tr>
<tr>
<td>Payload</td>
<td>Pointer to an array of pointers to user data (MPEG-2) or SEI messages (H.264) for insertion into the bitstream; for field pictures, odd payloads are associated with the first field and even payloads are associated with the second field. See the mfxPayload structure for payload definitions.</td>
</tr>
</tbody>
</table>

**Change History**

This structure is available since SDK API 1.0. SDK API 1.1 extended the QP field. Since SDK API 1.3 specification of QP in display order mode is allowed.

### mfxEncodeStat

**Definition**

This function unlocks the linear buffer and invalidates its pointer.

**Return Status**

<table>
<thead>
<tr>
<th>Status Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MFX_ERR_NONE</td>
<td>The function successfully unlocked the memory block.</td>
</tr>
<tr>
<td>MFX_ERR_INVALID_HANDLE</td>
<td>The memory block ID is invalid.</td>
</tr>
</tbody>
</table>

**Change History**

This function is available since SDK API 1.0.
typedef struct {
    mfxU32 reserved[16];
    mfxU32 NumFrame;
    mfxU64 NumBit;
    mfxU32 NumCachedFrame;
} mfxEncodeStat;

Description
The mfxEncodeStat structure returns statistics collected during encoding.

Members
NumFrame Number of encoded frames
NumCachedFrame Number of internally cached frames
NumBit Number of bits for all encoded frames

Change History
This structure is available since SDK API 1.0.

mfxExtBuffer
Definition
typedef struct {
    mfxU32 BufferId;
    mfxU32 BufferSz;
} mfxExtBuffer;

Description
The mfxExtBuffer structure is the common header definition for external buffers and video processing hints.

Members
BufferId Identifier of the buffer content. See the ExtendedBufferID enumerator for a complete list of extended buffers.
BufferSz Size of the buffer

Change History
This structure is available since SDK API 1.0.

mfxExtAVCRefListCtrl
Definition
typedef struct {
    mfxExtBuffer Header;
    mfxU16 NumRefIdxL0Active;
    mfxU16 NumRefIdxL1Active;
    struct {
        mfxU32 FrameOrder;
        mfxU16 PicStruct;
        mfxU16 ViewId;
        mfxU16 LongTermIdx;
        mfxU16 reserved[3];
    } PreferredRefList[32], RejectedRefList[16], LongTermRefList[16];
    mfxU16 ApplyLongTermIdx;
    mfxU16 reserved[15];
} mfxExtAVCRefListCtrl;

Description
The mfxExtAVCRefListCtrl structure configures reference frame options for the H.264 encoder. See Reference List Selection and Long-term Reference frame chapters for more details.

Not all implementations of the SDK encoder support LongTermIdx and ApplyLongTermIdx fields in this structure. The application has to use query mode 1 to determine if such functionality is supported. To do so, the application has to attach this extended buffer to mfxVideoParam structure and call MFXVideoENCODE_Query function. If function returns MFX_ERR_NONE and these fields were set to one, then such functionality is supported. If function fails or sets fields to zero then this functionality is not supported.

Members
Header.BufferId Must be MFX_EXTBUFF_AVC_REFLIST_CTRL
NumRefIdxL0Active Specify the number of reference frames in the active reference list L0. This number should be less or equal to the NumRefFrame parameter from encoding initialization.
NumRefIdxL1Active Specify the number of reference frames in the active reference list L1. This number should be less or equal to the NumRefFrame parameter from encoding initialization.
PreferredRefList Specify list of frames that should be used to predict the current frame.
RejectedRefList Specify list of frames that should not be used for prediction.
LongTermRefList Specify list of frames that should be marked as long-term reference frame.
FrameOrder, PicStruct Together these fields are used to identify reference picture. Use FrameOrder = MFX_FRAMEORDER_UNKNOWN to mark unused entry.
ViewID Reserved and must be zero.
LongTermIdx Index that should be used by the SDK encoder to mark long-term reference frame.
ApplyLongTermIdx

If it is equal to zero, the SDK encoder assigns long-term index according to internal algorithm. If it is equal to one, the SDK encoder uses LongTermIdx value as long-term index.

Change History

This structure is available since SDK API 1.3.

The SDK API 1.7 adds LongTermIdx and ApplyLongTermIdx fields.

mfxExtAVCRefLists

Definition

typedef struct {
    mfxExtBuffer    Header;
    mfxU16          NumRefIdxL0Active;
    mfxU16          NumRefIdxL1Active;
    mfxU16          reserved[2];

    struct mfxRefPic{
        mfxU32      FrameOrder;
        mfxU16      PicStruct;
        mfxU16      reserved[5];
    } RefPicList0[32], RefPicList1[32];
} mfxExtAVCRefLists;

Description

The mfxExtAVCRefLists structure specifies reference lists for the SDK encoder. It may be used together with the mfxExtAVCRefListCtrl structure to create customized reference lists. If both structures are used together, then the SDK encoder takes reference lists from mfxExtAVCRefLists structure and modifies them according to the mfxExtAVCRefListCtrl instructions. In case of interlaced coding, the first mfxExtAVCRefLists structure affects TOP field and the second – BOTTOM field.

Not all implementations of the SDK encoder support this structure. The application has to use query function to determine if it is supported

Members

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Header.BufferId</td>
<td>Must be MFX_EXTBUFF_AVC_REFLISTS</td>
</tr>
<tr>
<td>NumRefIdxL0Active</td>
<td>Specify the number of reference frames in the active reference list L0. This number should be less or equal to the NumRefFrame parameter from encoding initialization.</td>
</tr>
<tr>
<td>NumRefIdxL1Active</td>
<td>Specify the number of reference frames in the active reference list L1. This number should be less or equal to the NumRefFrame parameter from encoding initialization.</td>
</tr>
<tr>
<td>RefPicList0, RefPicList1</td>
<td>Specify L0 and L1 reference lists.</td>
</tr>
<tr>
<td>FrameOrder, PicStruct</td>
<td>Together these fields are used to identify reference picture. Use FrameOrder = MFX_FRAMEORDER_UNKNOWN to mark unused entry. Use PicStruct = MFX_PICSTRUCT_FIELD_TFF for TOP field, PicStruct = MFX_PICSTRUCT_FIELD_BFF for BOTTOM field.</td>
</tr>
</tbody>
</table>

Change History

This structure is available since SDK API 1.9.

mfxExtCodingOption

Definition
typedef struct {
    mfxExtBuffer Header;
    mfxU16 reserved1;
    mfxU16 RateDistortionOpt;
    mfxU16 MECostType;
    mfxU16 MESearchType;
    mfxU16 MVSearchWindow;
    mfxU16 EndOfSequence;
    mfxU16 FramePicture;
} mfxExtCodingOption;

union {
    struct {
        /* AVC */
        mfxU16 CAVLC;
        mfxU16 reserved2[2];
        mfxU16 RecoveryPointSEI;
        mfxU16 ViewOutput;
        mfxU16 NalHrdConformance;
        mfxU16 SingleSeiNalUnit;
        mfxU16 VuiVclHrdParameters;
        mfxU16 RefPicListReordering;
        mfxU16 ResetRefList;
        mfxU16 RefPicMarkRep;
        mfxU16 FieldOutput;
        mfxU16 IntraPredBlockSize;
        mfxU16 InterPredBlockSize;
        mfxU16 MVPrecision;
        mfxU16 MaxDecFrameBuffering;
        mfxU16 AUDelimiter;
        mfxU16 EndOfWeekStream;
        mfxU16 PicTimingSEI;
        mfxU16 VuiNalHrdParameters;
    } mfxU16;
};

Description
The mfxExtCodingOption structure specifies additional options for encoding.
The application can attach this extended buffer to the mfxVideoParam structure to configure initialization.

Members
- **Header.BufferId**
  Must be **MFX_EXTBUFF_CODING_OPTION**
- **RateDistortionOpt**
  Set this flag if rate distortion optimization is needed. See the CodingOptionValue enumerator for values of this option.
- **MECostType**
  Motion estimation cost type; this value is reserved and must be zero.
- **MESearchType**
  Motion estimation search algorithm; this value is reserved and must be zero.
- **MVSearchWindow**
  Rectangular size of the search window for motion estimation; this parameter is reserved and must be (0, 0).
- **EndOfSequence**
  Deprecated.
- **CAVLC**
  If set, CABLC is used; if unset, CABAC is used for encoding. See the CodingOptionValue enumerator for values of this option.
- **NalHrdConformance**
  If this option is turned ON, then AVC encoder produces HRD conformant bitstream. If it is turned OFF, then AVC encoder may, but not necessary does, violate HRD conformance. i.e. this option can force encoder to produce HRD conformant stream, but cannot force it to produce unformant stream.
  See the CodingOptionValue enumerator for values of this option.
- **SingleSeiNalUnit**
  If set, each SEI message in the single NAL unit. It includes both kinds of messages, provided by application and created by encoder. It is three states option, see CodingOptionValue enumerator for values of this option:
  - **UNKNOWN** - put each SEI in its own NAL unit,
  - **ON** - put all SEI messages in the same NAL unit,
  - **OFF** - the same as unknown
- **VuiVclHrdParameters**
  If set and VBR rate control method is used then VCL HRD parameters are written in bitstream with identical to NAL HRD parameters content. See the CodingOptionValue enumerator for values of this option.
- **RefPicListReordering**
  Set this flag to activate reference picture list reordering; this value is reserved and must be zero.
- **ResetRefList**
  Set this flag to reset the reference list to non-IDR I-frames of a GOP sequence. See the CodingOptionValue enumerator for values of this option.
- **RefPicMarkRep**
  Set this flag to write the reference picture marking repetition SEI message into the output bitstream. See the CodingOptionValue enumerator for values of this option.
- **FieldOutput**
  Set this flag to instruct the AVC encoder to output bitstreams immediately after the encoder encodes a field, in the field-encoding mode. See the CodingOptionValue enumerator for values of this option.
- **ViewOutput**
  Set this flag to instruct the MVC encoder to output each view in separate bitstream buffer. See the CodingOptionValue enumerator for values of this option and SDK Reference Manual for Multi-View Video Coding for more details about usage of this flag.
- **IntraPredBlockSize**
  Minimum block size of intra-prediction; This value is reserved and must be zero.
- **InterPredBlockSize**
  Minimum block size of inter-prediction; This value is reserved and must be zero.
- **MVPrecision**
  Specify the motion estimation precision; this parameter is reserved and must be zero.
- **MaxDecFrameBuffering**
  Specifies the maximum number of frames buffered in a DPB. A value of zero means "unspecified."
- **AUDelimiter**
  Set this flag to insert the Access Unit Delimiter NAL. See the CodingOptionValue enumerator for values of this option.
- **EndOfWeekStream**
  Deprecated.
<table>
<thead>
<tr>
<th>Feature</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>PicTimingSEI</td>
<td>Set this flag to insert the picture timing SEI with pic_struct syntax element. See sub-clauses D.1.2 and D.2.2 of the ISO/IEC 14496-10 specification for the definition of this syntax element. See the CodingOptionValue enumerator for values of this option. The default value is ON.</td>
</tr>
<tr>
<td>VuiNalHrdParameters</td>
<td>Set this flag to insert NAL HRD parameters in the VUI header. See the CodingOptionValue enumerator for values of this option.</td>
</tr>
<tr>
<td>FramePicture</td>
<td>Set this flag to encode interlaced fields as interlaced frames; this flag does not affect progressive input frames. See the CodingOptionValue enumerator for values of this option.</td>
</tr>
<tr>
<td>RecoveryPointSEI</td>
<td>Set this flag to insert the recovery point SEI message at the beginning of every intra refresh cycle. See the description of IntRefType in mfxExtCodingOption2 structure for details on how to enable and configure intra refresh. If intra refresh is not enabled then this flag is ignored.</td>
</tr>
</tbody>
</table>

**Change History**

This structure is available since SDK API 1.0.

SDK API 1.3 adds RefPicMarkRep, FieldOutput, NalHrdConformance, SingleSeiNalUnit and VuiVclHrdParameters fields.

SDK API 1.4 adds ViewOutput field.

SDK API 1.6 adds RecoveryPointSEI field.

SDK API 1.17 deprecates EndOfSequence and EndOfStream fields.

**mfxExtCodingOption2**

**Definition**

```c
typedef struct {
    mfxExtBuffer Header;
    mfxU16       IntRefType;
    mfxU16       IntRefCycleSize;
    mfxU16       IntRefQPDelta;
    mfxU32       MaxFrameSize;
    mfxU32       MaxSliceSize;
    mfxU16       BitrateLimit;  /* tri-state option */
    mfxU16       MBBC;          /* tri-state option */
    mfxU16       ExtBRC;        /* tri-state option */
    mfxU16       LookAheadDepth;
    mfxU16       Trellis;
    mfxU16       RepeatFPS;     /* tri-state option */
    mfxU16       BRefType;
    mfxU16       AdaptiveI;     /* tri-state option */
    mfxU16       AdaptiveB;     /* tri-state option */
    mfxU16       LookAheadDS;
    mfxU16       NumMbPerSlice;
    mfxU16       SkipFrame;
    mfxU8        MinQPI;        /* 1..51, 0 = default */
    mfxU8        MaxQPI;        /* 1..51, 0 = default */
    mfxU8        MinQPP;        /* 1..51, 0 = default */
    mfxU8        MaxQPP;        /* 1..51, 0 = default */
    mfxU8        MinQPB;        /* 1..51, 0 = default */
    mfxU8        MaxQPB;        /* 1..51, 0 = default */
    mfxU16       FixedFrameRate; /* tri-state option */
    mfxU16       DisableDeblockingIdc;
    mfxU16       DisableVUI;
    mfxU16       BufferingPeriodSEI;
    mfxU16       EnableMAD;     /* tri-state option */
    mfxU16       UseRawRef;     /* tri-state option */
} mfxExtCodingOption2;
```

**Description**

The mfxExtCodingOption2 structure together with mfxExtCodingOption structure specifies additional options for encoding.

The application can attach this extended buffer to the mfxVideoParam structure to configure initialization and to the mfxEncodeCtrl during runtime.

**Members**

<table>
<thead>
<tr>
<th>Member</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Header.BufferId</td>
<td>Must be MFX_EXTBUFF_CODING_OPTION2.</td>
</tr>
<tr>
<td>IntRefType</td>
<td>Specifies intra refresh type. The major goal of intra refresh is improvement of error resilience without significant impact on encoded bitstream size caused by I frames. The SDK encoder achieves this by encoding part of each frame in refresh cycle using intra MBs. Zero value means no refresh. One means vertical refresh, by column of MBs. This parameter is valid only during initialization. When used with temporal scalability, intra refresh applied only to base layer.</td>
</tr>
<tr>
<td>IntRefCycleSize</td>
<td>Specifies number of pictures within refresh cycle starting from 2. 0 and 1 are invalid values. This parameter is valid only during initialization.</td>
</tr>
<tr>
<td>IntRefQPDelta</td>
<td>Specifies QP difference for inserted intra MBs. This is signed value in [-51, 51] range. This parameter is valid during initialization and runtime.</td>
</tr>
<tr>
<td>MaxFrameSize</td>
<td>Specify maximum encoded frame size in byte. This parameter is used in AVBR and VBR bitrate control modes and ignored in others. The SDK encoder tries to keep frame size below specified limit but minor overshoots are possible to preserve visual quality. This parameter is valid during initialization and runtime.</td>
</tr>
<tr>
<td>Field</td>
<td>Description</td>
</tr>
<tr>
<td>-----------------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>MaxSliceSize</td>
<td>Specify maximum slice size in bytes. This parameter is specified other controls over number of slices are ignored.</td>
</tr>
<tr>
<td>BitrateLimit</td>
<td>Turn off this flag to remove bitrate limitations imposed by the SDK encoder. This flag is intended for special usage models and usually the application should not set it. Setting this flag may lead to violation of HRD conformance and severe visual artifacts. See the CodingOptionValue enumerator for values of this option. The default value is ON, i.e., bitrate is limited. This parameter is valid only during initialization.</td>
</tr>
<tr>
<td>MBRC</td>
<td>Setting this flag enables macroblock level bitrate control that generally improves subjective visual quality. Enabling this flag may have negative impact on performance and objective visual quality metric. See the CodingOptionValue enumerator for values of this option. The default value depends on target usage settings.</td>
</tr>
<tr>
<td>ExtBRC</td>
<td>Deprecated.</td>
</tr>
<tr>
<td>LookAheadDepth</td>
<td>Specifies the depth of look ahead rate control algorithm. It is the number of frames that SDK encoder analyzes before encoding. Valid value range is from 10 to 100 inclusive. To instruct the SDK encoder to use the default value the application should zero this field.</td>
</tr>
<tr>
<td>Trellis</td>
<td>This option is used to control trellis quantization in AVC encoder. See TrellisControl enumerator for possible values of this option. This parameter is valid only during initialization.</td>
</tr>
<tr>
<td>RepeatPPS</td>
<td>This flag controls picture parameter set replication in AVC encoder. Turn ON this flag to repeat PPS with each frame. See the CodingOptionValue enumerator for values of this option. The default value is ON. This parameter is valid only during initialization.</td>
</tr>
<tr>
<td>BRefType</td>
<td>This option controls usage of B frames as reference. See BRefControl enumerator for possible values of this option. This parameter is valid only during initialization.</td>
</tr>
<tr>
<td>AdaptiveI</td>
<td>This flag controls insertion of I frames by the SDK encoder. Turn ON this flag to allow changing of frame type from P and B to I. This option is ignored if GopOptFlag in mfxInfoMFX structure is equal to MFX_GOP_STRICT. See the CodingOptionValue enumerator for values of this option. This parameter is valid only during initialization.</td>
</tr>
<tr>
<td>AdaptiveB</td>
<td>This flag controls changing of frame type from B to P. Turn ON this flag to allow such changing. This option is ignored if GopOptFlag in mfxInfoMFX structure is equal to MFX_GOP_STRICT. See the CodingOptionValue enumerator for values of this option. This parameter is valid only during initialization.</td>
</tr>
<tr>
<td>LookAheadDS</td>
<td>This option controls down sampling in look ahead bitrate control mode. See LookAheadDownSampling enumerator for possible values of this option. This parameter is valid only during initialization.</td>
</tr>
<tr>
<td>NumMbPerSlice</td>
<td>This option specifies suggested slice size in number of macroblocks. The SDK can adjust this number based on platform capability. If this option is specified, i.e. if it is not equal to zero, the SDK ignores mfxInfoMFX::NumSlice parameter.</td>
</tr>
<tr>
<td>SkipFrame</td>
<td>This option enables usage of mfxEncodeCtrl::SkipFrame parameter. See the SkipFrame enumerator for values of this option. Not all codecs and SDK implementations support this value. Use Query function to check if this feature is supported.</td>
</tr>
<tr>
<td>MinQPI, MaxQPI, MinQP, MaxQP, MinQPb, MaxQPb, MinQPb</td>
<td>Minimum and maximum allowed QP values for different frame types. Valid range is 1..51 inclusive. Zero means default value, i.e. no limitations on QP. Not all codecs and SDK implementations support this value. Use Query function to check if this feature is supported.</td>
</tr>
<tr>
<td>FixedFrameRate</td>
<td>This option sets fixed_frame_rate_flag in VUI. Not all codecs and SDK implementations support this value. Use Query function to check if this feature is supported.</td>
</tr>
<tr>
<td>DisableDeblockingIdc</td>
<td>This option disable deblinking. Not all codecs and SDK implementations support this value. Use Query function to check if this feature is supported.</td>
</tr>
<tr>
<td>DisableVUI</td>
<td>This option completely disables VUI in output bitstream. Not all codecs and SDK implementations support this value. Use Query function to check if this feature is supported.</td>
</tr>
<tr>
<td>BufferingPeriodSEI</td>
<td>This option controls insertion of buffering period SEI in the encoded bitstream. It should be one of the following values: MFX_BPSEI_DEFAULT – encoder decides when to insert BP SEI, MFX_BPSEI_IFRAME – BP SEI should be inserted with every I frame. This parameter is valid only during initialization.</td>
</tr>
<tr>
<td>EnableMAD</td>
<td>Turn ON this flag to enable per-frame reporting of Mean Absolute Difference. This parameter is valid only during initialization.</td>
</tr>
<tr>
<td>UseRawRef</td>
<td>Turn ON this flag to use raw frames for reference instead of reconstructed frames. This parameter is valid during initialization and runtime (only if was turned ON during initialization). Not all codecs and SDK implementations support this value. Use Query function to check if this feature is supported.</td>
</tr>
</tbody>
</table>

**Change History**

This structure is available since SDK API 1.6.

The SDK API 1.7 added LookAheadDepth and Trellis fields.

The SDK API 1.8 adds RepeatPPS, BRefType, AdaptiveI, AdaptiveB, LookAheadDS and NumMbPerSlice fields.

The SDK API 1.9 adds MaxSliceSize, SkipFrame, MinQPI, MaxQPI, MinQP, MaxQP, MinQPb, MaxQPb, FixedFrameRate and DisableDeblockingIdc fields.

The SDK API 1.10 adds DisableVUI fields and BufferingPeriodSEI fields.

The SDK API 1.11 adds EnableMAD fields.

The SDK API 1.13 adds UseRawRef field.

The SDK API 1.17 deprecates ExtBRC field.

**mfxExtCodingOption3 Definition**
## mfxExtCodingOption3

```c
typedef struct {
    mfxExtBuffer Header;
    mfxU16    NumSliceI;
    mfxU16    NumSliceP;
    mfxU16    NumSliceB;
    mfxU16    WinBRCMaxAvgKbps;
    mfxU16    WinBRCSize;
    mfxU16    QVBRQuality;
    mfxU16    EnableMBQP;
    mfxU16    IntRefCycleDist;
    mfxU16    DirectBiasAdjustment;  /* tri-state option */
    mfxU16    GlobalMotionBiasAdjustment;  /* tri-state option */
    mfxU16    MVCostScalingFactor;
    mfxU16    MBDisableSkipMap;  /* tri-state option */
    mfxU16    QPOffSet[8];  /* FrameQP = QPX + QPOffset[pyramid_layer];
                           QPX = QPB for B-pyramid, QPP for P-pyramid */
    mfxU16    NumRefActiveP[8];
    mfxU16    NumRefActiveBL0[8];
    mfxU16    NumRefActiveBL1[8];
    mfxU16    reserved4[5];
    mfxU16    BRCPanicMode;  /* tri-state option */
    mfxU16    LowDelayBRC;  /* tri-state option */
    mfxU16    reserved1[2];
    mfxU16    reserved2[2];
    mfxU16    GPB;  /* tri-state option */
    mfxU32    MaxFrameSizeI;
    mfxU32    MaxFrameSizeP;
    mfxU32    reserved3[3];
    mfxU16    EnableQPOffset;
    mfxU16    ScenarioInfo;
    mfxU16    ContentInfo;
    mfxU16    PRefType;
    mfxU16    FadeDetection;  /* tri-state option */
    mfxU16    reserved2[2];
    mfxU16    TimingInfoPresent;  /* tri-state option */
    mfxU16    LowDelayHdr;  /* tri-state option */
    mfxU16    MotionVectorsOverPicBoundaries;  /* tri-state option */
    mfxU16    reserved[172];  
} mfxExtCodingOption3;
```

### Description

The `mfxExtCodingOption3` structure together with `mfxExtCodingOption` and `mfxExtCodingOption2` structures specifies additional options for encoding.

The application can attach this extended buffer to the `mfxVideoParam` structure to configure initialization and to the `mfxEncodeCtrl` during runtime.

### Members

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>NumSliceI</strong>, <strong>NumSliceP</strong>, <strong>NumSliceB</strong></td>
<td>The number of slices for I, P and B frames separately. Not all codecs and SDK implementations support these values. Use <code>Query</code> function to check if this feature is supported.</td>
</tr>
<tr>
<td><strong>WinBRCMaxAvgKbps</strong></td>
<td>When rate control method is <code>MFX_RATECONTROL_LA</code> or <code>MFX_RATECONTROL_LA_HRD</code> this parameter specifies the maximum bitrate averaged over a sliding window specified by <code>WinBRCSize</code>.</td>
</tr>
<tr>
<td><strong>WinBRCSize</strong></td>
<td>When rate control method is <code>MFX_RATECONTROL_LA</code> or <code>MFX_RATECONTROL_LA_HRD</code> this parameter specifies sliding window size in frames. Set this parameter to zero to disable sliding window.</td>
</tr>
<tr>
<td><strong>QVBRQuality</strong></td>
<td>When rate control method is <code>MFX_RATECONTROL_QVBR</code> this parameter specifies quality factor. It is a value in the 1...51 range, where 1 corresponds to the best quality.</td>
</tr>
<tr>
<td><strong>EnableMBQP</strong></td>
<td>Turn ON this flag to enable per-macroblock QP control, rate control method must be <code>MFX_RATECONTROL_CQP</code>. See the <code>CodingOptionValue</code> enumerator for values of this option. This parameter is valid only during initialization.</td>
</tr>
<tr>
<td><strong>IntRefCycleDist</strong></td>
<td>Distance between the beginnings of the intra-refresh cycles in frames. Zero means no distance between cycles.</td>
</tr>
<tr>
<td><strong>DirectBiasAdjustment</strong></td>
<td>Turn ON this flag to enable the ENC mode decision algorithm to bias to fewer B Direct/Skip types. Applies only to B frames, all other frames will ignore this setting. See the <code>CodingOptionValue</code> enumerator for values of this option.</td>
</tr>
<tr>
<td><strong>GlobalMotionBiasAdjustment</strong></td>
<td>Enables global motion bias. See the <code>CodingOptionValue</code> enumerator for values of this option.</td>
</tr>
</tbody>
</table>
The SDK API 1.17 adds fields. IntRefCycleDist, WeightedPred, WeightedBiPred, AspectRatioInfoPresent, OverscanInfoPresent, OverscanAppropriate, TimingInfoPresent, BitstreamRestriction, ScenarioInfo, ContentInfo, PRefType, MVCostScalingFactor.

The SDK API 1.13 adds This structure is available since SDK API 1.11.

Change History
This structure is available since SDK API 1.11.

The SDK API 1.13 adds EnableMBQP, MBDisableSkipMap, DirectBiasAdjustment, GlobalMotionBiasAdjustment and MVCostScalingFactor fields.

IntRefCycleDist, WeightedPred, WeightedBiPred, AspectRatioInfoPresent, OverscanInfoPresent, OverscanAppropriate, Timing fields.

The SDK API 1.17 adds FadeDetection field.
The SDK API 1.18 adds GPB field.

LowDelayHrd, MotionVectorsOverPicBoundaries, MaxFrameSizeI, MaxFrameSizeP, EnableQPOffset, QPOffset, NumRefActiveF, fields.

The SDK API 1.21 adds BRCPanicMode field.

The SDK API 1.23 adds LowDelayBRC, EnableMBForceIntra, AdaptiveMaxFrameSize, RepartitionCheckEnable fields.

### mfxExtCodingOptionSPSPPS

**Definition**

```c
struct {
    mfxExtBuffer    Header;
    mfxU8        *SPSBuffer;
    mfxU8        *PPSBuffer;
    mfxU16        SPSBufSize;
    mfxU16        PPSBufSize;
    mfxU16        SPSId;
    mfxU16        PPSId;
} mfxExtCodingOptionSPSPPS;
```

**Description**

Attach this structure as part of the extended buffers to configure the SDK encoder during `MFXVideoENCODE_Init`. The sequence or picture parameters specified by this structure overwrite any such parameters specified by the structure or any other extended buffers attached therein.

For H.264, `SPSBuffer` and `PPSBuffer` must point to valid bitstreams that contain the sequence parameter set and picture parameter set, respectively. For MPEG-2, `SPSBuffer` must point to valid bitstreams that contain the sequence header followed by any sequence header extension. The `PPSBuffer` pointer is ignored. The SDK encoder imports parameters from these buffers. If the encoder does not support the specified parameters, the encoder does not initialize and returns the status code `MFX_ERR_INCOMPATIBLE_VIDEO_PARAM`.

Check with the `MFXVideoENCODE_Query` function for the support of this multiple segments encoding feature. If this feature is not supported, the query returns `MFX_ERR_UNSUPPORTED`.

**Members**

- **Header.BufferId** Must be `MFX_EXTBUFF_CODING_OPTION_SPSPPS`.
- **SPSBuffer** Pointer to a valid bitstream that contains the SPS (sequence parameter set for H.264 or sequence header followed by any sequence header extension for MPEG-2) buffer; can be `NULL` to skip specifying the SPS.
- **PPSBuffer** Pointer to a valid bitstream that contains the PPS (picture parameter set for H.264 or picture header followed by any picture header extension for MPEG-2) buffer; can be `NULL` to skip specifying the PPS.
- **SPSBufSize** Size of the SPS in bytes.
- **PPSBufSize** Size of the PPS in bytes.
- **SPSId** SPS identifier; the value is reserved and must be zero.
- **PPSId** PPS identifier; the value is reserved and must be zero.

**Change History**

This structure is available since SDK API 1.0.

### mfxExtOpaqueSurfaceAlloc

**Definition**

```c
typedef struct {
    mfxExtBuffer    Header;
    mfxU32        reserved1[2];
    struct {
        mfxFrameSurface1 **Surfaces;
        mfxU32        reserved2[4];
        mfxU16        Type;
        mfxU16        NumSurface;
    } In, Out;
} mfxExtOpaqueSurfaceAlloc;
```

**Description**

The `mfxExtOpaqueSurfaceAlloc` structure defines the opaque surface allocation information.

**Members**

- **Header.BufferId** Must be `MFX_EXTBUFF_OPAQUE_SURFACE_ALLOCATION`.
- **Type** Surface type chosen by the application. Any valid combination of flags may be used, for example: `MFX_MEMTYPE_SYSTEM_MEMORY | MFX_MEMTYPE_FROM_DECODE | MFX_MEMTYPE_EXTERNAL_FRAME`.
    
    The SDK ignores any irrelevant flags. See the `ExtMemFrameType` enumerator for details.
- **NumSurface** The number of allocated frame surfaces.
- **Surfaces** The array pointers of allocated frame surfaces.
- **In, Out** `In` refers to surface allocation for input and `out` refers to surface allocation for output. For decoding, `In` is ignored. For encoding, `Out` is ignored.

**Change History**

This structure is available since SDK API 1.3.
mfxExtVideoSignalInfo

Definition
typedef struct {
    mfxExtBuffer Header;
    mfxU16 VideoFormat;
    mfxU16 VideoFullRange;
    mfxU16 ColourDescriptionPresent;
    mfxU16 ColourPrimaries;
    mfxU16 TransferCharacteristics;
    mfxU16 MatrixCoefficients;
} mfxExtVideoSignalInfo;

Description
The mfxExtVideoSignalInfo structure defines the video signal information.

Members

<table>
<thead>
<tr>
<th>Member Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Header.BufferId</td>
<td>Must be MFX_EXTBUFF_VIDEO_SIGNAL_INFO</td>
</tr>
<tr>
<td>VideoFormat, VideoFullRange,</td>
<td>These parameters define the video signal information.</td>
</tr>
<tr>
<td>ColourPrimaries, Transfer</td>
<td>For H.264, see Annex E of the ISO/IEC 14496-10 specification for the definition of these parameters.</td>
</tr>
<tr>
<td>Characteristics, Colour</td>
<td>For MPEG-2, see section 6.3.6 of the ITU* H.262 specification for the definition of these parameters. The field VideoFullRange is ignored.</td>
</tr>
<tr>
<td>DescriptionPresent,</td>
<td>For VC-1, see section 6.1.14.5 of the SMPTE* 421M specification. The fields VideoFormat and VideoFullRange are ignored.</td>
</tr>
<tr>
<td>ColourPrimaries, Transfer</td>
<td>If ColourDescriptionPresent is zero, the color description information (including ColourPrimaries, TransferCharacteristics, and MatrixCoefficients) will/dos not present in the bitstream.</td>
</tr>
<tr>
<td>Characteristics, Colour</td>
<td></td>
</tr>
<tr>
<td>DescriptionPresent,</td>
<td></td>
</tr>
</tbody>
</table>

Change History
This structure is available since SDK API 1.3.

mfxExtPictureTimingSEI

Definition
typedef struct {
    mfxExtBuffer Header;
    mfx32 reserved[14];

    struct {
        mfxU16    ClockTimestampFlag;
        mfxU16    CcType;
        mfxU16    NuitFieldBasedFlag;
        mfxU16    CountingType;
        mfxU16    FullTimestampFlag;
        mfxU16    DiscontinuityFlag;
        mfxU16    CntDroppedFlag;
        mfxU16    NFrames;
        mfxU16    SecondsFlag;
        mfxU16    MinutesFlag;
        mfxU16    HoursFlag;
        mfxU16    SecondsValue;
        mfxU16    MinutesValue;
        mfxU16    HoursValue;
        mfx32    TimeOffset;
    } TimeStamp[3];
} mfxExtPictureTimingSEI;

Description
The mfxExtPictureTimingSEI structure configures the H.264 picture timing SEI message. The encoder ignores it if HRD information in stream is absent and PicTimingSEI option in mfxExtCodingOption structure is turned off. See mfxExtCodingOption for details.

If the application attaches this structure to the mfxVideoParam structure during initialization, the encoder inserts the picture timing SEI message based on provided template in every access unit of coded bitstream.

If application attaches this structure to the mfxEncodeCtrl structure at runtime, the encoder inserts the picture timing SEI message based on provided template in access unit that represents current frame.

Members

<table>
<thead>
<tr>
<th>Member Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Header.BufferId</td>
<td>Must be MFX_EXTBUFF_PICTURE_TIMING_SEI</td>
</tr>
</tbody>
</table>
These parameters define the picture timing information. An invalid value of 0xFFFF indicates that application does not set the value and encoder must calculate it.

See Annex D of the ISO/IEC 14496-10 specification for the definition of these parameters.

Change History
This structure is available since SDK API 1.3.

**mfxExtAvcTemporalLayers**

**Definition**

```c
typedef struct {
    mfxExtBuffer    Header;
    mfxU32          reserved1[4];
    mfxU16          reserved2;
    mfxU16          BaseLayerPID;
    struct {
        mfxU16 Scale;
        mfxU16 reserved[3];
    } Layer[8];
} mfxExtAvcTemporalLayers;
```

**Description**

The **mfxExtAvcTemporalLayers** structure configures the H.264 temporal layers hierarchy. If application attaches it to the **mfxVideoParam** structure during initialization, the SDK encoder generates the temporal layers and inserts the prefix NAL unit before each slice to indicate the temporal and priority IDs of the layer.

This structure can be used with the display-order encoding mode only.

**Members**

- **Header.BufferId** Must be **MFX_EXTBUFF_AVC_TEMPORAL_LAYERS**
- **BaseLayerPID** The priority ID of the base layer; the SDK encoder increases the ID for each temporal layer and writes to the prefix NAL unit before each slice to indicate the temporal and priority IDs of the layer.
- **Scale** The ratio between the frame rates of the current temporal layer and the base layer.
- **Layer** The array of temporal layers; Use **Scale=0** to specify absent layers.

Change History
This structure is available since SDK API 1.3.

**mfxExtVppAuxData**

**Definition**

```c
typedef struct {
    mfxExtBuffer    Header;
    union {
        struct {
            mfxU32  SpatialComplexity;
            mfxU32  TemporalComplexity;
        };
        struct {
            mfxU16  PicStruct;
            mfxU16  reserved[3];
        };
        mfxU16  SceneChangeRate;
        mfxU16  RepeatedFrame;
    } mfxExtVppAuxData;
```

**Description**

The **mfxExtVppAuxData** structure returns auxiliary data generated by the video processing pipeline. The encoding process may use the auxiliary data by attaching this structure to the **mfxEncodeCtrl** structure.

**Members**

- **Header.BufferId** Must be **MFX_EXTBUFF_VPP_AUXDATA**
PicStruct  Detected picture structure - top field first, bottom field first, progressive or unknown if video processor cannot detect picture structure. See the PicStruct enumerator for definition of these values.

By default, detection is turned off and the application should explicitly enable it by using mfxExtVPPDoUse buffer and MFX_EXTBUFF_VPP_PICSTRUCT_DETECTION algorithm.

SpatialComplexity   Deprecated
TemporalComplexity   Deprecated
SceneChangeRate     Deprecated
RepeatedFrame       Deprecated

Change History
This structure is available since SDK API 1.0. SDK API 1.6 adds PicStruct field and deprecates SpatialComplexity, TemporalComplexity, SceneChangeRate and RepeatedFrame fields.

mfxExtVPPDenoise

Definition
typedef struct{
           mfxExtBuffer   Header;
  mfxU16        DenoiseFactor;
} mfxExtVppDenoise;

Description
The mfxExtVPPDenoise structure is a hint structure that configures the VPP denoise filter algorithm.

Members
Header.BufferId     Must be MFX_EXTBUFF_VPP_DENOISE
DenoiseFactor       Value of 0-100 (inclusive) indicates the level of noise to remove.

Change History
This structure is available since SDK API 1.1.

mfxExtVPPDetail

Definition
typedef struct{
           mfxExtBuffer   Header;
  mfxU16        DetailFactor;
} mfxExtVppDetail;

Description
The mfxExtVPPDetail structure is a hint structure that configures the VPP detail/edge enhancement filter algorithm.

Members
Header.BufferId     Must be MFX_EXTBUFF_VPP_DETAIL
DetailFactor        0-100 value (inclusive) to indicate the level of details to be enhanced.

Change History
This structure is available since SDK API 1.1.

mfxExtVPPDoNotUse

Definition
typedef struct{
           mfxExtBuffer   Header;
  mfxU32        NumAlg;
  mfxU32        *AlgList;
} mfxExtVPPDoNotUse;

Description
The mfxExtVPPDoNotUse structure tells the VPP not to use certain filters in pipeline. See "Table 4 Configurable VPP filters" for complete list of configurable filters.

The user can attach this structure to the mfxVideoParam structure when initializing video processing.

Members
Header.BufferId     Must be MFX_EXTBUFF_VPP_DONOTUSE
NumAlg              Number of filters (algorithms) not to use
AlgList             Pointer to a list of filters (algorithms) not to use

Change History
This structure is available since SDK API 1.0.

mfxExtVPPDoUse

Definition

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API Version 1.24
typedef struct {
    mfxExtBuffer    Header;
    mfxU32        NumAlg;
    mfxU32        *AlgList;
} mfxExtVPPDoUse;

Description
The mfxExtVPPDoUse structure tells the VPP to include certain filters in pipeline.

Each filter may be included in pipeline by two different ways. First one, by adding filter ID to this structure. In this case, default filter parameters are used. Second one, by attaching filter configuration structure directly to the mfxVideoParam structure. In this case, adding filter ID to mfxExtVPPDoUse structure is optional. See "Table 4 Configurable VPP filters" for complete list of configurable filters, their IDs and configuration structures.

The user can create this structure to the mfxVideoParam structure when initializing video processing.

NOTE: MFX_EXTBUFF_VPP_COMPOSITE cannot be enabled using mfxExtVPPDoUse because default parameters are undefined for this filter. Application must attach appropriate filter configuration structure directly to the mfxVideoParam structure to enable it.

Members
<table>
<thead>
<tr>
<th>Header.BufferId</th>
<th>Must be MFX_EXTBUFF_VPP_DOUSE</th>
</tr>
</thead>
<tbody>
<tr>
<td>NumAlg</td>
<td>Number of filters (algorithms) to use</td>
</tr>
<tr>
<td>AlgList</td>
<td>Pointer to a list of filters (algorithms) to use</td>
</tr>
</tbody>
</table>

Change History
This structure is available since SDK API 1.3.

mfxExtVPPFrameRateConversion

Definition
typedef struct {
    mfxExtBuffer    Header;
    mfxU16        Algorithm;
    mfxU16        reserved;
    mfxU32        reserved2[15];
} mfxExtVPPFrameRateConversion;

Description
The mfxExtVPPFrameRateConversion structure configures the VPP frame rate conversion filter. The user can attach this structure to the mfxVideoParam structure when initializing video processing, resetting it or query its capability.

On some platforms advanced frame rate conversion algorithm, algorithm based on frame interpolation, is not supported. To query its support the application should add MFX_FRCALGM_FRAME_INTERPOLATION flag to Algorithm value in mfxExtVPPFrameRateConversion structure, attach it to structure and call MFXVideoVPP_Query function. If filter is supported the function returns MFX_ERR_NONE status and copies content of input structure to output one. If advanced filter is not supported then simple filter will be used and function returns MFX_WRN_INCOMPATIBLE_VIDEO_PARAM, copies content of input structure to output one and corrects Algorithm value.

If advanced FRC algorithm is not supported both MFXVideoVPP_Init and MFXVideoVPP_Reset functions returns MFX_WRN_INCOMPATIBLE_VIDEO_PARAM status.

Members
<table>
<thead>
<tr>
<th>Header.BufferId</th>
<th>Must be MFX_EXTBUFF_VPP_FRAME_RATE_CONVERSION</th>
</tr>
</thead>
<tbody>
<tr>
<td>Algorithm</td>
<td>See the FrcAlgm enumerator for a list of frame rate conversion algorithms</td>
</tr>
</tbody>
</table>

Change History
This structure is available since SDK API 1.3.

mfxExtVPPProcAmp

Definition
typedef struct { 
    mfxExtBuffer    Header;
    mfxF64    Brightness;
    mfxF64    Contrast;
    mfxF64    Hue;
    mfxF64    Saturation;
} mfxExtVPPProcAmp;

Description
The mfxExtVPPProcAmp structure is a hint structure that configures the VPP ProcAmp filter algorithm. The structure parameters will be clipped to their corresponding range and rounded by their corresponding increment.

Members
<table>
<thead>
<tr>
<th>Header.BufferId</th>
<th>Must be MFX_EXTBUFF_VPP_PROCAMP</th>
</tr>
</thead>
<tbody>
<tr>
<td>Brightness</td>
<td>The brightness parameter is in the range of -100.0F to 100.0F, in increments of 0.1F. The default brightness value is 0.0F.</td>
</tr>
<tr>
<td>Contrast</td>
<td>The contrast parameter is in the range of 0.0F to 10.0F, in increments of 0.01F. The default contrast value is 1.0F.</td>
</tr>
<tr>
<td>Hue</td>
<td>The hue parameter is in the range of -180F to 180F, in increments of 0.1F. The default hue value is 0.0F.</td>
</tr>
<tr>
<td>Saturation</td>
<td>The saturation parameter is in the range of 0.0F to 10.0F, in increments of 0.01F. The default saturation value is 1.0F.</td>
</tr>
</tbody>
</table>

Change History

mfxExtVPPImageStab

Definition
typedef struct {
    mfxExtBuffer    Header;
    mfxU16  Mode;
    mfxU16  reserved[11];
} mfxExtVPPImageStab;

Description
The mfxExtVPPImageStab structure is a hint structure that configures the VPP image stabilization filter.

On some platforms this filter is not supported. To query its support, the application should use the same approach that it uses to configure VPP filters - by adding filter ID to mfxExtVPPDoUse structure or by attaching mfxExtVPPImageStab structure directly to the mfxVideoParam structure and calling MFXVideoVPP_Query function. If this filter is supported function returns MFX_ERR_NONE status and copies content of input structure to output one. If filter is not supported function returns MFX_WRN_FILTER_SKIPPED, removes filter from mfxExtVPPDoUse structure and zeroes mfxExtVPPImageStab structure.

If image stabilization filter is not supported, both MFXVideoVPP_Init and MFXVideoVPP_Reset functions returns MFX_WRN_FILTER_SKIPPED status.

The application can retrieve list of active filters by attaching mfxExtVPPDoUse structure to mfxVideoParam structure and calling MFXVideoVPP_GetVideoParam function. The application must allocate enough memory for filter list.

Members

<table>
<thead>
<tr>
<th>Header.BufferId</th>
<th>Must be MFX_EXTBUFF_VPP_IMAGE_STABILIZATION</th>
</tr>
</thead>
<tbody>
<tr>
<td>Mode</td>
<td>Specify the image stabilization mode. It should be one of the next values:</td>
</tr>
<tr>
<td></td>
<td>MFX_IMAGESTAB_MODE_UPSCALE</td>
</tr>
<tr>
<td></td>
<td>MFX_IMAGESTAB_MODE_BOXING</td>
</tr>
</tbody>
</table>

Change History
This structure is available since SDK API 1.1.

mfxExtVPPComposite

Definition
typedef struct mfxVPPCompInputStream {
    mfxU32  DstX;
    mfxU32  DstY;
    mfxU32  DstW;
    mfxU32  DstH;
    mfxU16  LumaKeyEnable;
    mfxU16  LumaKeyMin;
    mfxU16  LumaKeyMax;
    mfxU16  GlobalAlphaEnable;
    mfxU16  GlobalAlpha;
    mfxU16  PixelAlphaEnable;
    mfxU16  TileId;
    mfxU16  reserved2[17];
} mfxVPPCompInputStream;

typedef struct {
    mfxExtBuffer    Header;
    /* background color*/
    union {
        mfxU16   Y;
        mfxU16   R;
    };
    union {
        mfxU16   U;
        mfxU16   G;
    };
    union {
        mfxU16   V;
        mfxU16   B;
    };
    mfxU16       NumTiles;
    mfxU16       reserved[23];
    mfxU16       NumInputStream;
    mfxVPPCompInputStream *InputStream;
} mfxExtVPPComposite;

Description
The mfxExtVPPComposite structure is used to control composition of several input surfaces in the one output. In this mode, the VPP skips any other filters. The VPP returns error if any mandatory filter is specified and filter skipped warning for optional filter. The only supported filters are
The SDK API 1.9 adds PixelAlphaEnable. This structure is available since SDK API 1.8.

### Composition process is controlled by:
- `mfxFrameInfo::CropXYWH` in input surface - defines location of picture in the input frame,
- `InputStream[i].DstXYWH` defines location of the cropped input picture in the output frame,
- `mfxFrameInfo::CropXYWH` in output surface - defines actual part of output frame. All pixels in output frame outside this region will be filled by specified color.

If the application uses composition process on video streams with different frame sizes, the application should provide maximum frame size in `mfxVideoParam` during initialization, reset or query operations.

If the application uses composition process, `MFXVideoVPP_QueryIOSurf` function returns cumulative number of input surfaces, i.e. number required to process all input video streams. The function sets frame size in the `mfxFrameAllocRequest` equal to the size provided by application in the `mfxVideoParam`.

### Composition process supports all types of surfaces, but opaque type has next limitations:
- all input surfaces should have the same size,
- all input surfaces should have the same color format,
- all input surfaces should be described in one `mfxExtOpaqueSurfaceAlloc` structure.

All input surfaces should have the same type and color format, except per pixel alpha blending case, where it is allowed to mix NV12 and RGB surfaces.

There are three different blending use cases:
- **Luma keying.** In this case, all input surfaces should have NV12 color format specified during VPP initialization. Part of each surface, including first one, may be rendered transparent by using `LumaKeyEnable`, `LumaKeyMin` and `LumaKeyMax` values.
- **Global alpha blending.** In this case, all input surfaces should have the same color format specified during VPP initialization. It should be either NV12 or RGB. Each input surface, including first one, can be blended with underlying surfaces by using `GlobalAlphaEnable` and `GlobalAlpha` values.
- **Per pixel alpha blending.** In this case, it is allowed to mix NV12 and RGB input surfaces. Each RGB input surface, including first one, can be blended with underlying surfaces by using `PixelAlphaEnable` value.

It is not allowed to mix different blending use cases in the same function call.

In special case where destination region of the output surface defined by output crops is fully covered with destination sub-regions of the surfaces, the fast compositing mode can be enabled. The main use case for this mode is a video-wall scenario with fixed destination surface partition into sub-regions of potentially different size.

In order to trigger this mode, application must cluster input surfaces into tiles, defining at least one tile by setting the `NumTiles` field to be greater than 0 and assigning surfaces to the corresponding tiles setting `TileId` field to the value within `[0,NumTiles)` range per input surface. Tiles should also satisfy following additional constraints:
- each tile should not have more than 8 surfaces assigned to it;
- tile bounding boxes, as defined by the enclosing rectangles of a union of surfaces assigned to this tile, should not intersect;

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Header.BufferId</td>
<td>Must be <code>MFX_EXTBUFF_VPP_COMPOSITE</code></td>
</tr>
<tr>
<td>Y, U, V, R, G, B</td>
<td>background color, may be changed dynamically through <code>Reset</code>. No default value. YUV black is (0;128;128) or (16;128;128) depending on the sample range. The SDK uses YUV or RGB triple depending on output color format.</td>
</tr>
<tr>
<td>NumTiles</td>
<td>Number of input surface clusters grouped together to enable fast compositing. May be changed dynamically at runtime through <code>Reset</code>.</td>
</tr>
<tr>
<td>NumInputStream</td>
<td>Number of input surfaces to compose one output. May be changed dynamically at runtime through <code>Reset</code>. Number of surfaces can be decreased or increased, but should not exceed number specified during initialization. Query mode 2 should be used to find maximum supported number.</td>
</tr>
<tr>
<td>InputStream</td>
<td>This array of <code>mfxVPPCompositInputStream</code> structures describes composition of input video streams. It should consist of exactly NumInputStream elements.</td>
</tr>
<tr>
<td>DstX, DstY, DstW, DstH</td>
<td>Location of input stream in output surface.</td>
</tr>
<tr>
<td>LumaKeyEnable</td>
<td>None zero value enables luma keying for the input stream. Luma keying is used to mark some of the areas of the frame with specified luma values as transparent. It may be used for closed captioning, for example.</td>
</tr>
<tr>
<td>LumaKeyMin, LumaKeyMax</td>
<td>Minimum and maximum values of luma key, inclusive. Pixels whose luma values fit in this range are rendered transparent.</td>
</tr>
<tr>
<td>GlobalAlphaEnable</td>
<td>None zero value enables global alpha blending for this input stream.</td>
</tr>
<tr>
<td>GlobalAlpha</td>
<td>Alpha value for this stream in <code>[0,255]</code> range. 0 – transparent, 255 – opaque.</td>
</tr>
<tr>
<td>PixelAlphaEnable</td>
<td>None zero value enables per pixel alpha blending for this input stream. The stream should have RGB color format.</td>
</tr>
<tr>
<td>TileId</td>
<td>Specify the tile this video stream assigned to. Should be in range <code>[0,NumTiles)</code>. Valid only if NumTiles &gt; 0.</td>
</tr>
</tbody>
</table>

### Change History
This structure is available since SDK API 1.8.

The SDK API 1.9 adds `LumaKeyEnable`, `LumaKeyMin`, `LumaKeyMax`, `GlobalAlphaEnable`, `GlobalAlpha` and `PixelAlphaEnable` fields.
The SDK API 1.24 adds 'TileId' and 'NumTiles' fields.

**mfxExtVPPVideoSignalInfo**

**Definition**

```c
typedef struct {
    mfxExtBuffer    Header;
    mfxU16          reserved1[4];

    union {
        struct { // Init
            mfxU16  TransferMatrix;
            mfxU16  NominalRange;
            mfxU16  reserved2[6];
        } In, Out;
    }

    struct { // Runtime
        mfxU16  TransferMatrix;
        mfxU16  NominalRange;
        mfxU16  reserved3[14];
    };
} mfxExtVPPVideoSignalInfo;
```

**Description**

The `mfxExtVPPVideoSignalInfo` structure is used to control transfer matrix and nominal range of YUV frames. The application should provide it during initialization. It is supported for all kinds of conversion YUV->YUV, YUV->RGB, RGB->YUV.

This structure is used by VPP only and is not compatible with `mfxExtVideoSignalInfo`.

**Members**

- **Header.BufferId**: Must be `MFX_EXTBUFF_VPP_VIDEO_SIGNAL_INFO`
- **TransferMatrix**: Transfer matrix
- **NominalRange**: Nominal range

**Change History**

This structure is available since SDK API 1.8.

**mfxExtEncoder Capability**

**Definition**

```c
typedef struct {
    mfxExtBuffer    Header;
    mfxU32      MBPerSec;
    mfxU16      reserved[58];
} mfxExtEncoderCapability;
```

**Description**

The `mfxExtEncoderCapability` structure is used to retrieve SDK encoder capability. See description of mode 4 of the `MFXVideoENCODE_Query` function for details how to use this structure.

Not all implementations of the SDK encoder support this extended buffer. The application has to use query mode 1 to determine if such functionality is supported. To do so, the application has to attach this extended buffer to `mfxVideoParam` structure and call `MFXVideoENCODE_Query` function. If function returns MFX_ERR_NONE then such functionality is supported.

**Members**

- **Header.BufferId**: Must be `MFX_EXTBUFF_ENCODER_CAPABILITY`
- **MBPerSec**: Specify the maximum processing rate in macro blocks per second.

**Change History**

This structure is available since SDK API 1.7.

**mfxExtEncoderResetOption**

**Definition**
typedef struct {
    mfxExtBuffer Header;
    mfxU16 StartNewSequence;
    mfxU16 reserved[11];
} mfxExtEncoderResetOption;

Description

The `mfxExtEncoderResetOption` structure is used to control the SDK encoder behavior during reset. By using this structure, the application instructs the SDK encoder to start a new coded sequence after reset or continue encoding of current sequence.

This structure is also used in mode 3 of `MFXVideoENCODE_Query` function to check for reset outcome before actual reset. The application should set `StartNewSequence` to required behavior and call query function. If query fails, see status codes below, then such reset is not possible in current encoder state. If the application sets `StartNewSequence` to `MFX_CODINGOPTION_UNKNOWN` then query function replaces it by actual reset type: `MFX_CODINGOPTION_ON` if the SDK encoder will begin new sequence after reset or `MFX_CODINGOPTION_OFF` if the SDK encoder will continue current sequence.

Using this structure may cause next status codes from `MFXVideoENCODE_Reset` and `MFXVideoENCODE_Query` functions:

- `MFX_ERR_INVALID_VIDEO_PARAM` - if such reset is not possible. For example, the application sets `StartNewSequence` to off and requests resolution change.
- `MFX_ERR_INCOMPATIBLE_VIDEO_PARAM` - if the application requests change that leads to memory allocation. For example, the application set `StartNewSequence` to on and requests resolution change to bigger than initialization value.
- `MFX_ERR_NONE` - if such reset is possible.

There is limited list of parameters that can be changed without starting a new coded sequence:

- bitrate parameters, `TargetKbps` and `MaxKbps` in the `mfxInfoMFX` structure.
- number of slices, `NumSlice` in the `mfxInfoMFX` structure. Number of slices should be equal or less than number of slices during initialization.
- number of temporal layers in `mfxExtAvcTemporalLayers` structure. Reset should be called immediately before encoding of frame from base layer and number of reference frames should be big enough for new temporal layers structure.
- Quantization parameters, `QP`, `QPP` and `QPB` in the `mfxInfoMFX` structure.

As it is described in Configuration Change chapter, the application should retrieve all cached frames before calling reset. When query function checks for reset outcome, it expects that this requirement be satisfied. If it is not true and there are some cached frames inside the SDK encoder, then query result may differ from reset one, because the SDK encoder may insert IDR frame to produce valid coded sequence.

Not all implementations of the SDK encoder support this extended buffer. The application has to use query mode 1 to determine if such functionality is supported. To do so, the application has to attach this extended buffer to `mfxVideoParam` structure and call `MFXVideoENCODE_Query` function. If function returns `MFX_ERR_NONE` then such functionality is supported.

See also Appendix C: Streaming and Video Conferencing Features.

Members

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Header.BufferId</td>
<td>Must be <code>MFX_EXTBUFF_ENCODER_RESET_OPTION</code></td>
</tr>
<tr>
<td>StartNewSequence</td>
<td>Instructs encoder to start new sequence after reset. It is one of the CodingOptionValue options:</td>
</tr>
<tr>
<td></td>
<td><code>MFX_CODINGOPTION_ON</code> - the SDK encoder completely reset internal state and begins new coded sequence after reset, including insertion of IDR frame, sequence and picture headers.</td>
</tr>
<tr>
<td></td>
<td><code>MFX_CODINGOPTION_OFF</code> - the SDK encoder continues encoding of current coded sequence after reset, without insertion of IDR frame.</td>
</tr>
<tr>
<td></td>
<td><code>MFX_CODINGOPTION_UNKNOWN</code> - depending on the current encoder state and changes in configuration parameters the SDK encoder may or may not start new coded sequence. This value is also used to query reset outcome.</td>
</tr>
</tbody>
</table>

Change History

This structure is available since SDK API 1.7.

**mfxExtAVCEncodedFrameInfo**

Definition

typedef struct {
    mfxExtBuffer Header;
    mfxU32 FrameOrder;
    mfxU16 PicStruct;
    mfxU16 LongTermIdx;
    mfxU32 MAD;
    mfxU16 BRCPanicMode;
    mfxU16 QP;
    mfxU32 SecondFieldoffset;
    mfxU16 reserved[2];

    struct {
        mfxU32 FrameOrder;
        mfxU16 PicStruct;
        mfxU16 LongTermIdx;
        mfxU16 reserved[4];
    } UsedRefListL0[32], UsedRefListL1[32];
} mfxExtAVCEncodedFrameInfo;

Description

The `mfxExtAVCEncodedFrameInfo` is used by the SDK encoder to report additional information about encoded picture. The application can attach this buffer to the `mfxBitstream` structure before calling `MFXVideoENCODE_EncodeFrameAsync` function. For interlaced content the SDK encoder requires two such structures. They correspond to fields in encoded order.
Not all implementations of the SDK encoder support this extended buffer. The application has to use query mode 1 to determine if such functionality is supported. To do so, the application has to attach this extended buffer to mfxVideoParam structure and call MFXVideoENCODE_Query function. If function returns MFX_ERR_NONE then such functionality is supported.

Members

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Header.BufferId</td>
<td>Must be MFX_EXTBUFF_ENCODED_FRAME_INFO</td>
</tr>
<tr>
<td>FrameOrder</td>
<td>Frame order of encoded picture.</td>
</tr>
<tr>
<td>PicStruct</td>
<td>Picture structure of encoded picture.</td>
</tr>
<tr>
<td>LongTermIdx</td>
<td>Long term index of encoded picture if applicable.</td>
</tr>
<tr>
<td>MAD</td>
<td>Mean Absolute Difference between original pixels of the frame and motion compensated (for inter macroblocks) or spatially predicted (for intra macroblocks) pixels. Only luma component, Y plane, is used in calculation.</td>
</tr>
<tr>
<td>BRC_PanicMode</td>
<td>Bitrate control was not able to allocate enough bits for this frame. Frame quality may be unacceptably low.</td>
</tr>
<tr>
<td>QP</td>
<td>Luma QP.</td>
</tr>
<tr>
<td>SecondFieldOffset</td>
<td>Offset to second field. Second field starts at mfxBitstream::Data + mfxBitstream::DataOffset + mfxExtAVCEncodedFrameInfo::SecondFieldOffset.</td>
</tr>
<tr>
<td>UsedRefListL0 UsedRefListL1</td>
<td>Reference lists that have been used to encode picture.</td>
</tr>
<tr>
<td>FrameOrder</td>
<td>Frame order of reference picture.</td>
</tr>
<tr>
<td>PicStruct</td>
<td>Picture structure of reference picture.</td>
</tr>
<tr>
<td>LongTermIdx</td>
<td>Long term index of reference picture if applicable.</td>
</tr>
</tbody>
</table>

Change History

This structure is available since SDK API 1.7.

The SDK API 1.8 adds MAD and BRC_PanicMode fields.

The SDK API 1.9 adds SecondFieldOffset fields.

**mfxExtEncoderROI**

**Definition**

```c
/* ROI QP adjustment mode */
enum {
  MFX_ROI_MODE_PRIORITY = 0,
  MFX_ROI_MODE_QP_DELTA = 1
};

typedef struct {
  mfxExtBuffer    Header;
  mfxU16  NumROI;
  mfxU16  ROIMode;
  mfxU16  reserved[1011];
  struct {
    mfxU32  Left;
    mfxU32  Top;
    mfxU32  Right;
    mfxU32  Bottom;
    union {
      mfxI16  Priority;
      mfxI16  DeltaQP;
    }
    mfxU16  reserved2[7];
  } ROI[256];
} mfxExtEncoderROI;
```

**Description**

The mfxExtEncoderROI structure is used by the application to specify different Region Of Interests during encoding. It may be used at initialization or at runtime.

Members

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Header.BufferId</td>
<td>Must be MFX_EXTBUFF_ENCODER_ROI</td>
</tr>
<tr>
<td>NumROI</td>
<td>Number of ROI descriptions in array. The Query function mode 2 returns maximum supported value (set it to 256 and Query will update it to maximum supported value).</td>
</tr>
<tr>
<td>ROIMode</td>
<td>QP adjustment mode for ROIs. Defines if Priority or DeltaQP is used during encoding in BRC mode (only CBR and VBR are affected). For CQP rate control mode DeltaQP is always used for ROI encoding.</td>
</tr>
<tr>
<td>ROI</td>
<td>Array of ROIs. Different ROI may overlap each other. If macroblock belongs to several ROI, Priority from ROI with lowest index is used.</td>
</tr>
<tr>
<td>Left, Top, Right, Bottom</td>
<td>ROI location. Should be aligned to MB boundaries (should be dividable by 16). If not, the SDK encoder truncates it to MB boundaries, for example, both 17 and 31 will be truncated to 16.</td>
</tr>
<tr>
<td>DeltaQP</td>
<td>Delta QP of ROI. Used if ROIMode = MFX_ROI_MODE_QP_DELTA. This is absolute value in the -51…51 range, which will be added to the MB QP. Lesser value produces better quality.</td>
</tr>
<tr>
<td>Priority</td>
<td>Priority of ROI. For VBR, CBR and AVBR modes, this is relative priority of the region in the -3...3 range. Bigger value produces better quality. For CQP mode, this is absolute value in the -51...51 range, that will be added to the MB QP. Lesser value produces better quality.</td>
</tr>
</tbody>
</table>
### mfxExtVPPDeinterlacing

**Definition**

```c
typedef struct {
    mfxExtBuffer    Header;
    mfxU16  Mode;
    mfxU16  TelecinePattern;
    mfxU16  TelecineLocation;
    mfxU16  reserved[9];
} mfxExtVPPDeinterlacing;
```

**Description**

The `mfxExtVPPDeinterlacing` structure is used by the application to specify different deinterlacing algorithms.

**Members**

<table>
<thead>
<tr>
<th>Member</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Header.BufferId</td>
<td>Must be <code>MFX_EXTBUFF_VPP_DEINTERLACING</code></td>
</tr>
<tr>
<td>Mode</td>
<td>Deinterlacing algorithm. See the <code>DeinterlacingMode</code> enumerator for details.</td>
</tr>
<tr>
<td>TelecinePattern</td>
<td>Specifies telecine pattern when <code>Mode = MFX_DEINTERLACING_FIXED_TELECINE_PATTERN</code>. See the <code>TelecinePattern</code> enumerator for details.</td>
</tr>
<tr>
<td>TelecineLocation</td>
<td>Specifies position inside a sequence of 5 frames where the artifacts start when <code>TelecinePattern = MFX_TELECINE_POSITION_PROVIDED</code>.</td>
</tr>
</tbody>
</table>

**Change History**

This structure is available since SDK API 1.8.

The SDK API 1.13 adds `TelecinePattern` and `TelecineLocation` fields.

### mfxFrameAllocator

**Definition**

```c
typedef struct {
    mfxU32    reserved[4];
    mfxHDL    pthis;
    mfxStatus (*Alloc)(mfxHDL pthis, mfxFrameAllocRequest *request, mfxFrameAllocResponse *response);
    mfxStatus (*Lock)(mfxHDL pthis, mfxMemId mid, mfxFrameData *ptr);
    mfxStatus (*Unlock)(mfxHDL pthis, mfxMemId mid, mfxFrameData *ptr);
    mfxStatus (*GetHDL)(mfxHDL pthis, mfxMemId mid, mfxHDL *handle);
    mfxStatus (*Free)(mfxHDL pthis, mfxFrameAllocResponse *response);
} mfxFrameAllocator;
```

**Description**

The `mfxFrameAllocator` structure describes the callback functions `Alloc`, `Lock`, `Unlock`, `GetHDL` and `Free` that the SDK implementation might use for allocating internal frames. Applications that operate on OS-specific video surfaces must implement these callback functions.

Using the default allocator implies that frame data passes in or out of SDK functions through pointers, as opposed to using memory IDs.

The SDK behavior is undefined when using an incompletely defined external allocator. See the section Memory Allocation and External Allocators for additional information.

**Members**

<table>
<thead>
<tr>
<th>Member</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>pthis</td>
<td>Pointer to the allocator object</td>
</tr>
<tr>
<td>Alloc</td>
<td>Pointer to the function that allocates frames</td>
</tr>
<tr>
<td>Lock</td>
<td>Pointer to the function that locks a frame and obtain its pointers</td>
</tr>
<tr>
<td>Unlock</td>
<td>Pointer to the function that unlocks a frame; after unlocking, any pointers to the frame are invalid.</td>
</tr>
<tr>
<td>GetHDL</td>
<td>Pointer to the function that obtains the OS-specific handle</td>
</tr>
<tr>
<td>Free</td>
<td>Pointer to the function that de-allocates a frame</td>
</tr>
</tbody>
</table>

**Change History**

This structure is available since SDK API 1.0.

**Alloc**

**Syntax**

```c
mfxStatus (*Alloc)(mfxHDL pthis, mfxFrameAllocRequest *request, mfxFrameAllocResponse *response);
```

**Parameters**

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>pthis</td>
<td>Pointer to the allocator object</td>
</tr>
<tr>
<td>request</td>
<td>Pointer to the <code>mfxFrameAllocRequest</code> structure that specifies the type and number of required frames</td>
</tr>
<tr>
<td>response</td>
<td>Pointer to the <code>mfxFrameAllocResponse</code> structure that retrieves frames actually allocated</td>
</tr>
</tbody>
</table>

**Description**

This function allocates surface frames. For decoders, `MFXVideoDECODE_Init` calls `Alloc` only once. That call includes all frame allocation requests.
For encoders, `MFXVideoENCODE_Init` calls `Alloc` twice: once for the input surfaces and again for the internal reconstructed surfaces.

If two SDK components must share DirectX* surfaces, this function should pass the pre-allocated surface chain to SDK instead of allocating new DirectX surfaces. See the Surface Pool Allocation section for additional information.

### Return Status

<table>
<thead>
<tr>
<th>Error Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MFX_ERR_NONE</td>
<td>The function successfully allocated the memory block.</td>
</tr>
<tr>
<td>MFX_ERR_MEMORY_ALLOC</td>
<td>The function failed to allocate the video frames.</td>
</tr>
<tr>
<td>MFX_ERR_UNSUPPORTED</td>
<td>The function does not support allocating the specified type of memory.</td>
</tr>
</tbody>
</table>

### Change History
This function is available since SDK API 1.0.

### Free

Syntax

```c
mfxStatus (*Free)(mfxHDL pthis, mfxFrameAllocResponse *response);
```

**Parameters**

- `pthis` Pointer to the allocator object
- `response` Pointer to the `mfxFrameAllocResponse` structure returned by the `Alloc` function

**Description**

This function de-allocates all allocated frames.

**Return Status**

- MFX_ERR_NONE: The function successfully de-allocated the memory block.

**Change History**
This function is available since SDK API 1.0.

### Lock

Syntax

```c
mfxStatus (*Lock)(mfxHDL pthis, mfxMemId mid, mfxFrameData *ptr);
```

**Parameters**

- `pthis` Pointer to the allocator object
- `mid` Memory block ID
- `ptr` Pointer to the returned frame structure

**Description**

This function locks a frame and returns its pointer.

**Return Status**

- MFX_ERR_NONE: The function successfully locked the memory block.
- MFX_ERR_LOCK_MEMORY: This function failed to lock the frame.

**Change History**
This function is available since SDK API 1.0.

### Unlock

Syntax

```c
mfxStatus (*Unlock)(mfxHDL pthis, mfxMemId mid, mfxFrameData *ptr);
```

**Parameters**

- `pthis` Pointer to the allocator object
- `mid` Memory block ID
- `ptr` Pointer to the frame structure; This pointer can be `NULL`.

**Description**

This function unlocks a frame and invalidates the specified frame structure.

**Return Status**

- MFX_ERR_NONE: The function successfully unlocked the frame.

**Change History**
This function is available since SDK API 1.0.

### GetHDL

Syntax

```c
mfxStatus (*GetHDL)(mfxHDL pthis, mfxMemId mid, mfxHDL *hdl);
```

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Parameters

- pthis Pointer to the allocator object
- mid Memory block ID
- hd1 Pointer to the returned OS-specific handle

Description

This function returns the OS-specific handle associated with a video frame. If the handle is a COM interface, the reference counter must increase. The SDK will release the interface afterward.

Return Status

- MFX_ERR_NONE The function successfully returned the OS-specific handle.
- MFX_ERR_UNSUPPORTED The function does not support obtaining OS-specific handle.

Change History

This function is available since SDK API 1.0.

mfxFrameAllocRequest

Definition

```c
typedef struct {
    union {
        mfxU32 AllocId;
        mfxU32 reserved[1];
    };
    mfxU32 reserved[3];
    mfxFrameInfo Info;
    mfxU16 Type; /* decoder or processor render targets */
    mfxU16 NumFrameMin;
    mfxU16 NumFrameSuggested;
    mfxU16 reserved2;
} mfxFrameAllocRequest;
```

Description

The `mfxFrameAllocRequest` structure describes multiple frame allocations when initializing encoders, decoders and video preprocessors. A range specifies the number of video frames. Applications are free to allocate additional frames. In any case, the minimum number of frames must be at least `NumFrameMin` or the called function will return an error.

Members

- AllocId Unique (within the session) ID of component requested the allocation.
- Info Describes the properties of allocated frames
- Type Allocated memory type; see the `ExtMemFrameType` enumerator for details.
- NumFrameMin Minimum number of allocated frames
- NumFrameSuggested Suggested number of allocated frames

Change History

This structure is available since SDK API 1.0.

The SDK API 1.16 adds `AllocId` field.

mfxFrameAllocResponse

Definition

```c
typedef struct {
    mfxU32 AllocId;
    mfxU32 reserved[3];
    mfxMemId *mids; /* the array allocated by application */
    mfxU16 NumFrameActual;
    mfxU16 reserved2;
} mfxFrameAllocResponse;
```

Description

The `mfxFrameAllocResponse` structure describes the response to multiple frame allocations. The calling function returns the number of video frames actually allocated and pointers to their memory IDs.

Members

- AllocId Unique (within the session) ID of component requested the allocation.
- mids Pointer to the array of the returned memory IDs; the application allocates or frees this array.
- NumFrameActual Number of frames actually allocated

Change History

This structure is available since SDK API 1.0.

The SDK API 1.16 adds `AllocId` field.

mfxFrameData

Definition

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typedef struct {
    union {
        mfxExtBuffer **ExtParam;
        mfxU64 reserved2;
    };
    mfxU16 NumExtParam;
    mfxU16 reserved[9];
    mfxU16 MemType;
    mfxU16 PitchHigh;
    mfxU64 TimeStamp;
    mfxU16 FrameOrder;
    mfxU16 Locked;
    union{
        mfxU16 Pitch;
        mfxU16 PitchLow;
    };
    /* color planes */
    union {
        mfxU8 *Y;
        mfxU8 *R;
    };
    union {
        mfxU8 *UV; /* for UV merged formats */
        mfxU8 *VU; /* for VU merged formats */
        mfxU8 *CbCr; /* for CbCr merged formats */
        mfxU8 *CrCb; /* for CrCb merged formats */
        mfxU8 *Cb;
        mfxU8 *U;
        mfxU8 *G;
    };
    union {
        mfxU8 *Cr;
        mfxU8 *V;
        mfxU8 *B;
    };
    mfxU8 *A;
    mfxMemId MemId;
} mfxFrameData;

Description

The `mfxFrameData` structure describes frame buffer pointers.

Members

<table>
<thead>
<tr>
<th>Member</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>TimeStamp</td>
<td>Time stamp of the video frame in units of 90KHz (divide TimeStamp by 90,000 (90 KHz) to obtain the time in seconds). A value of <code>MFX_TIMESTAMP_UNKNOWN</code> indicates that there is no time stamp.</td>
</tr>
<tr>
<td>Pitch</td>
<td>Deprecated.</td>
</tr>
<tr>
<td>PitchHigh, PitchLow</td>
<td>Distance in bytes between the start of two consecutive rows in a frame.</td>
</tr>
<tr>
<td>FrameOrder</td>
<td>Current frame counter for the top field of the current frame; an invalid value of <code>MFX_FRAMEORDER_UNKNOWN</code> indicates that SDK functions that generate the frame output do not use this frame.</td>
</tr>
<tr>
<td>Locked</td>
<td>Counter flag for the application; if Locked is greater than zero then the application locks the frame or field pair. Do not move, alter or delete the frame.</td>
</tr>
<tr>
<td>Y, U, V, A;</td>
<td>Data pointers to corresponding color channels. The frame buffer pointers must be 16-byte aligned. The application has to specify pointers to all color channels even for packed formats. For example, for YUY2 format the application has to specify Y, U and V pointers. For RGB32 – R, G, B and A pointers.</td>
</tr>
<tr>
<td>R, G, B, A;</td>
<td></td>
</tr>
<tr>
<td>Y, Cr, Cb, A;</td>
<td></td>
</tr>
<tr>
<td>Y, CbCr, Y, CrCb, Y, UV, Y, VU</td>
<td></td>
</tr>
<tr>
<td>MemId</td>
<td>Memory ID of the data buffers; if any of the preceding data pointers is non-zero then the SDK ignores MemId.</td>
</tr>
<tr>
<td>DataFlag</td>
<td>Additional flags to indicate frame data properties. See the <code>FrameDataFlag</code> enumerator for details.</td>
</tr>
<tr>
<td>Corrupted</td>
<td>Some part of the frame or field pair is corrupted. See the <code>Corruption</code> enumerator for details.</td>
</tr>
<tr>
<td>NumExtParam</td>
<td>The number of extra configuration structures attached to this structure.</td>
</tr>
<tr>
<td>ExtParam</td>
<td>Points to an array of pointers to the extra configuration structures; see the <code>ExtendedBufferID</code> enumerator for a list of extended configurations.</td>
</tr>
<tr>
<td>MemType</td>
<td>Allocated memory type; see the <code>ExtMemFrameType</code> enumerator for details. Used for better integration of 3rd party plugins into SDK pipeline.</td>
</tr>
</tbody>
</table>

Change History

This structure is available since SDK API 1.0.

- SDK API 1.3 extended the `Corrupted` and `DataFlag` fields.
- SDK 1.8 replaced `Pitch` by `PitchHigh` and `PitchLow` fields.
- SDK API 1.11 added `NumExtParam` and `ExtParam` fields.
SDK API 1.19 added MemType field.

**mfxFrameInfo**

**Definition**

```c
typedef struct {
    mfxU32 reserved[4];
    mfxU16 reserved4;
    mfxU16 BitDepthLuma;
    mfxU16 BitDepthChroma;
    mfxU16 Shift;
    mfxFrameId FrameId;
    mfxU32 FourCC;
    union {
        struct { /* Frame parameters */
            mfxU16 Width;
            mfxU16 Height;
            mfxU16 CropX;
            mfxU16 CropY;
            mfxU16 CropW;
            mfxU16 CropH;
        };
        struct { /* Buffer parameters (for plain formats like P8) */
            mfxU64 BufferSize;
            mfxU32 reserved5;
        };
    }
    mfxU32 FrameRateExtN;
    mfxU32 FrameRateExtD;
    mfxU16 reserved3;
    mfxU16 AspectRatioW;
    mfxU16 AspectRatioH;
    mfxU16 PicStruct;
    mfxU16 ChromaFormat;
    mfxU16 reserved2;
} mfxFrameInfo;
```

**Description**

The `mfxFrameInfo` structure specifies properties of video frames. See also Appendix A: Configuration Parameter Constraints.

**Members**

- **BitDepthLuma**
  - Number of bits used to represent luma samples.
  - Not all codecs and SDK implementations support this value. Use `Query` function to check if this feature is supported.

- **BitDepthChroma**
  - Number of bits used to represent chroma samples.
  - Not all codecs and SDK implementations support this value. Use `Query` function to check if this feature is supported.

- **Shift**
  - When not zero indicates that values of luma and chroma samples are shifted. Use `BitDepthLuma` and `BitDepthChroma` to calculate shift size. Use zero value to indicate absence of shift.

<table>
<thead>
<tr>
<th>Bits</th>
<th>Valid Data</th>
</tr>
</thead>
</table>
| 15 14 13 12 11 10  9  8  7  6  5  4  3  2  1  0 | 0 0 0 0 0 0 0 | Data alignment for Shift = 0

<table>
<thead>
<tr>
<th>Bits</th>
<th>Valid Data</th>
</tr>
</thead>
</table>
| 15 14 13 12 11 10  9  8  7  6  5  4  3  2  1  0 | 0 0 0 0 0 | Data alignment for Shift ≠ 0

- **FourCC**
  - FourCC code of the color format; see the `ColorFourCC` enumerator for details.

- **Width, Height**
  - Width and height of the video frame in pixels; Width must be a multiple of 16. Height must be a multiple of 16 for progressive frame sequence and a multiple of 32 otherwise.

- **CropX, CropY, CropW, CropH**
  - Display the region of interest of the frame; specify the display width and height in `mfxVideoParam`. 
BufferSize
Size of frame buffer in bytes. Valid only for plain formats (when FourCC is P8); Width, Height and crops in this
case are invalid.

AspectRatioW,AspectRatioH
These parameters specify the sample aspect ratio. If sample aspect ratio is explicitly defined by the standards
(see Table 6-3 in the MPEG-2 specification or Table E-1 in the H.264 specification), AspectRatioW and
AspectRatioH should be the defined values. Otherwise, the sample aspect ratio can be derived as follows:
AspectRatioW=display_aspect_ratio_width*display_height;
AspectRatioH=display_aspect_ratio_height*display_width;

For MPEG-2, the above display aspect ratio must be one of the defined values in Table 6-3. For H264, there is no
restriction on display aspect ratio values.

If both parameters are zero, the encoder uses default value of sample aspect ratio.

FrameRateExtN, FrameRateExtD
Specify the frame rate by the formula: FrameRateExtN / FrameRateExtD.

For encoding, frame rate must be specified. For decoding, frame rate may be unspecified (FrameRateExtN and
FrameRateExtD are all zeros). In this case, the frame rate is default to 30 frames per second.

PicStruct
Picture type as specified in the PicStruct enumerator

ChromaFormat
Color sampling method; the value of ChromaFormat is the same as that of ChromaFormatIdc. ChromaFormat is
not defined if FourCC is zero.

Change History
This structure is available since SDK API 1.0.
SDK API 1.9 added BitDepthLuma, BitDepthChroma and Shift fields.
SDK API 1.15 adds BufferSize field.

Remarks
See Appendix A for constraints of specifying certain parameters during SDK class initialization and operation.

mfxFrameSurface1

Definition
typedef struct {
    mfxU32 reserved[4];
    mfxFrameInfo Info;
    mfxFrameData Data;
} mfxFrameSurface1;

Description
The mfxFrameSurface1 structure defines the uncompressed frames surface information and data buffers. The frame surface is in the frame or
complementary field pairs of pixels up to four color-channels, in two parts: mfxFrameInfo and mfxFrameData.

Members
Info mfxFrameInfo structure specifies surface properties.
Data mfxFrameData structure describes the actual frame buffer.

Change History
This structure is available since SDK API 1.0.

mfxInfoMFX

Definition
typedef struct {
    mfxU32  reserved[7];
    mfxU16  LowPower;
    mfxU16  BRCParamMultiplier;
    mfxFrameInfo  FrameInfo;
    mfxU32  CodecId;
    mfxU16  CodecProfile;
    mfxU16  CodecLevel;
    mfxU16  NumThread;
    union {
        struct {
            /* Encoding Options */
            mfxU16  TargetUsage;
            mfxU16  GopPicSize;
            mfxU16  GopRefDist;
            mfxU16  GopOptFlag;
            mfxU16  IdriInterval;
            mfxU16  RateControlMethod;
            union {
                mfxU16  InitialDelayInKB;
                mfxU16  QPI;
                mfxU16  Accuracy;
            };
            mfxU16  BufferSizeInKB;
            union {
                mfxU16  TargetKbps;
                mfxU16  QPP;
                mfxU16  ICQQuality;
            };
            union {
                mfxU16  MaxKbps;
                mfxU16  QPB;
                mfxU16  Convergence;
            };
            mfxU16  NumSlice;
            mfxU16  NumRefFrame;
            mfxU16  EncodedOrder;
        };
    struct {
        /* Decoding Options */
        mfxU16  DecodedOrder;
        mfxU16  ExtendedPicStruct;
        mfxU16  TimeStampCalc;
        mfxU16  SliceGroupsPresent;
        mfxU16  MaxDecFrameBuffering;
        mfxU16  EnableReallocationRequest;
        mfxU16  reserved2[7];
    };
    struct {
        /* JPEG Decoding Options */
        mfxU16  JPEGChromaFormat;
        mfxU16  Rotation;
        mfxU16  JPEGColorFormat;
        mfxU16  InterleavedDec;
        mfxU8   SamplingFactorH[4];
        mfxU8   SamplingFactorV[4];
        mfxU16  reserved3[5];
    };
    struct {
        /* JPEG Encoding Options */
        mfxU16  Interleaved;
        mfxU16  Quality;
        mfxU16  RestartInterval;
        mfxU16  reserved5[10];
    };
} mfxInfoMFX;

Description

This structure specifies configurations for decoding, encoding and transcoding processes. A zero value in any of these fields indicates that the field is not explicitly specified.

Members

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>LowPower</td>
<td>For encoders set this flag to ON to reduce power consumption and GPU usage.</td>
</tr>
<tr>
<td>BRCParamMultiplier</td>
<td>Specifies a multiplier for bitrate control parameters. Affects next four</td>
</tr>
<tr>
<td></td>
<td>variables</td>
</tr>
<tr>
<td></td>
<td>InitialDelayInKB, BufferSizeInKB, TargetKbps, MaxKbps. If this value is not</td>
</tr>
<tr>
<td></td>
<td>equal to zero encoder calculates BRC parameters as value *BRCParamMultiplier.</td>
</tr>
<tr>
<td>FrameInfo</td>
<td>mfxFrameInfo structure that specifies frame parameters</td>
</tr>
</tbody>
</table>
### CodecId
Specifies the codec format identifier in the FOURCC code; see the `CodecFormatFourCC` enumerator for details. This is a mandated input parameter for `QueryIOSurf` and `Init` functions.

### CodecProfile
Specifies the codec profile; see the `CodecProfile` enumerator for details. Specify the codec profile explicitly or the SDK functions will determine the correct profile from other sources, such as resolution and bitrate.

### CodecLevel
Codec level; see the `CodecLevel` enumerator for details. Specify the codec level explicitly or the SDK functions will determine the correct level from other sources, such as resolution and bitrate.

### GopPicSize
Number of pictures within the current GOP (Group of Pictures); if `GopPicSize`=0, then the GOP size is unspecified. If `GopPicSize`=1, only I-frames are used. See Example 13 for pseudo-code that demonstrates how SDK uses this parameter.

### GopRefDist
Distance between I- or P (or GPB) - key frames; if it is zero, the GOP structure is unspecified. Note: If `GopRefDist`=1, there are no regular B-frames used (only P or GPB); if `mfxExtCodingOption3::GPB` is ON, GPB frames (B without backward references) are used instead of P. See Example 13 for pseudo-code that demonstrates how SDK uses this parameter.

### GopOptFlag
Ors of the `GopOptFlag` enumerator indicate the additional flags for the GOP specification; see Example 13 for an example of pseudo-code that demonstrates how to use this parameter.

### IdrInterval
For H.264, `IdrInterval` specifies IDR-frame interval in terms of I-frames; if `IdrInterval`=0, then every I-frame is an IDR-frame. If `IdrInterval`=1, then every other I-frame is an IDR-frame, etc.

For HEVC, if `IdrInterval`=0, then only first I-frame is an IDR-frame. If `IdrInterval`=1, then every I-frame is an IDR-frame. If `IdrInterval`=2, then every other I-frame is an IDR-frame, etc.

For MPEG2, `IdrInterval` defines sequence header interval in terms of I-frames. If `IdrInterval`=N, SDK inserts the sequence header before every Nth I-frame. If `IdrInterval`=0 (default), SDK inserts the sequence header once at the beginning of the stream.

If `GopPicSize` or `GopRefDist` is zero, `IdrInterval` is undefined.

### TargetUsage
Target usage model that guides the encoding process; see the `TargetUsage` enumerator for details.

### RateControlMethod
Rate control method; see the `RateControlMethod` enumerator for details.

### InitialDelayInKB, TargetKbps, MaxKbps
These parameters are for the constant bitrate (CBR), variable bitrate control (VBR) and CQP HRD algorithms.

The SDK encoders follow the Hypothetical Reference Decoding (HRD) model. The HRD model assumes that data flows into a buffer of the fixed size `BufferSizeInKB` with a constant bitrate `TargetKbps`. (Estimate the targeted frame size by dividing the framerate by the bitrate.)

The decoder starts decoding after the buffer reaches the initial size `InitialDelayInKB`, which is equivalent to reaching an initial delay of `InitialDelayInKB*8000/TargetKbps` ms. Note: In this context, KB is 1000 bytes and Kbps is 1000 bps.

If `InitialDelayInKB` or `BufferSizeInKB` is equal to zero, the value is calculated using bitrate, frame rate, profile, level, and so on.

`TargetKbps` must be specified for encoding initialization.

For variable bitrate control, the `MaxKbps` parameter specifies the maximum bitrate at which the encoded data enters the Video Buffering Verifier (VBV) buffer. If `MaxKbps` is equal to zero, the value is calculated from bitrate, frame rate, profile, level, and so on.

### QPI, QPP, QPB
Quantization Parameters (QP) for I, P and B frames, respectively, for the constant QP (CQP) mode.

### TargetKbps, Accuracy, Convergence
These parameters are for the average variable bitrate control (AVBR) algorithm. The algorithm focuses on overall encoding quality while meeting the specified bitrate, `TargetKbps`, within the accuracy range `Accuracy`, after a `Convergence` period. This method does not follow HRD and the instant bitrate is not capped or padded.

The `Accuracy` value is specified in the unit of tenth of percent.

The `Convergence` value is specified in the unit of 100 frames.

The `TargetKbps` value is specified in the unit of 1000 bits per second.

### ICQQuality
This parameter is for Intelligent Constant Quality (ICQ) bitrate control algorithm. It is value in the 1…51 range, where 1 corresponds the best quality.
BufferSizeInKB, BufferSizeInKB represents the maximum possible size of any compressed frames.

NumSlice Number of slices in each video frame; each slice contains one or more macro-block rows. If NumSlice equals zero, the encoder may choose any slice partitioning allowed by the codec standard.

See also mfxExtCodingOption2::NumMbPerSlice.

NumRefFrame Number of reference frames; if NumRefFrame = 0, this parameter is not specified.

EncodedOrder If not zero, EncodedOrder specifies that ENCODE takes the input surfaces in the encoded order and uses explicit frame type control. Application still must provide GopRefDist and mfxExtCodingOption2::BRefType so SDK can pack headers and build reference lists correctly.

NumThread Deprecated; Used to represent the number of threads the underlying implementation can use on the host processor. Always set this parameter to zero.

DecodedOrder Deprecated; Used to instruct the decoder to decoded output in the decoded order. Always set this parameter to zero.

ExtendedPicStruct Instructs DECODE to output extended picture structure values for additional display attributes. See the PicStruct description for details.

TimeStampCalc Time stamp calculation method; see the TimeStampCalc description for details.

SliceGroupsPresent Nonzero value indicates that slice groups are present in the bitstream. Only AVC decoder uses this field.

MaxDecFrameBuffering Nonzero value specifies the maximum required size of the decoded picture buffer in frames for AVC and HEVC decoders.

EnableReallocRequest For decoders supporting dynamic resolution change (VP9), set this option to ON to allow MFXVideoDECODE_DecodeFrameAsync return MFX_ERR_REALLOC_SURFACE.

See the CodingOptionValue enumerator for values of this option. Use Query function to check if this feature is supported.

Change History

This structure is available since SDK API 1.0.

SDK API 1.1 extended the QPI, QPP, QPB fields.

SDK API 1.3 extended the Accuracy, Convergence, TimeStampCalc, ExtendedPicStruct and BRCParamMultiplier fields.

SDK API 1.6 added SliceGroupsPresent field.

SDK API 1.8 added ICQuality field.

SDK API 1.15 adds LowPower field.

SDK API 1.16 adds MaxDecFrameBuffering field.

SDK API 1.19 adds EnableReallocRequest field.

Example 13: Pseudo-Code for GOP Structure Parameters

```c
mfxU16 get_gop_sequence (…) {
  pos=display_frame_order;
  if (pos == 0)
    return MFX_FRAMETYPE_I | MFX_FRAMETYPE_IDR | MFX_FRAMETYPE_REF;
  /* Only I-frames */
  if (GopPicSize == 1)
    return MFX_FRAMETYPE_I | MFX_FRAMETYPE_REF;
  if (GopPicSize == 0)
    frameInGOP = pos; //Unlimited GOP
    else
      frameInGOP = pos%GopPicSize;
  if (frameInGOP == 0)
    return MFX_FRAMETYPE_I | MFX_FRAMETYPE_REF;
  if (GopRefDist == 1 || GopRefDist == 0) // Only I,P frames
    return MFX_FRAMETYPE_P | MFX_FRAMETYPE_REF;
  frameInPattern = (frameInGOP-1)%GopRefDist;
  if (frameInPattern == GopRefDist - 1)
    return MFX_FRAMETYPE_P | MFX_FRAMETYPE_REF;
  return MFX_FRAMETYPE_B;
}
```

mfxInfoVPP

Definition
typedef struct _mfxInfoVPP {
    mfxU32 reserved[8];
    mfxFrameInfo In;
    mfxFrameInfo Out;
} mfxInfoVPP;

Description
The mfxInfoVPP structure specifies configurations for video processing. A zero value in any of the fields indicates that the corresponding field is not explicitly specified.

Members
In  Input format for video processing
Out Output format for video processing

Change History
This structure is available since SDK API 1.0.

mfxInitParam
Definition
typedef struct {
    mfxIMPL Implementation;
    mfxVersion Version;
    mfxU16 ExternalThreads;
    union {
        struct {
            mfxExtBuffer **ExtParam;
            mfxU16 NumExtParam;
        };
        mfxU16 reserved2[5];
    };
    mfxU16 GPUCopy;
    mfxU16 reserved[21];
} mfxInitParam;

Description
The mfxInitParam structure specifies advanced initialization parameters. A zero value in any of the fields indicates that the corresponding field is not explicitly specified.

Members
Implementation  mfxIMPL enumerator that indicates the desired SDK implementation
Version Structure which specifies minimum library version or zero, if not specified
ExternalThreads Desired threading mode. Value 0 means internal threading, 1 – external.
NumExtParam  The number of extra configuration structures attached to this structure.
ExtParam Points to an array of pointers to the extra configuration structures; see the ExtendedBufferID enumerator for a list of extended configurations.
GPUCopy Enables or disables GPU accelerated copying between video and system memory in the SDK components. See the GPUCopy enumerator for a list of valid values.

Change History
This structure is available since SDK API 1.14.
The SDK API 1.15 adds NumExtParam and ExtParam fields.
The SDK API 1.16 adds GPUCopy field.

mfxPlatform
Definition
typedef struct {
    mfxU16 CodeName;
    mfxU16 DeviceId;
    } mfxPlatform;

Description
The mfxPlatform structure contains information about hardware platform.

Members
CodeName Intel® processor microarchitecture codename. See the PlatformCodeName enumerator for a list of possible values.
DeviceId Reserved.

Change History
This structure is available since SDK API 1.19.

mfxPayload
Definition
typedef struct {
    mfxU32      CtrlFlags;
    mfxU32      reserved[3]; /* buffer pointer */
    mfxU8       *Data; /* number of bits */
    mfxU16      Type; /* SEI message type in H.264 or user data start_code in MPEG-2 */
    mfxU16      BufSize; /* payload buffer size in bytes */
} mfxPayload;

Description
The mfxPayload structure describes user data payload in MPEG-2 or SEI message payload in H.264. For encoding, these payloads can be inserted into the bitstream. The payload buffer must contain a valid formatted payload. For H.264, this is the sei_message() as specified in the section 7.3.2.3.1 "Supplemental enhancement information message syntax" of the ISO/IEC 14496-10 specification. For MPEG-2, this is the section 6.2.2.2.2 "User data" of the ISO/IEC 13818-2 specification, excluding the user data start_code. For decoding, these payloads can be retrieved as the decoder parses the bitstream and caches them in an internal buffer.

Payloads insertion support in encoders:

<table>
<thead>
<tr>
<th>Codec</th>
<th>Supported Types</th>
</tr>
</thead>
<tbody>
<tr>
<td>MPEG-2</td>
<td>0x01B2 //User Data</td>
</tr>
<tr>
<td>AVC</td>
<td>02 //pan_scan_rect</td>
</tr>
<tr>
<td></td>
<td>03 //filler_payload</td>
</tr>
<tr>
<td></td>
<td>04 //user_data_registered_itu_t_t35</td>
</tr>
<tr>
<td></td>
<td>05 //user_data_unregistered</td>
</tr>
<tr>
<td></td>
<td>06 //recovery_point</td>
</tr>
<tr>
<td></td>
<td>09 //scene_info</td>
</tr>
<tr>
<td></td>
<td>13 //full_frame_freeze</td>
</tr>
<tr>
<td></td>
<td>14 //full_frame_freeze_release</td>
</tr>
<tr>
<td></td>
<td>15 //full_frame_snapshot</td>
</tr>
<tr>
<td></td>
<td>16 //progressive_refinement_segment_start</td>
</tr>
<tr>
<td></td>
<td>17 //progressive_refinement_segment_end</td>
</tr>
<tr>
<td></td>
<td>19 //film_grain_characteristics</td>
</tr>
<tr>
<td></td>
<td>20 //deblocking_filter_display_preference</td>
</tr>
<tr>
<td></td>
<td>21 //stereo_video_info</td>
</tr>
<tr>
<td>HEVC</td>
<td>All</td>
</tr>
<tr>
<td></td>
<td>45 //frame_packing_arrangement</td>
</tr>
</tbody>
</table>

Members

| Type | MPEG-2 user data start code or H.264 SEI message type |
| NumBit | Number of bits in the payload data |
| Data | Pointer to the actual payload data buffer |
| BufSize | Payload buffer size in bytes |
| CtrlFlags | Additional payload properties. See the PayloadCtrlFlags enumerator for details. |

Change History
This structure is available since SDK API 1.0.
The SDK API 1.19 adds CtrlFlags field.

mfxVersion

Definition
typedef union _mfxVersion {
    struct {
        mfxU16    Minor;
        mfxU16    Major;
    };
    mfxU32    Version;
} mfxVersion;

Description
The mfxVersion structure describes the version of the SDK implementation.

Members

| Version | SDK implementation version number |
| Major | Major number of the SDK implementation |
| Minor | Minor number of the SDK implementation |
**Change History**

This structure is available since SDK API 1.0.

**mfxVideoParam**

**Definition**

```c
typedef struct {
    mfxU32    AllocId;
    mfxU32    reserved[2];
    mfxU16    reserved3;
    mfxU16    AsyncDepth;
    union {
        mfxInfoMFX  mfx;
        mfxInfoVPP  vpp;
    }
    mfxU16        Protected;
    mfxU16        IOPattern;
    mfxExtBuffer  **ExtParam;
    mfxU16        NumExtParam;
    mfxU16        reserved2;
} mfxVideoParam;
```

**Description**

The `mfxVideoParam` structure contains configuration parameters for encoding, decoding, transcoding and video processing.

**Members**

- **AllocId**  
  Unique component ID that will be passed by SDK to `mfxFrameAllocRequest`. Useful in pipelines where several components of the same type share the same allocator.

- **AsyncDepth**  
  Specifies how many asynchronous operations an application performs before the application explicitly synchronizes the result. If zero, the value is not specified.

- **mfx**  
  Configurations related to encoding, decoding and transcoding; see the definition of the `mfxInfoMFX` structure for details.

- **vpp**  
  Configurations related to video processing; see the definition of the `mfxInfoVPP` structure for details.

- **Protected**  
  Specifies the content protection mechanism; this is a reserved parameter. Its value must be zero.

- **IOPattern**  
  Input and output memory access types for SDK functions; see the enumerator `IOPattern` for details. The `Query` functions return the natively supported `IOPattern` if the `Query` input argument is `NULL`. This parameter is a mandated input for `QueryIOSurf` and `Init` functions. For `DECODE`, the output pattern must be specified; for `ENCODE`, the input pattern must be specified; and for `VPP`, both input and output pattern must be specified.

- **NumExtParam**  
  The number of extra configuration structures attached to this structure.

- **ExtParam**  
  Points to an array of pointers to the extra configuration structures; see the `ExtendedBufferID` enumerator for a list of extended configurations.

  The list of extended buffers should not contain duplicated entries, i.e., entries of the same type. If `mfxVideoParam` structure is used to query the SDK capability, then list of extended buffers attached to input and output `mfxVideoParam` structure should be equal, i.e., should contain the same number of extended buffers of the same type.

**Change History**

This structure is available since SDK API 1.0. SDK API 1.1 extended the `AsyncDepth` field.

SDK API 1.17 adds `AllocId` field.

**mfxVPPStat**

**Definition**

```c
typedef struct _mfxVPPStat {
    mfxU32    reserved[16];
    mfxU32    NumFrame;
    mfxU32    NumCachedFrame;
} mfxVPPStat;
```

**Description**

The `mfxVPPStat` structure returns statistics collected during video processing.

**Members**

- **NumFrame**  
  Total number of frames processed

- **NumCachedFrame**  
  Number of internally cached frames

**Change History**

This structure is available since SDK API 1.0.

**mfxENCInput**

**Definition**
typedef struct _mfxENCInput mfxENCInput;

struct _mfxENCInput{
    mfxU32 reserved[32];
    mfxFrameSurface1 *InSurface;
    mfxU16 NumFrameL0;
    mfxFrameSurface1 **L0Surface;
    mfxU16 NumFrameL1;
    mfxFrameSurface1 **L1Surface;
    mfxU16 NumExtParam;
    mfxExtBuffer **ExtParam;
};

Description
The mfxENCInput structure specifies input for the ENC class of functions.

Members
| InSurface | Input surface. |
| NumFrameL0, NumFrameL1 | Number of surfaces in L0 and L1 reference lists. |
| L0Surface, L1Surface | L0 and L1 reference lists |
| NumExtParam | Number of extended buffers. |
| ExtParam | List of extended buffers. |

Change History
This structure is available since SDK API 1.10.

mfxENCOutput

Definition
typedef struct _mfxENCOutput mfxENCOutput;

struct _mfxENCOutput{
    mfxU32 reserved[32];
    mfxU16 NumExtParam;
    mfxExtBuffer **ExtParam;
};

Description
The mfxENCOutput structure specifies output of the ENC class of functions.

Members
| NumExtParam | Number of extended buffers. |
| ExtParam | List of extended buffers. |

Change History
This structure is available since SDK API 1.10.

mfxExtLAControl

Definition
typedef struct {
    mfxExtBuffer Header;
    mfxU16 LookAheadDepth;
    mfxU16 DependencyDepth;
    mfxU16 DownScaleFactor;
    mfxU16 BPyramid;
    mfxU16 reserved1[23];
    mfxU16 NumOutStream;
    struct mfxStream{
        mfxU16 Width;
        mfxU16 Height;
        mfxU16 reserved2[14];
    } OutStream[16];
} mfxExtLAControl;

Description
The mfxExtLAControl structure is used to control standalone look ahead behavior. This LA is performed by ENC class of functions and its results are used later by ENCODE class of functions to improve coding efficiency.

This LA is intended for one to N transcoding scenario, where one input bitstream is transcoded to several output ones with different bitrates and resolutions. Usage of integrated into the SDK encoder LA in this scenario is also possible but not efficient in term of performance and memory consumption. Standalone LA by ENC class of functions is executed only once for input bitstream in contrast to the integrated LA where LA is executed for each of output streams.

This structure is used at ENC initialization time and should be attached to the mfxVideoParam structure.

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Members

Header.BufferId Must be MFX_EXTBUFF_LOOKAHEAD_CTRL.

LookAheadDepth Look ahead depth. This parameter has exactly the same meaning as LookAheadDepth in the mfxExtCodingOption2 structure. It should be less than LookAheadDepth filed.

DependencyDepth Dependency depth. This parameter specifies the number of frames that SDK analyzes to calculate inter-frame dependency.

DownScaleFactor Down scale factor. This parameter has exactly the same meaning as LookAheadDS in the mfxExtCodingOption2 structure. It is recommended to execute LA on downscaled image to improve performance without significant quality degradation.

BPyrain Turn ON this flag to enable BPyramid feature (this mode is not supported by h264 encoder). See the CodingOptionValue enumerator for values of this option.

NumOutStream Number of output streams in one to N transcode scenario.

OutStream Output stream parameters.

Width Output stream width.

Height Output stream height.

Change History

This structure is available since SDK API 1.10.

The SDK API 1.15 adds BPyrain field.

mfxExtLAFrameStatistics

Definition

typedef struct {
    mfxU16  Width;
    mfxU16  Height;
    mfxU32  FrameType;
    mfxU32  FrameDisplayOrder;
    mfxU32  FrameEncodeOrder;
    mfxU32  IntraCost;
    mfxU32  InterCost;
    mfxU32  DependencyCost;
    mfxU16  Layer;
    mfxU16  reserved[23];
    mfxU64  EstimatedRate[52];
} mfxLAFrameInfo;

typedef struct {
    mfxExtBuffer    Header;
    mfxU16  reserved[20];
    mfxU16  NumAlloc;
    mfxU16  NumStream;
    mfxU16  NumFrame;
    mfxLAFrameInfo  *FrameStat;
    mfxFrameSurface1 *OutSurface;
} mfxExtLAFrameStatistics;

Description

The mfxExtLAFrameStatistics structure is used to pass standalone look ahead statistics to the SDK encoder in one to N transcode scenario. This structure is used at runtime and should be attached to the mfxENCOutput structure and then passed, attached, to the mfxEncodeCtrl structure.

Members

Header.BufferId Must be MFX_EXTBUFF_LOOKAHEAD_STAT.

NumAlloc Number of allocated elements in the FrameStat array.

NumStream Number of streams in the FrameStat array.

NumFrame Number of frames for each stream in the FrameStat array.

FrameStat LA statistics for each frame in output stream.

Width Output stream width.

Height Output stream height.

FrameType Output frame type.

FrameDisplayOrder Output frame number in display order.

FrameEncodeOrder Output frame number in encoding order.

IntraCost Intra cost of output frame.

InterCost Inter cost of output frame.

DependencyCost Aggregated dependency cost. It shows how this frame influences subsequent frames.

Layer BPyramid layer number. zero if BPyramid is not used.

EstimatedRate Estimated rate for each QP.

OutSurface Output surface.

Change History

This structure is available since SDK API 1.10.
The SDK API 1.15 adds Layer field.

**mfxExtVPPFieldProcessing**

**Definition**

typedef struct {
    mfxExtBuffer Header;
    mfxU16 Mode;
    mfxU16 InField;
    mfxU16 OutField;
    mfxU16 reserved[25];
} mfxExtVPPFieldProcessing;

**Description**

The mfxExtVPPFieldProcessing structure configures the VPP field processing algorithm. The application can attach this extended buffer to the mfxVideoParam structure to configure initialization and/or to the mfxFrameData during runtime, runtime configuration has priority over initialization configuration. If field processing algorithm was activated via mfxExtVPPDoUse structure and mfxExtVPPFieldProcessing extended buffer was not provided during initialization, this buffer must be attached to mfxFrameData of each input surface.

**Members**

- **Header.BufferId** Must be MFX_EXTBUFF_VPP_FIELD_PROCESSING.
- **Mode** Specifies the mode of field processing algorithm. See the VPPFieldProcessingMode enumerator for values of this option.
- **InField** When Mode is MFX_VPP_COPY_FIELD specifies input field. See the PicType enumerator for values of this parameter.
- **OutField** When Mode is MFX_VPP_COPY_FIELD specifies output field. See the PicType enumerator for values of this parameter.

**Change History**

This structure is available since SDK API 1.11.

**mfxExtMBQP**

**Definition**

typedef struct {
    mfxExtBuffer Header;
    mfxU32 reserved[11];
    mfxU32 NumQPAlloc;
    union {
        mfxU8 *QP;
        mfxU64 reserved2;
    };
} mfxExtMBQP;

**Description**

The mfxExtMBQP structure specifies per-macroblock QP for current frame if mfxExtCodingOption3::EnableMBQP was turned ON during encoder initialization. The application can attach this extended buffer to the mfxEncodeCtrl during runtime.

**Members**

- **Header.BufferId** Must be MFX_EXTBUFF_MBP.
- **NumQPAlloc** The allocated QP array size.
- **QP** Pointer to a list of per-macroblock QP in raster scan order. In case of interlaced encoding the first half of QP array affects top field and the second – bottom field.
  
  For AVC valid range is 1..51.
  
  For MPEG2 QP corresponds to quantizer_scale of the ISO/IEC 13818-2 specification and have valid range 1..112.

**Change History**

This structure is available since SDK API 1.13.

**mfxExtChromaLocInfo**

**Definition**

typedef struct {
    mfxExtBuffer Header;
    mfxU16 ChromaLocInfoPresentFlag;
    mfxU16 ChromaSampleLocTypeTopField;
    mfxU16 ChromaSampleLocTypeBottomField;
    mfxU16 reserved[9];
} mfxExtChromaLocInfo;

**Description**

The mfxExtChromaLocInfo structure defines the location of chroma samples information.

**Members**

- **Header.BufferId** Must be MFX_EXTBUFF_CHROMA_LCI.
ChromaLocInfoPresentFlag, ChromaSampleLocTypeTopField, ChromaSampleLocTypeBottomField: These parameters define the location of chroma samples information.

See Annex E of the ISO/IEC 14496-10 specification for the definition of these parameters.

Change History
This structure is available since SDK API 1.13.

**mfxExtHEVCTiles**

**Definition**

typedef struct {
    mfxExtBuffer Header;
    mfxU16 NumTileRows;
    mfxU16 NumTileColumns;
} mfxExtHEVCTiles;

**Description**
The `mfxExtHEVCTiles` structure configures tiles options for the HEVC encoder. The application can attach this extended buffer to the `mfxVideoParam` structure to configure initialization.

**Members**

<table>
<thead>
<tr>
<th>Member</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Header.BufferId</td>
<td>Must be MFX_EXTBUFF_HEVC_TILES.</td>
</tr>
<tr>
<td>NumTileRows</td>
<td>Number of tile rows.</td>
</tr>
<tr>
<td>NumTileColumns</td>
<td>Number of tile columns.</td>
</tr>
</tbody>
</table>

Change History
This structure is available since SDK API 1.13.

**mfxExtMBDisableSkipMap**

**Definition**

typedef struct {
    mfxExtBuffer Header;
    mfxU32 reserved[11];
    mfxU32 MapSize;
    union {
        mfxU8  *Map;
        mfxU64  reserved2;
    };
} mfxExtMBDisableSkipMap;

**Description**
The `mfxExtMBDisableSkipMap` structure specifies macroblock map for current frame which forces specified macroblocks to be non-skip if `mfxExtCodingOption3::MBDisableSkipMap` was turned ON during encoder initialization. The application can attach this extended buffer to the `mfxEncodeCtrl` during runtime.

**Members**

<table>
<thead>
<tr>
<th>Member</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Header.BufferId</td>
<td>Must be MFX_EXTBUFF_MB_DISABLE_SKIP_MAP.</td>
</tr>
<tr>
<td>MapSize</td>
<td>Macroblock map size.</td>
</tr>
<tr>
<td>Map</td>
<td>Pointer to a list of non-skip macroblock flags in raster scan order. Each flag is one byte in map. Set flag to 1 to force corresponding macroblock to be non-skip. In case of interlaced encoding the first half of map affects top field and the second—bottom field.</td>
</tr>
</tbody>
</table>

Change History
This structure is available since SDK API 1.13.

**mfxExtDecodedFrameInfo**

**Definition**

typedef struct {
    mfxExtBuffer Header;
    mfxU16       FrameType;
    mfxU16       reserved[59];
} mfxExtDecodedFrameInfo;

**Description**
This structure is used by the SDK decoders to report additional information about decoded frame. The application can attach this extended buffer to the `mfxFrameSurface1::mfxFrameData` structure at runtime.

**Members**

<table>
<thead>
<tr>
<th>Member</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Header.BufferId</td>
<td>Must be MFX_EXTBUFF_DECODED_FRAME_INFO.</td>
</tr>
<tr>
<td>FrameType</td>
<td>Frame type. See <code>FrameType</code> enumerator for the list of possible types.</td>
</tr>
</tbody>
</table>

Change History
This structure is available since SDK API 1.14.

### mfxExtTimeCode

**Definition**

```c
typedef struct {
    mfxExtBuffer Header;
    mfxU16 DropFrameFlag;
    mfxU16 TimeCodeHours;
    mfxU16 TimeCodeMinutes;
    mfxU16 TimeCodeSeconds;
    mfxU16 TimeCodePictures;
    mfxU16 reserved[?];
} mfxExtTimeCode;
```

**Description**

This structure is used by the SDK to pass MPEG 2 specific timing information.

**Members**

- **Header.BufferId** must be `MFX_EXTBUFF_TIME_CODE`.
- See ISO/IEC 13818-2 and ITU-T H.262, MPEG-2 Part 2 for the definition of these parameters.

**Change History**

This structure is available since SDK API 1.14.

### mfxExtHEVCRegion

**Definition**

```c
enum {
    MFX_HEVC_REGION_ENCODING_ON  = 0,
    MFX_HEVC_REGION_ENCODING_OFF = 1
};

typedef struct {
    mfxExtBuffer Header;
    mfxU32 RegionId;
    mfxU16 RegionType;
    mfxU16 RegionEncoding;
    mfxU16 reserved[24];
} mfxExtHEVCRegion;
```

**Description**

Attached to the `mfxVideoParam` structure during HEVC encoder initialization, specifies the region to encode.

**Members**

- **RegionId** Id of region.
- **RegionType** Type of region. See `HEVCRegionType` enumerator for the list of possible types.
- **RegionEncoding** Set to `MFX_HEVC_REGION_ENCODING_ON` to encode only specified region.

**Change History**

This structure is available since SDK API 1.15.

The SDK API 1.16 adds **RegionEncoding** field.

### mfxExtThreadsParam

**Definition**

```c
typedef struct {
    mfxExtBuffer Header;
    mfxU16 NumThread;
    mfxI32 SchedulingType;
    mfxI32 Priority;
    mfxU16 reserved[55];
} mfxExtThreadsParam;
```

**Description**

Attached to the `mfxInitParam` structure during the SDK session initialization, `mfxExtThreadsParam` structure specifies options for threads created by this session.

**Members**

- **Header.BufferId** must be `MFX_EXTBUFF_THREADS_PARAM`.
- **NumThread** The number of threads.
- **SchedulingType** Scheduling policy for all threads.
Priority Priority for all threads.

Change History
This structure is available since SDK API 1.15.

### mfxExtHEVCParam

**Definition**

```c
typedef struct {
    mfxExtBuffer Header;
    mfxU16 PicWidthInLumaSamples;
    mfxU16 PicHeightInLumaSamples;
    mfxU64 GeneralConstraintFlags;
    mfxU16 reserved[118];
} mfxExtHEVCParam;
```

**Description**
Attached to the `mfxVideoParam` structure extends it with HEVC-specific parameters. Used by both decoder and encoder.

**Members**

<table>
<thead>
<tr>
<th>Member</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Header.BufferId</td>
<td>Must be <code>MFX_EXTBUFF_HEVC_PARAM</code>.</td>
</tr>
<tr>
<td>PicWidthInLumaSamples</td>
<td>Specifies the width of each coded picture in units of luma samples.</td>
</tr>
<tr>
<td>PicHeightInLumaSamples</td>
<td>Specifies the height of each coded picture in units of luma samples.</td>
</tr>
<tr>
<td>GeneralConstraintFlags</td>
<td>Additional flags to specify exact profile/constraints. See the <code>GeneralConstraintFlags</code> enumerator for values of this field.</td>
</tr>
</tbody>
</table>

**Change History**
This structure is available since SDK API 1.14.
The SDK API 1.16 adds `GeneralConstraintFlags` field.

### mfxExtPredWeightTable

**Definition**

```c
typedef struct {
    mfxExtBuffer Header;
    mfxU16 LumaLog2WeightDenom; // 0..7
    mfxU16 ChromaLog2WeightDenom; // 0..7
    mfxU16 LumaWeightFlag[2][32]; // [list] 0,1
    mfxU16 ChromaWeightFlag[2][32]; // [list] 0,1
    mfxU16 Weights[2][32][3][2]; // [list][list entry][Y, Cb, Cr][weight, offset]
    mfxU16 reserved[58];
} mfxExtPredWeightTable;
```

**Description**
When `mfxExtCodingOption3::WeightedPred` was set to `explicit` during encoder Init or Reset and the current frame is P-frame or `mfxExtCodingOption3::WeightedBiPred` was set to `explicit` during encoder Init or Reset and the current frame is B-frame, attached to `mfxEncodeCtrl`, this structure specifies weighted prediction table for current frame.

**Members**

<table>
<thead>
<tr>
<th>Member</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Header.BufferId</td>
<td>Must be <code>MFX_EXTBUFF_PRED_WEIGHT_TABLE</code>.</td>
</tr>
<tr>
<td>LumaLog2WeightDenom</td>
<td>Base 2 logarithm of the denominator for all luma weighting factors. Value shall be in the range of 0 to 7, inclusive.</td>
</tr>
<tr>
<td>ChromaLog2WeightDenom</td>
<td>Base 2 logarithm of the denominator for all chroma weighting factors. Value shall be in the range of 0 to 7, inclusive.</td>
</tr>
<tr>
<td>LumaWeightFlag</td>
<td>LumaWeightFlag[L][R] equal to 1 specifies that the weighting factors for the luma component are specified for R's entry of RefPicList L.</td>
</tr>
<tr>
<td>ChromaWeightFlag</td>
<td>ChromaWeightFlag[L][R] equal to 1 specifies that the weighting factors for the chroma component are specified for R's entry of RefPicList L.</td>
</tr>
<tr>
<td>Weights</td>
<td>The values of the weights and offsets used in the encoding processing. The value of <code>Weights[i][j][k][m]</code> is interpreted as: i refers to reference picture list 0 or 1; j refers to reference list entry 0-31; k refers to data for the luma component when it is 0, the Cb chroma component when it is 1 and the Cr chroma component when it is 2; m refers to weight when it is 0 and offset when it is 1.</td>
</tr>
</tbody>
</table>

**Change History**
This structure is available since SDK API 1.16.

### mfxExtDirtyRect

**Definition**
typedef struct {
  mfxExtBuffer Header;
mfxU16  NumRect;
mfxU16  reserved[11];
} mfxExtDirtyRect;

Description

Used by the application to specify dirty regions within a frame during encoding. It may be used at initialization or at runtime.

Members

<table>
<thead>
<tr>
<th>Member</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Header.BufferId</td>
<td>Must be <code>MFX_EXTBUFF_DIRTY_RECTANGLES</code>.</td>
</tr>
<tr>
<td>NumRect</td>
<td>Number of dirty rectangles.</td>
</tr>
<tr>
<td>Rect</td>
<td>Array of dirty rectangles.</td>
</tr>
<tr>
<td>Left, Top, Right, Bottom</td>
<td>Dirty region location. Should be aligned to MB boundaries (should be dividable by 16). If not, the SDK encoder truncates it to MB boundaries, for example, both 17 and 31 will be truncated to 16.</td>
</tr>
</tbody>
</table>

Change History

This structure is available since SDK API 1.16.

mfxExtMoveRect

Definition

typedef struct {
  mfxExtBuffer Header;
mfxU16  NumRect;
mfxU16  reserved[11];
} mfxExtMoveRect;

Description

Used by the application to specify moving regions within a frame during encoding.

Members

<table>
<thead>
<tr>
<th>Member</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Header.BufferId</td>
<td>Must be <code>MFX_EXTBUFF_MOVING_RECTANGLES</code>.</td>
</tr>
<tr>
<td>NumRect</td>
<td>Number of moving rectangles.</td>
</tr>
<tr>
<td>Rect</td>
<td>Array of moving rectangles.</td>
</tr>
<tr>
<td>DestLeft, DestTop, DestRight, DestBottom</td>
<td>Destination rectangle location. Should be aligned to MB boundaries (should be dividable by 16). If not, the SDK encoder truncates it to MB boundaries, for example, both 17 and 31 will be truncated to 16.</td>
</tr>
<tr>
<td>SourceLeft, SourceTop</td>
<td>Source rectangle location.</td>
</tr>
</tbody>
</table>

Change History

This structure is available since SDK API 1.16.

mfxExtCodingOptionVPS

Definition

typedef struct {
  mfxExtBuffer Header;
union {
  mfxU8       VPSBuffer;
mfxU64      reserved1;
};
mfxU16          VPSBufSize;
mfxU16          VPSId;
mfxU16          reserved[6];
} mfxExtCodingOptionVPS;

Description

SDK Developer Reference  API Version 1.24
Attach this structure as part of the extended buffers to configure the SDK encoder during MFXVideoENCODE_Init. The sequence or picture parameters specified by this structure overwrite any such parameters specified by the structure or any other extended buffers attached therein.

If the encoder does not support the specified parameters, the encoder does not initialize and returns the status code MFX_ERR_INCOMPATIBLE_VIDEO_PARAM.

Check with the MFXVideoENCODE_Query function for the support of this multiple segment encoding feature. If this feature is not supported, the query returns MFX_ERR_UNSUPPORTED.

**Members**

<table>
<thead>
<tr>
<th>Header.BufferId Must be MFX_EXTBUFF_CODING_OPTION_VPS.</th>
</tr>
</thead>
<tbody>
<tr>
<td>VPSBuffer Pointer to a valid bitstream that contains the VPS (video parameter set for HEVC) buffer.</td>
</tr>
<tr>
<td>VPSBufSize Size of the VPS in bytes</td>
</tr>
<tr>
<td>VPSId VPS identifier; the value is reserved and must be zero.</td>
</tr>
</tbody>
</table>

**Change History**

This structure is available since SDK API 1.17.

---

**mfxExtVPPRotation**

**Definition**

```c
typedef struct {
    mfxExtBuffer Header;
    mfxU16 Angle;
    mfxU16 reserved[11];
} mfxExtVPPRotation;
```

**Description**

The `mfxExtVPPRotation` structure configures the VPP Rotation filter algorithm.

**Members**

<table>
<thead>
<tr>
<th>Header.BufferId Must be MFX_EXTBUFF_VPP_ROTATION</th>
</tr>
</thead>
<tbody>
<tr>
<td>Angle Rotation angle. See Angle enumerator for supported values.</td>
</tr>
</tbody>
</table>

**Change History**

This structure is available since SDK API 1.17.

---

**mfxExtVPPScaling**

**Definition**

```c
/* ScalingMode */
enum {
    MFX_SCALING_MODE_DEFAULT = 0,
    MFX_SCALING_MODE_LOWPOWER = 1,
    MFX_SCALING_MODE_QUALITY = 2
};

typedef struct {
    mfxExtBuffer Header;
    mfxU16 ScalingMode;
    mfxU16 reserved[11];
} mfxExtVPPScaling;
```

**Description**

The `mfxExtVPPScaling` structure configures the VPP Scaling filter algorithm.

**Members**

<table>
<thead>
<tr>
<th>Header.BufferId Must be MFX_EXTBUFF_VPP_SCALING</th>
</tr>
</thead>
<tbody>
<tr>
<td>ScalingMode Scaling mode</td>
</tr>
</tbody>
</table>

**Change History**

This structure is available since SDK API 1.19.

---

**mfxExtVPPMirroring**

**Definition**
/* MirroringType */

enum
{
    MFX_MIRRORING_DISABLED   = 0,
    MFX_MIRRORING_HORIZONTAL = 1,
    MFX_MIRRORING_VERTICAL   = 2
};

typedef struct
{
    mfxExtBuffer Header;
    mfxU16 Type;
    mfxU16 reserved[11];
} mfxExtVPPMirroring;

Description
The mfxExtVPPMirroring structure configures the VPP Mirroring filter algorithm.

Members
Header.BufferId Must be MFX_EXTBUFF_VPP_MIRRORING
Type Mirroring type

Change History
This structure is available since SDK API 1.19.

mfxExtVPPColorFill

Definition
typedef struct
{
    mfxExtBuffer Header;
    mfxU16 Enable;  /* tri-state option */
    mfxU16 reserved[11];
} mfxExtVPPColorFill;

Description
The mfxExtVPPColorFill structure configures the VPP ColorFill filter algorithm.

Members
Header.BufferId Must be MFX_EXTBUFF_VPP_COLORFILL
Enable Set to ON makes VPP fill the area between Width/Height and Crop borders.
See the CodingOptionValue enumerator for values of this option.

Change History
This structure is available since SDK API 1.19.

mfxExtEncodedSlicesInfo

Definition
typedef struct
{
    mfxExtBuffer Header;
    mfxU16 SliceSizeOverflow;
    mfxU16 NumSliceNonCopliant;
    mfxU16 NumEncodedSlice;
    mfxU16 NumSliceSizeAlloc;
    union
    {
        mfxU16 *SliceSize;
        mfxU64 reserved1;
    };
    mfxU16 reserved[20];
} mfxExtEncodedSlicesInfo;

Description
The mfxExtEncodedSlicesInfo is used by the SDK encoder to report additional information about encoded slices. The application can attach this buffer to the mfxBitstream structure before calling MFXVideoENCODE_EncodeFrameAsync function.

Not all implementations of the SDK encoder support this extended buffer. The application has to use query mode 1 to determine if such functionality is supported. To do so, the application has to attach this extended buffer to mfxVideoParam structure and call MFXVideoENCODE_Query function. If function returns MFX_ERR_NONE then such functionality is supported.

Members
Header.BufferId Must be MFX_EXTBUFF_ENCODED_SLICES_INFO
SliceSizeOverflow When mfxExtCodingOption2::MaxSliceSize is used, indicates the requested slice size was not met for one or more generated slices
NumSliceNonCopliant When mfxExtCodingOption2::MaxSliceSize is used, indicates the number of generated slices exceeds specification limits
NumEncodedSlice Number of encoded slices.
NumSliceSizeAlloc  SliceSize array allocation size. Must be specified by application.
SliceSize      Slice size in bytes. Array must be allocated by application.

Change History
This structure is available since SDK API 1.19.

**mfxExtMVOverPicBoundaries**

**Definition**

typedef struct {
    mfxExtBuffer Header;
    mfxU16 StickTop; /* tri-state option */
    mfxU16 StickBottom; /* tri-state option */
    mfxU16 StickLeft; /* tri-state option */
    mfxU16 StickRight; /* tri-state option */
    mfxU16 reserved[8];
} mfxExtMVOverPicBoundaries;

**Description**
Attached to the `mfxVideoParam` structure instructs encoder to use or not use samples over specified picture border for inter prediction.

**Members**

<table>
<thead>
<tr>
<th>Header.BufferId</th>
<th>Must be <code>MFX_EXTBUFF_MV_OVER_PIC_BOUNDARIES</code>.</th>
</tr>
</thead>
<tbody>
<tr>
<td>StickTop, StickBottom, StickLeft, StickRight</td>
<td>When set to OFF, one or more samples outside corresponding picture boundary may be used in inter prediction.</td>
</tr>
<tr>
<td></td>
<td>See the <code>CodingOptionValue</code> enumerator for values of this option.</td>
</tr>
</tbody>
</table>

Change History
This structure is available since SDK API 1.19.

**mfxExtDecVideoProcessing**

**Definition**

typedef struct {
    mfxExtBuffer Header;

    struct mfxIn{
        mfxU16 CropX;
        mfxU16 CropY;
        mfxU16 CropW;
        mfxU16 CropH;
        mfxU16 reserved[12];
    } In;

    struct mfxOut{
        mfxU32 FourCC;
        mfxU16 ChromaFormat;
        mfxU16 reserved1;
        mfxU16 Width;
        mfxU16 Height;
        mfxU16 CropX;
        mfxU16 CropY;
        mfxU16 CropW;
        mfxU16 CropH;
        mfxU16 reserved[22];
    } Out;

    mfxU16 reserved[13];
} mfxExtDecVideoProcessing;

**Description**
If attached to the `mfxVideoParam` structure during the `Init` stage this buffer will instruct decoder to resize output frames via fixed function resize engine (if supported by HW) utilizing direct pipe connection bypassing intermediate memory operations. Main benefits of this mode of pipeline operation are offloading resize operation to dedicated engine reducing power consumption and memory traffic.

**Members**

<table>
<thead>
<tr>
<th>Header.BufferId</th>
<th>Must be <code>MFX_EXTBUFF_DEC_VIDEO_PROCESSING</code>.</th>
</tr>
</thead>
<tbody>
<tr>
<td>In</td>
<td>Input surface description</td>
</tr>
<tr>
<td>CropX, CropY, CropW, CropH</td>
<td>Region of interest of the input surface</td>
</tr>
<tr>
<td></td>
<td>Note: <code>CropX</code> and <code>CropY</code> must be 0</td>
</tr>
<tr>
<td>Out</td>
<td>Output surface description</td>
</tr>
<tr>
<td>FourCC</td>
<td>FourCC of output surface Note: Should be <code>MFX_FOURCC_NV12</code></td>
</tr>
<tr>
<td>ChromaFormat</td>
<td>Chroma Format of output surface</td>
</tr>
<tr>
<td></td>
<td>Note: Should be <code>MFX_CHROMAFORMAT_YUV420</code></td>
</tr>
<tr>
<td>Width, Height</td>
<td>Width and Height of output surface</td>
</tr>
<tr>
<td>CropX, CropY, CropW, CropH</td>
<td>Region of interest of the output surface</td>
</tr>
</tbody>
</table>
Note: There are three places for crops values already (one in \texttt{mfxVideoParam} and two in \texttt{mfxExtDecVideoProcessing}); and two for Width and Height values (in \texttt{mfxVideoParam} and in \texttt{mfxExtDecVideoProcessing}). Example of relationship between structures below.

Example 1: For instance, input stream has resolution 1920x1088. Need to do resize to 352x288 resolution.

\begin{verbatim}
mfxVideoParam.Width = 1920;
mfxVideoParam.Height = 1088;
mfxVideoParam.CropX = 0;
mfxVideoParam.CropY = 0;
mfxVideoParam.CropW = 1920;
mfxVideoParam.CropH = 1088;
mfxExtDecVideoProcessing.In.CropX = 0;
mfxExtDecVideoProcessing.In.CropY = 0;
mfxExtDecVideoProcessing.In.CropW = 1920;
mfxExtDecVideoProcessing.In.CropH = 1088;
mfxExtDecVideoProcessing.Out.Width = 352;
mfxExtDecVideoProcessing.Out.Height = 288;
mfxExtDecVideoProcessing.Out.CropX = 0;
mfxExtDecVideoProcessing.Out.CropY = 0;
mfxExtDecVideoProcessing.Out.CropW = 352;
mfxExtDecVideoProcessing.Out.CropH = 288;
\end{verbatim}

Example 2: For instance, input stream has resolution 1920x1080. Required to do (1) cropping of decoded image to 1280x720, and then to do (2) resize 352x288 (3) into surface with SD resolution like 720x480

\begin{verbatim}
mfxVideoParam.Width = 1920;
mfxVideoParam.Height = 1088;
mfxVideoParam.CropX = 0;
mfxVideoParam.CropY = 0;
mfxVideoParam.CropW = 1920;
mfxVideoParam.CropH = 1080;
mfxExtDecVideoProcessing.In.CropX = 0;
mfxExtDecVideoProcessing.In.CropY = 0;
mfxExtDecVideoProcessing.In.CropW = 1280;
mfxExtDecVideoProcessing.In.CropH = 720;
mfxExtDecVideoProcessing.Out.Width = 720;
mfxExtDecVideoProcessing.Out.Height = 480;
mfxExtDecVideoProcessing.Out.CropX = 0;
mfxExtDecVideoProcessing.Out.CropY = 0;
mfxExtDecVideoProcessing.Out.CropW = 352;
mfxExtDecVideoProcessing.Out.CropH = 288;
\end{verbatim}

Change History

This structure is available since SDK API 1.22.

**Enumerator Reference**

**BitstreamDataFlag**

Description

The \texttt{BitstreamDataFlag} enumerator uses bit-ORed values to itemize additional information about the bitstream buffer.

Name/Description

<table>
<thead>
<tr>
<th>Name/Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>\texttt{MFX_BITSTREAM_COMPLETE_FRAME}</td>
</tr>
<tr>
<td>The bitstream buffer contains a complete frame or complementary field pair of data for the bitstream. For decoding, this means that the decoder can proceed with this buffer without waiting for the start of the next frame, which effectively reduces decoding latency.</td>
</tr>
<tr>
<td>If this flag is set, but the bitstream buffer contains incomplete frame or pair of field, then decoder will produce corrupted output.</td>
</tr>
<tr>
<td>\texttt{MFX_BITSTREAM_EOS}</td>
</tr>
<tr>
<td>The bitstream buffer contains the end of the stream. For decoding, this means that the application does not have any additional bitstream data to send to decoder.</td>
</tr>
</tbody>
</table>

Change History

This enumerator is available since SDK API 1.0.

SDK API 1.6 adds \texttt{MFX_BITSTREAM_EOS} definition.

**ChromaFormatIdc**

Description

The \texttt{ChromaFormatIdc} enumerator itemizes color-sampling formats.

Name/Description

<table>
<thead>
<tr>
<th>Name/Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>\texttt{MFX_CHROMAFORMAT_MONOCHROME}</td>
</tr>
<tr>
<td>Monochrome</td>
</tr>
<tr>
<td>\texttt{MFX_CHROMAFORMAT_YUV420}</td>
</tr>
<tr>
<td>4:2:0 color</td>
</tr>
<tr>
<td>\texttt{MFX_CHROMAFORMAT_YUV422}</td>
</tr>
<tr>
<td>4:2:2 color</td>
</tr>
<tr>
<td>\texttt{MFX_CHROMAFORMAT_YUV444}</td>
</tr>
<tr>
<td>4:4:4 color</td>
</tr>
<tr>
<td>\texttt{MFX_CHROMAFORMAT_YUV400}</td>
</tr>
<tr>
<td>equal to monochrome</td>
</tr>
<tr>
<td>\texttt{MFX_CHROMAFORMAT_YUV411}</td>
</tr>
<tr>
<td>4:1:1 color</td>
</tr>
<tr>
<td>\texttt{MFX_CHROMAFORMAT_YUV422H}</td>
</tr>
<tr>
<td>4:2:2 color, horizontal subsampling. It is equal to 4:2:2 color.</td>
</tr>
<tr>
<td>\texttt{MFX_CHROMAFORMAT_YUV422V}</td>
</tr>
<tr>
<td>4:2:2 color, vertical subsampling</td>
</tr>
</tbody>
</table>
Change History
This enumerator is available since SDK API 1.0.
SDK API 1.4 adds MFX_CHROMAFORMAT_YUV400, MFX_CHROMAFORMAT_YUV411, MFX_CHROMAFORMAT_YUV422H and MFX_CHROMAFORMAT_YUV422V definitions.

CodecFormatFourCC
Description
The CodecFormatFourCC enumerator itemizes codecs in the FourCC format.

Name/Description

<table>
<thead>
<tr>
<th>Name/Description</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MFX_CODEC_AVC</td>
<td>AVC, H.264, or MPEG-4, part 10 codec</td>
</tr>
<tr>
<td>MFX_CODEC_MPEG2</td>
<td>MPEG-2 codec</td>
</tr>
<tr>
<td>MFX_CODEC_VC1</td>
<td>VC-1 codec</td>
</tr>
<tr>
<td>MFX_CODEC_HEVC</td>
<td>HEVC codec</td>
</tr>
<tr>
<td>MFX_CODEC_VP9</td>
<td>VP9 codec</td>
</tr>
</tbody>
</table>

Change History
This enumerator is available since SDK API 1.0.
SDK API 1.8 added MFX_CODEC_HEVC definition.
SDK API 1.19 added MFX_CODEC_VP9 definition.

CodecLevel
Description
The CodecLevel enumerator itemizes codec levels for all codecs.

Name/Description

<table>
<thead>
<tr>
<th>Name/Description</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MFX_LEVEL_UNKNOWN</td>
<td>Unspecified codec level</td>
</tr>
<tr>
<td>MFX_LEVEL_AVC_1</td>
<td>H.264 level 1-1.3</td>
</tr>
<tr>
<td>MFX_LEVEL_AVC_1b</td>
<td>H.264 level 1-1.3</td>
</tr>
<tr>
<td>MFX_LEVEL_AVC_11</td>
<td>H.264 level 1-1.3</td>
</tr>
<tr>
<td>MFX_LEVEL_AVC_12</td>
<td>H.264 level 1-1.3</td>
</tr>
<tr>
<td>MFX_LEVEL_AVC_13</td>
<td>H.264 level 1-1.3</td>
</tr>
<tr>
<td>MFX_LEVEL_AVC_2</td>
<td>H.264 level 2-2.2</td>
</tr>
<tr>
<td>MFX_LEVEL_AVC_21</td>
<td>H.264 level 2-2.2</td>
</tr>
<tr>
<td>MFX_LEVEL_AVC_22</td>
<td>H.264 level 2-2.2</td>
</tr>
<tr>
<td>MFX_LEVEL_AVC_3</td>
<td>H.264 level 3-3.2</td>
</tr>
<tr>
<td>MFX_LEVEL_AVC_31</td>
<td>H.264 level 3-3.2</td>
</tr>
<tr>
<td>MFX_LEVEL_AVC_32</td>
<td>H.264 level 3-3.2</td>
</tr>
<tr>
<td>MFX_LEVEL_AVC_4</td>
<td>H.264 level 4-4.2</td>
</tr>
<tr>
<td>MFX_LEVEL_AVC_41</td>
<td>H.264 level 4-4.2</td>
</tr>
<tr>
<td>MFX_LEVEL_AVC_42</td>
<td>H.264 level 4-4.2</td>
</tr>
<tr>
<td>MFX_LEVEL_AVC_5</td>
<td>H.264 level 5-5.2</td>
</tr>
<tr>
<td>MFX_LEVEL_AVC_51</td>
<td>H.264 level 5-5.2</td>
</tr>
<tr>
<td>MFX_LEVEL_AVC_52</td>
<td>H.264 level 5-5.2</td>
</tr>
<tr>
<td>MFX_LEVEL_MPEG2_LOW</td>
<td>MPEG-2 levels</td>
</tr>
<tr>
<td>MFX_LEVEL_MPEG2_MAIN</td>
<td>MPEG-2 levels</td>
</tr>
<tr>
<td>MFX_LEVEL_MPEG2_HIGH</td>
<td>MPEG-2 levels</td>
</tr>
<tr>
<td>MFX_LEVEL_MPEG2_HIGH1440</td>
<td>MPEG-2 levels</td>
</tr>
<tr>
<td>MFX_LEVEL_VC1_LOW</td>
<td>VC-1 Level Low (simple &amp; main profiles)</td>
</tr>
<tr>
<td>MFX_LEVEL_VC1_MEDIAN</td>
<td>VC-1 Level Low (simple &amp; main profiles)</td>
</tr>
<tr>
<td>MFX_LEVEL_VC1_HIGH</td>
<td>VC-1 Level Low (simple &amp; main profiles)</td>
</tr>
<tr>
<td>MFX_LEVEL_VC1_0</td>
<td>VC-1 advanced profile levels</td>
</tr>
<tr>
<td>MFX_LEVEL_VC1_1</td>
<td>VC-1 advanced profile levels</td>
</tr>
<tr>
<td>MFX_LEVEL_VC1_2</td>
<td>VC-1 advanced profile levels</td>
</tr>
<tr>
<td>MFX_LEVEL_VC1_3</td>
<td>VC-1 advanced profile levels</td>
</tr>
<tr>
<td>MFX_LEVEL_VC1_4</td>
<td>VC-1 advanced profile levels</td>
</tr>
</tbody>
</table>
HEVC levels and tiers

Change History
This enumerator is available since SDK API 1.0.
SDK API 1.8 added HEVC level and tier definitions.

CodecProfile
Description
The CodecProfile enumerator itemizes codec profiles for all codecs.

Name/Description

<table>
<thead>
<tr>
<th>Name/Description</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MFX_PROFILE_UNKNOWN</td>
<td>Unspecified profile</td>
</tr>
<tr>
<td>MFX_PROFILE_AVC_BASELINE, MFX_PROFILE_AVC_MAIN, MFX_PROFILE_AVC_EXTENDED, MFX_PROFILE_AVC_HIGH, MFX_PROFILE_AVC_CONSTRAINED_BASELINE, MFX_PROFILE_AVC_CONSTRAINED_HIGH, MFX_PROFILE_AVC_PROGRESSIVE_HIGH</td>
<td>H.264 profiles</td>
</tr>
<tr>
<td>MFX_PROFILE_AVC_CONSTRAINT_SET0, MFX_PROFILE_AVC_CONSTRAINT_SET1, MFX_PROFILE_AVC_CONSTRAINT_SET2, MFX_PROFILE_AVC_CONSTRAINT_SET3, MFX_PROFILE_AVC_CONSTRAINT_SET4, MFX_PROFILE_AVC_CONSTRAINT_SET5</td>
<td>Combined with H.264 profile these flags impose additional constrains. See H.264 specification for the list of constrains.</td>
</tr>
<tr>
<td>MFX_PROFILE_MPEG2_SIMPLE, MFX_PROFILE_MPEG2_MAIN, MFX_PROFILE_MPEG2_HIGH</td>
<td>MPEG-2 profiles</td>
</tr>
<tr>
<td>MFX_PROFILE_VC1_SIMPLE, MFX_PROFILE_VC1_MAIN, MFX_PROFILE_VC1_ADVANCED</td>
<td>VC-1 profiles</td>
</tr>
<tr>
<td>MFX_PROFILE_HEVC_MAIN, MFX_PROFILE_HEVC_MAIN10, MFX_PROFILE_HEVC_MAIN20, MFX_PROFILE_HEVC_REXT</td>
<td>HEVC profiles</td>
</tr>
<tr>
<td>MFX_PROFILE_VP9_0, MFX_PROFILE_VP9_1, MFX_PROFILE_VP9_2, MFX_PROFILE_VP9_3</td>
<td>VP9 profiles</td>
</tr>
</tbody>
</table>

Change History
This enumerator is available since SDK API 1.0.
SDK API 1.3 adds MFX_PROFILE_AVC_EXTENDED.
SDK API 1.8 added HEVC profile definitions.
SDK API 1.16 adds MFX_PROFILE_HEVC_REXT.
SDK API 1.19 added VP9 profile definitions.

CodingOptionValue
Description
The CodingOptionValue enumerator defines a three-state coding option setting.

Name/Description
<table>
<thead>
<tr>
<th>MFX_CODINGOPTION_UNKNOWN</th>
<th>Unspecified</th>
</tr>
</thead>
<tbody>
<tr>
<td>MFX_CODINGOPTION_ON</td>
<td>Coding option set</td>
</tr>
<tr>
<td>MFX_CODINGOPTION_OFF</td>
<td>Coding option not set</td>
</tr>
<tr>
<td>MFX_CODINGOPTION_ADAPTIVE</td>
<td>Reserved</td>
</tr>
</tbody>
</table>

**Change History**

This enumerator is available since SDK API 1.0.

SDK API 1.6 adds **MFX_CODINGOPTION_ADAPTIVE** option.

**ColorFourCC**

**Description**

The ColorFourCC enumerator itemizes color formats.

**Name/Description**

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MFX_FOURCC_YV12</td>
<td>YV12 color planes</td>
</tr>
<tr>
<td>MFX_FOURCC_NV12</td>
<td>NV12 color planes</td>
</tr>
<tr>
<td>MFX_FOURCC_NV16</td>
<td>4:2:2 color format with similar to NV12 layout</td>
</tr>
<tr>
<td>MFX_FOURCC_RGB4</td>
<td>RGB4 (RGB32) color planes</td>
</tr>
<tr>
<td>MFX_FOURCC_UY2</td>
<td>YU2 color planes</td>
</tr>
</tbody>
</table>
| MFX_FOURCC_P8     | Internal SDK color format. The application should use one of the | Direct3D9  
|                   | functions below to create such surface, depending on Direct3D    |
|                   | version.                                                         |
|                   | IDirectXVideoDecoderService::CreateSurface()                    |
|                   | Direct3D11                                                       |
|                   | ID3D11Device::CreateBuffer()                                     |
| MFX_FOURCC_P8_TEXTURE | Internal SDK color format. The application should use one of the | Direct3D9  
|                     | functions below to create such surface, depending on Direct3D    |
|                     | version.                                                         |
|                     | IDirectXVideoDecoderService::CreateSurface()                    |
|                     | Direct3D11                                                       |
|                     | ID3D11Device::CreateTexture2D()                                  |
| MFX_FOURCC_P010    | P010 color format. This is 10 bit per sample format with similar |
|                   | to NV12 layout                                                   |
|                   | This format should be mapped to DXGI_FORMAT_P010.               |
| MFX_FOURCC_P210    | 10 bit per sample 4:2:2 color format with similar to NV12 layout|
| MFX_FOURCC_BGR4    | ABGR color format. It is similar to MFX_FOURCC_RGB4 but with     |
|                   | interchanged R and B channels. 'A' is 8 MSBs, then 8 bits        |
|                   | for 'B' channel, then 'G' and then 'R' channels.                 |
| MFX_FOURCC_A2RGB10 | 10 bit ARGb color format packed in 32 bits. 'A' channel is two   |
|                   | MSBs, then 'R', then 'G' and then 'B' channels.                  |
|                   | This format should be mapped to DXGI_FORMAT_R10G10B10A2_UNORM    |
|                   | or D3DFMT_A2R10G10B10.                                           |
| MFX_FOURCC_ARGB16  | 10 bit ARGB color format packed in 64 bits. 'A' channel is 16    |
|                   | MSBs, then 'R', then 'G' and then 'B' channels.                  |
|                   | This format should be mapped to DXGI_FORMAT_R16G16B16A16_UINT    |
|                   | or D3DFMT_A16B16G16R16 formats.                                  |
| MFX_FOURCC_B416    | 16 bit channel color format.                                     |
|                   | This format should be mapped to DXGI_FORMAT_R16B16G16A16_UNORM   |
|                   | or D3DFMT_A16B16G16R16.                                          |
| MFX_FOURCC_ABC16   | 10 bit ABGR color format packed in 64 bits. 'A' channel is 16    |
|                   | MSBs, then 'B', then 'G' and then 'R' channels.                  |
|                   | This format should be mapped to DXGI_FORMAT_R16G16B16A16_UINT    |
|                   | or D3DFMT_A16B16G16R16 formats.                                  |
| MFX_FOURCC_AYUV    | YUV 4:4:4, AYUV color format.                                    |
| MFX_FOURCC_AYUV_RGB4 | RGB4 stored in AYUV surface.                                     |
|                   | This format should be mapped to DXGI_FORMAT_AYUV.                |
| MFX_FOURCC_UYVY    | UYVY color planes. Same as YU2 except the byte order is         |
|                   | reversed.                                                       |

**Change History**

This enumerator is available since SDK API 1.0.

The SDK API 1.1 adds **MFX_FOURCC_P8**.

The SDK API 1.6 adds **MFX_FOURCC_P8_TEXTURE**.

The SDK API 1.9 adds **MFX_FOURCC_P010, MFX_FOURCC_BGR4, MFX_FOURCC_A2RGB10, MFX_FOURCC_ARGB16 and MFX_FOURCC_R16**.

The SDK API 1.11 adds **MFX_FOURCC_NV16 and MFX_FOURCC_P210**.

The SDK API 1.17 adds **MFX_FOURCC_ABGR16, MFX_FOURCC_AYUV, MFX_FOURCC_AYUV_RGB4, and**
The SDK API 1.6 added `MFX_CORRUPTION_ABSENT_TOP_FIELD` and `MFX_CORRUPTION_ABSENT_BOTTOM_FIELD` definitions.

The `Corruption` enumerator itemizes the decoding corruption types. It is a bit-OR'ed value of the following.

<table>
<thead>
<tr>
<th>Name/Description</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MFX_CORRUPTION_MINOR</td>
<td>Minor corruption in decoding certain macro-blocks</td>
</tr>
<tr>
<td>MFX_CORRUPTION_MAJOR</td>
<td>Major corruption in decoding the frame</td>
</tr>
<tr>
<td>MFX_CORRUPTION_REFERENCE_FRAME</td>
<td>Decoding used a corrupted reference frame.</td>
</tr>
<tr>
<td>MFX_CORRUPTION_REFERENCE_LIST</td>
<td>The reference list information of this frame does not match what is specified in the Reference Picture Marking Repetition SEI message.</td>
</tr>
<tr>
<td>MFX_CORRUPTION_ABSENT_TOP_FIELD</td>
<td>Top field of frame is absent in bitstream. Only bottom field has been decoded.</td>
</tr>
<tr>
<td>MFX_CORRUPTION_ABSENT_BOTTOM_FIELD</td>
<td>Bottom field of frame is absent in bitstream. Only top field has been decoded.</td>
</tr>
</tbody>
</table>

### Change History

This enumerator is available since SDK API 1.3.

The SDK API 1.6 added `MFX_CORRUPTION_ABSENT_TOP_FIELD` and `MFX_CORRUPTION_ABSENT_BOTTOM_FIELD` definitions.

#### ExtendedBufferID

The `ExtendedBufferID` enumerator itemizes and defines identifiers (`BufferId`) for extended buffers or video processing algorithm identifiers.

<table>
<thead>
<tr>
<th>Name/Description</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MFX_EXTBUFF_AVC_REFLIST_CTRL</td>
<td>This extended buffer defines additional encoding controls for reference list. See the <code>mfxExtAVCReflistCtrl</code> structure for details. The application can attach this buffer to the <code>mfxVideoParam</code> structure for encoding &amp; decoding initialization, or the <code>mfxEncodeCtrl</code> structure for per-frame encoding configuration.</td>
</tr>
<tr>
<td>MFX_EXTBUFF_AVC_TEMPORAL_LAYERS</td>
<td>This extended buffer configures the structure of temporal layers inside the encoded H.264 bitstream. See the <code>mfxExtAvcTemporalLayers</code> structure for details. The application can attach this buffer to the <code>mfxVideoParam</code> structure for encoding initialization.</td>
</tr>
<tr>
<td>MFX_EXTBUFF_CODING_OPTION</td>
<td>This extended buffer defines additional encoding controls. See the <code>mfxExtCodingOption</code> structure for details. The application can attach this buffer to the <code>mfxVideoParam</code> structure for encoding initialization.</td>
</tr>
<tr>
<td>MFX_EXTBUFF_CODING_OPTION_SPSPPS</td>
<td>This extended buffer defines sequence header and picture header for encoders and decoders. See the <code>mfxExtCodingOptionSPSPPS</code> structure for details. The application can attach this buffer to the <code>mfxVideoParam</code> structure for encoding initialization, and for obtaining raw headers from the decoders and encoders.</td>
</tr>
<tr>
<td>MFX_EXTBUFF_CODING_OPTION2</td>
<td>This extended buffer defines additional encoding controls. See the <code>mfxExtCodingOption2</code> structure for details. The application can attach this buffer to the <code>mfxVideoParam</code> structure for encoding initialization.</td>
</tr>
<tr>
<td>MFX_EXTBUFF_CODING_OPTION3</td>
<td>This extended buffer defines additional encoding controls. See the <code>mfxExtCodingOption3</code> structure for details. The application can attach this buffer to the <code>mfxVideoParam</code> structure for encoding initialization.</td>
</tr>
<tr>
<td>MFX_EXTBUFF_ENCODED_FRAME_INFO</td>
<td>This extended buffer is used by the SDK encoder to report additional information about encoded picture. See the <code>mfxExtEncodedFrameInfo</code> structure for details. The application can attach this buffer to the <code>mfxBitstream</code> structure before calling <code>MFXVideoENCODE_EncodeFrameAsync</code> function.</td>
</tr>
<tr>
<td>MFX_EXTBUFF_ENCODER_CAPABILITY</td>
<td>This extended buffer is used to retrieve SDK encoder capability. See the <code>mfxExtEncoderCapability</code> structure for details. The application can attach this buffer to the <code>mfxVideoParam</code> structure before calling <code>MFXVideoENCODE_EncodeFrameAsync</code> function.</td>
</tr>
<tr>
<td>MFX_EXTBUFF_ENCODER_RESET_OPTION</td>
<td>This extended buffer is used to control encoder reset behavior and also to query possible encoder reset outcome. See the <code>mfxExtEncoderResetOption</code> structure for details. The application can attach this buffer to the <code>mfxVideoParam</code> structure before calling <code>MFXVideoENCODE_Query</code> function.</td>
</tr>
<tr>
<td>MFX_EXTBUFF_OPAQUE_SURFACE_ALLOCATION</td>
<td>This extended buffer defines opaque surface allocation information. See the <code>mfxExtOpaqueSurfaceAlloc</code> structure for details. The application can attach this buffer to the <code>mfxVideoParam</code> structure for encoding initialization, or the <code>mfxEncodeCtrl</code> structure for per-frame encoding configuration.</td>
</tr>
<tr>
<td>MFX_EXTBUFF_PICTURE_TIMING_SEI</td>
<td>This extended buffer configures the H.264 picture timing SEI message. See the <code>mfxExtPictureTimingSEI</code> structure for details. The application can attach this buffer to the <code>mfxVideoParam</code> structure for encoding initialization, or the <code>mfxEncodeCtrl</code> structure for per-frame encoding configuration.</td>
</tr>
<tr>
<td>MFX_EXTBUFF_VIDEO_SIGNAL_INFO</td>
<td>This extended buffer defines video signal type. See the <code>mfxExtVideoSignalInfo</code> structure for details. The application can attach this buffer to the <code>mfxVideoParam</code> structure for encoding initialization, and for retrieving such information from the decoders.</td>
</tr>
<tr>
<td>MFX_EXTBUFF_VPP_AUXDATA</td>
<td>This extended buffer defines auxiliary information at the VPP output. See the <code>mfxExtVppAuxData</code> structure for details. The application can attach this buffer to the <code>mfxEncodeCtrl</code> structure for per-frame encoding control.</td>
</tr>
<tr>
<td>MFX_EXTBUFF_VPP_DENOISE</td>
<td>The extended buffer defines control parameters for the VPP denoise filter algorithm. See the <code>mfxExtVppDenoise</code> structure for details. The application can attach this buffer to the <code>mfxVideoParam</code> structure for encoding initialization.</td>
</tr>
<tr>
<td>MFX_EXTBUFF_VPP_DETAIL</td>
<td>The extended buffer defines control parameters for the VPP detail filter algorithm. See the <code>mfxExtVppDetail</code> structure for details. The application can attach this buffer to the <code>mfxVideoParam</code> structure for video processing initialization.</td>
</tr>
<tr>
<td>MFX_EXTBUFF_VPP_DONOTUSE</td>
<td>This extended buffer defines a list of VPP algorithms that applications should not use. See the <code>mfxExtVppDoNotUse</code> structure for details. The application can attach this buffer to the <code>mfxVideoParam</code> structure for video processing initialization.</td>
</tr>
<tr>
<td>Buffer Name</td>
<td>Description</td>
</tr>
<tr>
<td>-------------</td>
<td>-------------</td>
</tr>
<tr>
<td>MFX_EXTBUFF_VPP_DOUSE</td>
<td>This extended buffer defines a list of VPP algorithms that applications should use. See the mfxExtVPPDoUse structure for details. The application can attach this buffer to the structure for video processing initialization.</td>
</tr>
<tr>
<td>MFX_EXTBUFF_VPP_FRAME_RATE_CONVERSION</td>
<td>This extended buffer defines control parameters for the VPP frame rate conversion algorithm. See the mfxExtVPPFrameRateConversion structure for details. The application can attach this buffer to the mfxVideoParam structure for video processing initialization.</td>
</tr>
<tr>
<td>MFX_EXTBUFF_VPP_IMAGE_STABILIZATION</td>
<td>This extended buffer defines control parameters for the VPP image stabilization filter algorithm. See the mfxExtVPPImageStab structure for details. The application can attach this buffer to the mfxVideoParam structure for video processing initialization.</td>
</tr>
<tr>
<td>MFX_EXTBUFF_VPP_PICSTRUCTURE_DETECTION</td>
<td>Deprecated.</td>
</tr>
<tr>
<td>MFX_EXTBUFF_VPP_PROCAM</td>
<td>The extended buffer defines control parameters for the VPP ProcAmp filter algorithm. See the mfxExtVPPProcAmp structure for details. The application can attach this buffer to the mfxVideoParam structure for video processing initialization.</td>
</tr>
<tr>
<td>MFX_EXTBUFF_VPP_SCENE_CHANGE</td>
<td>Deprecated.</td>
</tr>
<tr>
<td>MFX_EXTBUFF_VPP_FIELD_PROCESSING</td>
<td>The extended buffer defines control parameters for the VPP field-processing algorithm. See the mfxExtVPPFieldProcessing structure for details. The application can attach this buffer to the mfxVideoParam structure for video processing initialization or to the mfxFrameData structure during runtime.</td>
</tr>
<tr>
<td>MFX_EXTBUFF_MB_DISABLE_SKIP_MAP</td>
<td>This extended buffer defines macroblock map for current frame which forces specified macroblocks to be non-skip. See the mfxExtMBDisableSkipMap structure for details. The application can attach this buffer to the mfxEncodeCtrl structure for per-frame encoding configuration.</td>
</tr>
<tr>
<td>MFX_EXTBUFF_VPP_MIRRORING</td>
<td>The extended buffer defines per-macroblock QP. See the mfxExtMBQP structure for details. The application can attach this buffer to the mfxEncodeCtrl structure for per-frame encoding configuration.</td>
</tr>
<tr>
<td>MFX_EXTBUFF_VPP_COLORFILL</td>
<td>This extended buffer defines control parameters for the VPP ProcAmp filter algorithm. See the mfxExtVPPProcAmp structure for details. The application can attach this buffer to the mfxVideoParam structure for video processing initialization.</td>
</tr>
<tr>
<td>MFX_EXTBUFF_VPP_SCENE_CHANGE</td>
<td>Deprecated.</td>
</tr>
<tr>
<td>MFX_EXTBUFF_VPP_PICSTRUCTURE_DETECTION</td>
<td>Deprecated.</td>
</tr>
<tr>
<td>MFX_EXTBUFF_VPP_PROCAM</td>
<td>The extended buffer defines control parameters for the VPP ProcAmp filter algorithm. See the mfxExtVPPProcAmp structure for details. The application can attach this buffer to the mfxVideoParam structure for video processing initialization.</td>
</tr>
<tr>
<td>MFX_EXTBUFF_VPP_SCENE_CHANGE</td>
<td>Deprecated.</td>
</tr>
<tr>
<td>MFX_EXTBUFF_VPP_FIELD_PROCESSING</td>
<td>The extended buffer defines control parameters for the VPP field-processing algorithm. See the mfxExtVPPFieldProcessing structure for details. The application can attach this buffer to the mfxVideoParam structure for video processing initialization or to the mfxFrameData structure during runtime.</td>
</tr>
<tr>
<td>MFX_EXTBUFF_MB_DISABLE_SKIP_MAP</td>
<td>This extended buffer defines macroblock map for current frame which forces specified macroblocks to be non-skip. See the mfxExtMBDisableSkipMap structure for details. The application can attach this buffer to the mfxEncodeCtrl structure for per-frame encoding configuration.</td>
</tr>
<tr>
<td>MFX_EXTBUFF_VPP_MIRRORING</td>
<td>The extended buffer defines per-macroblock QP. See the mfxExtMBQP structure for details. The application can attach this buffer to the mfxEncodeCtrl structure for per-frame encoding configuration.</td>
</tr>
<tr>
<td>MFX_EXTBUFF_VPP_COLORFILL</td>
<td>This extended buffer defines control parameters for the VPP ProcAmp filter algorithm. See the mfxExtVPPProcAmp structure for details. The application can attach this buffer to the mfxVideoParam structure for video processing initialization.</td>
</tr>
</tbody>
</table>

### Change History

This enumerator is available since SDK API 1.0.

- **SDK API 1.7** adds MFX_EXTBUFF_VPP_IMAGE_STABILIZATION, MFX_EXTBUFF_VPP_PICSTRUCTURE_DETECTION, MFX_EXTBUFF_CODING_OPTION2 and deprecates MFX_EXTBUFF_VPP_SCENE_CHANGE.
- **SDK API 1.11** adds MFX_EXTBUFF_DEC_VIDEO_PROCESSING.
- **SDK API 1.13** adds MFX_EXTBUFF_MB_DISABLE_SKIP_MAP, MFX_EXTBUFF_VPP_MIRRORING, MFX_EXTBUFF_VPP_COLORFILL.
- **SDK API 1.15** adds MFX_EXTBUFF_VPP_MIRRORING, MFX_EXTBUFF_VPP_SCENE_CHANGE.
- **SDK API 1.16** adds MFX_EXTBUFF_VPP_MIRRORING.
- **SDK API 1.17** adds MFX_EXTBUFF_VPP_PICSTRUCTURE_DETECTION.
- **SDK API 1.22** adds MFX_EXTBUFF_DEC_VIDEO_PROCESSING.
See additional change history in the structure definitions.

**ExtMemBufferType**

Description
The **ExtMemBufferType** enumerator specifies the buffer type. It is a bit-ORed value of the following.

Name/Description
- MFX_MEMTYPE_PERSISTENT_MEMORY: Memory page for persistent use.

Change History
This enumerator is available since SDK API 1.0.

**ExtMemFrameType**

Description
The **ExtMemFrameType** enumerator specifies the memory type of frame. It is a bit-ORed value of the following. For information on working with video memory surfaces, see the section Working with hardware acceleration.

Name/Description
- MFX_MEMTYPE_VIDEO_MEMORY_DECODER_TARGET: Frames are in video memory and belong to video decoder render targets.
- MFX_MEMTYPE_VIDEO_MEMORY_PROCESSOR_TARGET: Frames are in video memory and belong to video processor render targets.
- MFX_MEMTYPE_SYSTEM_MEMORY: The frames are in system memory.
- MFX_MEMTYPE_FROM_ENCODE: Allocation request comes from an **ENCODE** function.
- MFX_MEMTYPE_FROM_DECODE: Allocation request comes from a **DECODE** function.
- MFX_MEMTYPE_FROM_VPPIN: Allocation request comes from a **VPP** function for input frame allocation.
- MFX_MEMTYPE_FROM_VPPOUT: Allocation request comes from a **VPP** function for output frame allocation.
- MFX_MEMTYPE_FROM_ENC: Allocation request comes from an **ENC** function.
- MFX_MEMTYPE_FROM_PAK: Reserved.
- MFX_MEMTYPE_INTERNAL_FRAME: Allocation request for internal frames.
- MFX_MEMTYPE_EXTERNAL_FRAME: Allocation request for I/O frames.
- MFX_MEMTYPE_OPAQUE_FRAME: Allocation request for opaque frames.
- MFX_MEMTYPE_EXPORT_FRAME: Application requests frame handle export to some associated object. For Linux frame handle can be considered to be exported to DRM Prime FD, DRM FLink or DRM FrameBuffer Handle. Specifics of export types and export procedure depends on external frame allocator implementation.
- MFX_MEMTYPE_SHARED_RESOURCE: For DX11 allocation use shared resource bind flag.

Remarks
The application may use macro MFX_MEMTYPE_BASE to extract the base memory types, one of MFX_MEMTYPE_VIDEO_MEMORY_DECODER_TARGET, MFX_MEMTYPE_VIDEO_MEMORY_PROCESSOR_TARGET, and MFX_MEMTYPE_SYSTEM_MEMORY.

Change History
This enumerator is available since SDK API 1.0.
- SDK API 1.3 extended the MFX_MEMTYPE_OPAQUE_FRAME definition and the MFX_MEMTYPE_BASE macro definition.
- SDK API 1.17 adds MFX_MEMTYPE_EXPORT_FRAME.
- SDK API 1.19 adds MFX_MEMTYPE_SHARED_RESOURCE.

**FrameDataFlag**

Description
The **FrameDataFlag** enumerator uses bit-ORed values to itemize additional information about the frame buffer.

Name/Description
- MFX_FRAMEDATA_ORIGINAL_TIMESTAMP: Indicates the time stamp of this frame is not calculated and is a pass-through of the original time stamp.

Change History
This enumerator is available since SDK API 1.3.

**FrameType**

Description
The **FrameType** enumerator itemizes frame types. Use bit-ORed values to specify all that apply.

Name/Description
- MFX_FRAMETYPE_I: This frame or the first field is encoded as an I frame/field.
- MFX_FRAMETYPE_P: This frame or the first field is encoded as a P frame/field.
- MFX_FRAMETYPE_B: This frame or the first field is encoded as a B frame/field.
- MFX_FRAMETYPE_S: This frame or the first field is either an SI- or SP-frame/field.
- MFX_FRAMETYPE_REF: This frame or the first field is encoded as a reference.
### MFX_FRAMETYPE

<table>
<thead>
<tr>
<th>MFX_FRAMETYPE_IDR</th>
<th>This frame or the first field is encoded as an IDR.</th>
</tr>
</thead>
<tbody>
<tr>
<td>MFX_FRAMETYPE_MI</td>
<td>The second field is encoded as an I-field.</td>
</tr>
<tr>
<td>MFX_FRAMETYPE_MP</td>
<td>The second field is encoded as a P-field.</td>
</tr>
<tr>
<td>MFX_FRAMETYPE_MB</td>
<td>The second field is encoded as a B-field.</td>
</tr>
<tr>
<td>MFX_FRAMETYPE_MS</td>
<td>The second field is an SI- or SP-field.</td>
</tr>
<tr>
<td>MFX_FRAMETYPE_MR</td>
<td>The second field is encoded as a reference.</td>
</tr>
<tr>
<td>MFX_FRAMETYPE_MIDR</td>
<td>The second field is encoded as an IDR.</td>
</tr>
</tbody>
</table>

**Change History**

This enumerator is available since SDK API 1.0. SDK API 1.3 extended the second field types.

### FrcAlgm

**Description**

The `FrcAlgm` enumerator itemizes frame rate conversion algorithms. See description of `mfxExtVPPFrameRateConversion` structure for more details.

<table>
<thead>
<tr>
<th>Name/Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MFX_FRCALGM_PRESERVE_TIMESTAMP</td>
</tr>
<tr>
<td>MFX_FRCALGM_DISTRIBUTED_TIMESTAMP</td>
</tr>
<tr>
<td>MFX_FRCALGM_FRAME_INTERPOLATION</td>
</tr>
</tbody>
</table>

**Change History**

This enumerator is available since SDK API 1.3.

### GopOptFlag

**Description**

The `GopOptFlag` enumerator itemizes special properties in the GOP (Group of Pictures) sequence.

<table>
<thead>
<tr>
<th>Name/Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MFX_GOP_CLOSED</td>
</tr>
<tr>
<td>MFX_GOP STRICT</td>
</tr>
</tbody>
</table>

**Change History**

This enumerator is available since SDK API 1.0.

### IOPattern

**Description**

The `IOPattern` enumerator itemizes memory access patterns for SDK functions. Use bit-ORed values to specify an input access pattern and an output access pattern.

<table>
<thead>
<tr>
<th>Name/Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MFX_IOPATTERN_IN_VIDEO_MEMORY</td>
</tr>
<tr>
<td>MFX_IOPATTERN_IN_SYSTEM_MEMORY</td>
</tr>
<tr>
<td>MFX_IOPATTERN_IN_OPAQUE_MEMORY</td>
</tr>
<tr>
<td>MFX_IOPATTERN_OUT_VIDEO_MEMORY</td>
</tr>
<tr>
<td>MFX_IOPATTERN_OUT_SYSTEM_MEMORY</td>
</tr>
<tr>
<td>MFX_IOPATTERN_OUT_OPAQUE_MEMORY</td>
</tr>
</tbody>
</table>

**Change History**

This enumerator is available since SDK API 1.0. SDK API 1.3 extended the MFX_IOPATTERN_IN_OPAQUE_MEMORY and MFX_IOPATTERN_OUT_OPAQUE_MEMORY definitions.

### mfxHandleType

**Description**

The `mfxHandleType` enumerator itemizes system handle types that SDK implementations might use.
Name/Description

**MFX_HANDLE_D3D9_DEVICE_MANAGER** Pointer to the IDirect3DDeviceManager9 interface. See Working with Microsoft* DirectX* Applications for more details on how to use this handle.

**MFX_HANDLE_D3D11_DEVICE** Pointer to the ID3D11Device interface. See Working with Microsoft* DirectX* Applications for more details on how to use this handle.

**MFX_HANDLE_VA_DISPLAY** Pointer to VADisplay interface. See Working with VA API Applications for more details on how to use this handle.

**MFX_HANDLE_ENCODE_CONTEXT** Pointer to VAContextID interface. It represents encoder context.

Change History

This enumerator is available since SDK API 1.0.

SDK API 1.4 added MFX_HANDLE_D3D11_DEVICE definition.

SDK API 1.8 added MFX_HANDLE_VA_DISPLAY and MFX_HANDLE_ENCODE_CONTEXT definitions.

**mfxIMPL**

Description

The mfxIMPL enumerator itemizes SDK implementation types. The implementation type is a bit OR'ed value of the base type and any decorative flags.

Name/Description

| mfxIMPLАвто | Find the best SDK implementation automatically. It includes either hardware-accelerated implementation on the default acceleration device or software implementation. |
| mfxIMPLSOFTWARE | Use the software implementation |
| mfxIMPLHARDWARE | Use the hardware-accelerated implementation on the default acceleration device |
| mfxIMPLRUNTIME | This value cannot be used for session initialization. It may be returned by MFXQueryIMPL function to show that session has been initialized in run time mode. |
| mfxIMPLUNSUPPORTED | Failed to locate the desired SDK implementation |

If the acceleration device is not default device, use the following values to initialize the SDK libraries on an alternative acceleration device.

| mfxIMPLAUTO_ANY | Find the SDK implementation on any acceleration device including the default acceleration device and the SDK software library. |
| mfxIMPLHARDWARE_ANY | Find the hardware-accelerated implementation on any acceleration device including the default acceleration device. |
| mfxIMPLHARDWARE2 | Use the hardware-accelerated implementation on the second acceleration device. |
| mfxIMPLHARDWARE3 | Use the hardware-accelerated implementation on the third acceleration device. |
| mfxIMPLHARDWARE4 | Use the hardware-accelerated implementation on the fourth acceleration device. |

Use the following decorative flags to specify the OS infrastructure that hardware acceleration should base on.

| mfxIMPLVIA_D3D9 | Hardware acceleration goes through the Microsoft* Direct3D9* infrastructure. |
| mfxIMPLVIA_D3D11 | Hardware acceleration goes through the Microsoft* Direct3D11* infrastructure. |
| mfxIMPLVIA_VAAPI | Hardware acceleration goes through the Linux* VA API infrastructure. |
| mfxIMPLVIA_ANY | Hardware acceleration can go through any supported OS infrastructure. This is default value, it is used by the SDK if none of mfxIMPLVIA_xxx flag is specified by application. |

**mfxAudio** Load audio library. It can be used only together with mfxIMPLSOFTWARE, any other combinations lead to error.

Change History

This enumerator is available since SDK API 1.0.

SDK API 1.1 added support of multiple devices.

SDK API 1.3 added support of OS infrastructure definitions.

SDK API 1.6 changed defaults OS infrastructure from mfxIMPLVIA_D3D9 to mfxIMPLVIA_ANY.

SDK API 1.8 added support of mfxIMPL_AUDIO and mfxIMPLVIA_VAAPI.

Remarks

The application can use the macro MFXIMPL_BASETYPE(x) to obtain the base implementation type. It is recommended that the application use MFXIMPLVIA_ANY if the application uses system memory or opaque surface for I/O exclusively.

**mfxPriority**

Description

The mfxPriority enumerator describes the session priority.

Name/Description

| mfxPRIORITY_LOW | Low priority: the session operation halts when high priority tasks are executing and more than 75% of the CPU is being used for normal priority tasks. |
| mfxPRIORITY_NORMAL | Normal priority: the session operation is halted if there are high priority tasks. |
| mfxPRIORITY_HIGH | High priority: the session operation blocks other lower priority session operations. |

Change History

This enumerator is available since SDK API 1.1.
**mfxSkipMode**

**Description**

The `mfxSkipMode` enumerator describes the decoder skip-mode options.

<table>
<thead>
<tr>
<th>Name/Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MFX_SKIPMODE_NONE                 Do not skip any frames.</td>
</tr>
<tr>
<td>MFX_SKIPMODE_MORE                 Skip more frames.</td>
</tr>
<tr>
<td>MFX_SKIPMODE_LESS                 Skip less frames.</td>
</tr>
</tbody>
</table>

**Change History**

This enumerator is available since SDK API 1.0.

**mfxStatus**

**Description**

The `mfxStatus` enumerator itemizes status codes returned by SDK functions.

When an SDK function returns an error status code, it generally expects a `Reset` or `Close` function to follow, (with the exception of `MFX_ERR_MORE_DATA` and `MFX_ERR_MORE_SURFACE` for asynchronous operation considerations) See section Decoding Procedures, section Encoding Procedures, and section Video Processing Procedures for more information about recovery procedures.

When an SDK function returns a warning status code, the function has performed necessary operations to continue the operation without interruption. In this case, the output might be unreliable. The application must check the validity of the output generated by the function.

**Name/Description**

**Successful operation**
- MFX_ERR_NONE: No error

**Reserved status code**
- MFX_ERR_UNKNOWN: An unknown error occurred in the library function operation. This is a reserved status code.

**Programming related errors**
- MFX_ERR_NOT_INITIALIZED: Member functions called without initialization.
- MFX_ERR_INVALID_HANDLE: Invalid session or MemId handle.
- MFX_ERR_NULL_PTR: NULL pointer in the input or output arguments.
- MFX_ERR_UNDEFINED_BEHAVIOR: The behavior is undefined.
- MFX_ERR_NOT_ENOUGH_BUFFER: Insufficient buffer for input or output.
- MFX_ERR_NOT_FOUND: Specified object/item/sync point not found.

**Memory related errors**
- MFX_ERR_MEMORY_ALLOC: Failed to allocate memory.
- MFX_ERR_LOCK_MEMORY: Failed to lock the memory block (external allocator).
- MFX_ERR_REALLOC_SURFACE: Bigger output surface required.

**Configuration related errors or warnings**
- MFX_ERR_UNSUPPORTED: Unsupported configurations, parameters, or features.
- MFX_ERR_INVALID_VIDEO_PARAM: Incompatible video parameters detected. If a `Reset` function returns this status code, a component—decoder, encoder or video preprocessor—cannot process the specified configuration with existing structures and frame buffers. If the function `MFXVideoDECODE_DecodeFrameAsync` returns this status code, the bitstream contains an incompatible video parameter configuration that the decoder cannot follow.
- MFX_WRN_VIDEO_PARAM_CHANGED: The decoder detected a new sequence header in the bitstream. Video parameters may have changed.
- MFX_WRN_VALUE_NOT_CHANGED: The parameter has been clipped to its value range.
- MFX_WRN_OUT_OF_RANGE: The parameter is out of valid value range.
- MFX_WRN_INCOMPATIBLE_VIDEO_PARAM: Incompatible video parameters detected. SDK functions return this status code to indicate that there was incompatibility in the specified parameters and has resolved it.
- MFX_WRN_FILTER_SKIPPED: The SDK VPP has skipped one or more optional filters requested by the application. To retrieve actual list of filters attach `mfxExtVPPDoUse` to `mfxVideoParam` and call `MFXVideoVPP_GetVideoParam`. The application must ensure that enough memory is allocated for filter list.

**Asynchronous operation related errors or warnings**
- MFX_ERR_ABORTED: The asynchronous operation aborted.
- MFX_ERR_MORE_DATA: Need more bitstream at decoding input, encoding input, or video processing input frames.
- MFX_ERR_MORE_SURFACE: Need more frame surfaces at decoding or video processing output.
- MFX_ERR_MORE_BITSTREAM: Need more bitstream buffers at the encoding output.
- MFX_WRN_IN_EXECUTION: Synchronous operation still running.

**Hardware device related errors or warnings**
- MFX_ERR_DEVICE_FAILED: Hardware device returned unexpected errors. SDK was unable to restore operation. See section Hardware Device Error Handling for more information.
- MFX_ERR_DEVICE_LOST: Hardware device was lost; See the Hardware Device Error Handling section for further information.
- MFX_ERRDEVICE_BUSY: Hardware device is currently busy. Call this function again in a few milliseconds.
The hardware does not support the specified configuration. Encoding, decoding, or video processing may be partially accelerated. Only SDK HW implementation may return this status code.

MFX_ERR_GPU_HANG

Hardware device operation failure caused by GPU hang.

Change History

This enumerator is available since SDK API 1.0.

SDK API 1.3 added the MFX_ERR_MORE_BITSTREAM return status.

SDK API 1.6 added the MFX_WRN_FILTER_SKIPPED return status.

SDK API 1.19 added MFX_ERR_GPU_HANG and MFX_ERR_REALLOC_SURFACE.

### PicStruct

**Description**

The PicStruct enumerator itemizes picture structure. Use bit-OR’ed values to specify the desired picture type.

**Name/Description**

<table>
<thead>
<tr>
<th>Name/Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MFX_PICSTRUCT_UNKNOWN</td>
<td>Unspecified or mixed progressive/interlaced/field pictures</td>
</tr>
<tr>
<td>MFX_PICSTRUCT_PROGRESSIVE</td>
<td>Progressive picture</td>
</tr>
<tr>
<td>MFX_PICSTRUCT_FIELD_TFF</td>
<td>Top field in first interlaced picture</td>
</tr>
<tr>
<td>MFX_PICSTRUCT_FIELD_BFF</td>
<td>Bottom field in first interlaced picture</td>
</tr>
<tr>
<td>MFX_PICSTRUCT_FIELD_REPEATED</td>
<td>First field repeated: pic_struct = 5 or 6 in H.264</td>
</tr>
<tr>
<td>MFX_PICSTRUCT_FRAME_DOUBLING</td>
<td>Double the frame for display: pic_struct = 7 in H.264</td>
</tr>
<tr>
<td>MFX_PICSTRUCT_FRAME_TRIPLING</td>
<td>Triple the frame for display: pic_struct = 8 in H.264</td>
</tr>
<tr>
<td>MFX_PICSTRUCT_FIELD_SINGLE</td>
<td>Single field in a picture</td>
</tr>
<tr>
<td>MFX_PICSTRUCT_FIELD_TOP</td>
<td>Top field in a picture: pic_struct = 1 in H.265</td>
</tr>
<tr>
<td>MFX_PICSTRUCT_FIELD_BOTTOM</td>
<td>Bottom field in a picture: pic_struct = 2 in H.265</td>
</tr>
<tr>
<td>MFX_PICSTRUCT_FIELD_PAIRED_PREV</td>
<td>Paired with previous field: pic_struct = 9 or 10 in H.265</td>
</tr>
<tr>
<td>MFX_PICSTRUCT_FIELD_PAIRED_NEXT</td>
<td>Paired with next field: pic_struct = 11 or 12 in H.265</td>
</tr>
</tbody>
</table>

Change History

This enumerator is available since SDK API 1.0. SDK API 1.3 added support of combined display attributes. SDK API 1.20 added support of single fields.

**Remarks**

It is possible to combine the above picture structure values to indicate additional display attributes. If ExtendedPicStruct in the mfxInfoMFX structure is true, DECODE outputs extended picture structure values to indicate how to display an output frame as shown in the following table:

<table>
<thead>
<tr>
<th>Extended PicStruct Values</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MFX_PICSTRUCT_PROGRESSIVE</td>
<td>The output frame is progressive; Display as two identical progressive frames.</td>
</tr>
<tr>
<td>MFX_PICSTRUCT_FRAME_DOUBLING</td>
<td>The output frame is progressive; Display as three identical progressive frames.</td>
</tr>
<tr>
<td>MFX_PICSTRUCT_FIELD_TFF</td>
<td>The output frame is progressive; Display as two fields, top field first.</td>
</tr>
<tr>
<td>MFX_PICSTRUCT_FIELD_BFF</td>
<td>The output frame is progressive; Display as two fields, bottom field first.</td>
</tr>
<tr>
<td>MFX_PICSTRUCT_FIELD_PAIRED_PREV</td>
<td>The output frame is progressive; Display as three fields: top, bottom, and top.</td>
</tr>
<tr>
<td>MFX_PICSTRUCT_FIELD_PAIRED_NEXT</td>
<td>The output frame is progressive; Display as three fields: bottom, top, bottom.</td>
</tr>
</tbody>
</table>

In the above cases, VPP processes the frame as a progressive frame and passes the extended picture structure values from input to output. ENCODE encodes the frame as a progressive frame and marks the bitstream header properly according to the extended picture structure values.

### RateControlMethod

**Description**

...
The `RateControlMethod` enumerator itemizes bitrate control methods.

**Name/Description**

<table>
<thead>
<tr>
<th>Enumerator</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MFX_RATECONTROL_CBR</td>
<td>Use the constant bitrate control algorithm</td>
</tr>
<tr>
<td>MFX_RATECONTROL_VBR</td>
<td>Use the variable bitrate control algorithm</td>
</tr>
<tr>
<td>MFX_RATECONTROL_CQP</td>
<td>Use the constant quantization parameter algorithm</td>
</tr>
<tr>
<td>MFX_RATECONTROL_AVBR</td>
<td>Use the average variable bitrate control algorithm</td>
</tr>
<tr>
<td>MFX_RATECONTROL_LA</td>
<td>Use the VBR algorithm with look ahead. It is a special bitrate control mode</td>
</tr>
<tr>
<td></td>
<td>in the SDK AVC encoder that has been designed to improve encoding quality.</td>
</tr>
<tr>
<td></td>
<td>It works by performing extensive analysis of several dozen frames before the</td>
</tr>
<tr>
<td></td>
<td>actual encoding and as a side effect significantly increases encoding delay</td>
</tr>
<tr>
<td></td>
<td>and memory consumption.</td>
</tr>
<tr>
<td></td>
<td>The only available rate control parameter in this mode is <code>mfxInfoMFX:TargetKbps</code>. Two other parameters, <code>MaxKbps</code> and <code>InitialDelayInKB</code>, are ignored. To control LA depth the application can use <code>mfxExtCodingOption2:LookAheadDepth</code> parameter. This method is not HRD compliant.</td>
</tr>
<tr>
<td>MFX_RATECONTROL_ICQ</td>
<td>Use the Intelligent Constant Quality algorithm. This algorithm improves</td>
</tr>
<tr>
<td></td>
<td>subjective video quality of encoded stream. Depending on content, it may</td>
</tr>
<tr>
<td></td>
<td>or may not decrease objective video quality. Only one control parameter is</td>
</tr>
<tr>
<td></td>
<td>used - quality factor, specified by <code>mfxInfoMFX:ICQQuality</code>. This method is</td>
</tr>
<tr>
<td></td>
<td>not HRD compliant.</td>
</tr>
<tr>
<td>MFX_RATECONTROL_VCM</td>
<td>Use the Video Conferencing Mode algorithm. This algorithm is similar to the</td>
</tr>
<tr>
<td></td>
<td>VBR and uses the same set of parameters <code>mfxInfoMFX:InitialDelayInKB</code>,</td>
</tr>
<tr>
<td></td>
<td><code>TargetKbps</code> and <code>MaxKbps</code>. It is tuned for IPPP GOP pattern and streams with</td>
</tr>
<tr>
<td></td>
<td>strong temporal correlation between frames. It produces better objective and</td>
</tr>
<tr>
<td></td>
<td>subjective video quality in these conditions than other bitrate control</td>
</tr>
<tr>
<td></td>
<td>algorithms. It does not support interlaced content, B frames and produced</td>
</tr>
<tr>
<td></td>
<td>stream is not HRD compliant.</td>
</tr>
<tr>
<td>MFX_RATECONTROL_LA_ICQ</td>
<td>Use intelligent constant quality algorithm with look ahead. Quality factor</td>
</tr>
<tr>
<td></td>
<td>is specified by <code>mfxInfoMFX:ICQQuality</code>. To control LA depth the application</td>
</tr>
<tr>
<td></td>
<td>can use <code>mfxExtCodingOption2:LookAheadDepth</code> parameter. This method is not</td>
</tr>
<tr>
<td></td>
<td>HRD compliant.</td>
</tr>
<tr>
<td>MFX_RATECONTROL_LA_EXT</td>
<td>Use extended look ahead rate control algorithm. It is intended for one to N</td>
</tr>
<tr>
<td></td>
<td>transcode scenario and requires presence of <code>mfxExtLAFrameStatistics</code></td>
</tr>
<tr>
<td></td>
<td>structure at encoder input at runtime.</td>
</tr>
<tr>
<td>MFX_RATECONTROL_LA_HRD</td>
<td>Use HRD compliant look ahead rate control algorithm.</td>
</tr>
<tr>
<td>MFX_RATECONTROL_QVBR</td>
<td>Use the variable bitrate control algorithm with constant quality. This</td>
</tr>
<tr>
<td></td>
<td>algorithm trying to achieve the target subjective quality with the minimum</td>
</tr>
<tr>
<td></td>
<td>number of bits, while the bitrate constraint and HRD compliance are satisfied.</td>
</tr>
<tr>
<td></td>
<td>It uses the same set of parameters as VBR and quality factor specified by</td>
</tr>
<tr>
<td></td>
<td><code>mfxExtCodingOption3:QVBRQuality</code>.</td>
</tr>
</tbody>
</table>

**Change History**

This enumerator is available since SDK API 1.0.

The SDK API 1.1 added the constant quantization parameter algorithm.

The SDK API 1.3 added the average variable bitrate control algorithm.

The SDK API 1.7 added the look ahead algorithm.

The SDK API 1.8 added the intelligent constant quality and video conferencing mode algorithms.

The SDK API 1.10 added the extended look ahead rate control algorithm.

The SDK API 1.11 added the HRD compliant look ahead and variable bitrate with constant quality rate control algorithms.

**TimeStampCalc**

**Description**

The `TimeStampCalc` enumerator itemizes time-stamp calculation methods.

**Name/Description**

<table>
<thead>
<tr>
<th>Enumerator</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MFX_TIMESTAMPCALC_UNKNOWN</td>
<td>The time stamp calculation is to base on the input frame rate, if time stamp is not explicitly specified.</td>
</tr>
<tr>
<td>MFX_TIMESTAMPCALC_TELECINE</td>
<td>Adjust time stamp to 29.97fps on 24fps progressively encoded sequences if telecining attributes are available in the bitstream and time stamp is not explicitly specified. (The input frame rate must be specified.)</td>
</tr>
</tbody>
</table>

**Change History**

This enumerator is available since SDK API 1.3.

**TargetUsage**

**Description**

The `TargetUsage` enumerator itemizes a range of numbers from `MFX_TARGETUSAGE_1`, best quality, to `MFX_TARGETUSAGE_7`, best speed. It indicates trade-offs between quality and speed. The application can use any number in the range. The actual number of supported target usages depends on implementation. If specified target usage is not supported, the SDK encoder will use the closest supported value.

**Name/Description**

<table>
<thead>
<tr>
<th>Enumerator</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MFX_TARGETUSAGE_1</td>
<td>Target usage</td>
</tr>
<tr>
<td>MFX_TARGETUSAGE_2</td>
<td></td>
</tr>
<tr>
<td>MFX_TARGETUSAGE_3</td>
<td></td>
</tr>
<tr>
<td>MFX_TARGETUSAGE_4</td>
<td></td>
</tr>
<tr>
<td>MFX_TARGETUSAGE_5</td>
<td></td>
</tr>
<tr>
<td>MFX_TARGETUSAGE_6</td>
<td></td>
</tr>
<tr>
<td>MFX_TARGETUSAGE_7</td>
<td></td>
</tr>
<tr>
<td>MFX_TARGETUSAGE_UNKNOWN</td>
<td>Unspecified target usage</td>
</tr>
</tbody>
</table>
MFX_TARGETUSAGE_BEST_QUALITY - Best quality, mapped to MFX_TARGETUSAGE_1
MFX_TARGETUSAGE_BALANCED - Balanced quality and speed, mapped to MFX_TARGETUSAGE_4
MFX_TARGETUSAGE_BEST_SPEED - Fastest speed, mapped to MFX_TARGETUSAGE_7

Change History
This enumerator is available since SDK API 1.0.
The SDK API 1.7 adds MFX_TARGETUSAGE_1 - MFX_TARGETUSAGE_7 values.

TrellisControl
Description
The TrellisControl enumerator is used to control trellis quantization in AVC encoder. The application can turn it on or off for any combination of I, P and B frames by combining different enumerator values. For example, MFX_TRELLIS_I | MFX_TRELLIS_B turns it on for I and B frames.
Due to performance reason on some target usages trellis quantization is always turned off and this control is ignored by the SDK encoder.

Name/Description
<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MFX_TRELLIS_UNKNOWN</td>
<td>Default value, it is up to the SDK encoder to turn trellis quantization on or off.</td>
</tr>
<tr>
<td>MFX_TRELLIS_OFF</td>
<td>Turn trellis quantization off for all frame types.</td>
</tr>
<tr>
<td>MFX_TRELLIS_I</td>
<td>Turn trellis quantization on for I frames.</td>
</tr>
<tr>
<td>MFX_TRELLIS_P</td>
<td>Turn trellis quantization on for P frames.</td>
</tr>
<tr>
<td>MFX_TRELLIS_B</td>
<td>Turn trellis quantization on for B frames.</td>
</tr>
</tbody>
</table>

Change History
This enumerator is available since SDK API 1.7.

BRefControl
Description
The BRefControl enumerator is used to control usage of B frames as reference in AVC encoder.

Name/Description
<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MFX_B_REF_UNKNOWN</td>
<td>Default value, it is up to the SDK encoder to use B frames as reference.</td>
</tr>
<tr>
<td>MFX_B_REF_OFF</td>
<td>Do not use B frames as reference.</td>
</tr>
<tr>
<td>MFX_B_REF_PYRAMID</td>
<td>Arrange B frames in so-called “B pyramid” reference structure.</td>
</tr>
</tbody>
</table>

Change History
This enumerator is available since SDK API 1.8.

LookAheadDownSampling
Description
The LookAheadDownSampling enumerator is used to control down sampling in look ahead bitrate control mode in AVC encoder.

Name/Description
<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MFX_LOOKAHEAD_DS_UNKNOWN</td>
<td>Default value, it is up to the SDK encoder what down sampling value to use.</td>
</tr>
<tr>
<td>MFX_LOOKAHEAD_DS_OFF</td>
<td>Do not use down sampling, perform estimation on original size frames. This is the slowest setting that produces the best quality.</td>
</tr>
<tr>
<td>MFX_LOOKAHEAD_DS_2x</td>
<td>Down sample frames two times before estimation.</td>
</tr>
<tr>
<td>MFX_LOOKAHEAD_DS_4x</td>
<td>Down sample frames four times before estimation. This option may significantly degrade quality.</td>
</tr>
</tbody>
</table>

Change History
This enumerator is available since SDK API 1.8.

VPPFieldProcessingMode
Description
The VPPFieldProcessingMode enumerator is used to control VPP field processing algorithm.

Name/Description
<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MFX_VPP_COPY_FRAME</td>
<td>Copy the whole frame.</td>
</tr>
<tr>
<td>MFX_VPP_COPY_FIELD</td>
<td>Copy only one field.</td>
</tr>
<tr>
<td>MFX_VPP_SWAP_FIELDS</td>
<td>Swap top and bottom fields.</td>
</tr>
</tbody>
</table>

Change History
This enumerator is available since SDK API 1.11.

PicType
Description
The **PicType** enumerator itemizes picture type.

<table>
<thead>
<tr>
<th>Name/Description</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MFX_PICTYPE_UNKNOWN</td>
<td>Picture type is unknown.</td>
</tr>
<tr>
<td>MFX_PICTYPE_FRAME</td>
<td>Picture is a frame.</td>
</tr>
<tr>
<td>MFX_PICTYPE_TOPFIELD</td>
<td>Picture is a top field.</td>
</tr>
<tr>
<td>MFX_PICTYPE_BOTTOMFIELD</td>
<td>Picture is a bottom field.</td>
</tr>
</tbody>
</table>

Change History

This enumerator is available since SDK API 1.11.

**SkipFrame**

Description

The **SkipFrame** enumerator is used to define usage of `mfxEncodeCtrl::SkipFrame` parameter.

<table>
<thead>
<tr>
<th>Name/Description</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MFX_SKIPFRAME_NO_SKIP</td>
<td>Frame skipping is disabled, <code>mfxEncodeCtrl::SkipFrame</code> is ignored</td>
</tr>
<tr>
<td>MFX_SKIPFRAME_INSERT_DUMMY</td>
<td>Skipping is allowed, when <code>mfxEncodeCtrl::SkipFrame</code> is set encoder inserts into bitstream frame where all macroblocks are encoded as skipped. Only non-reference P and B frames can be skipped. If GopRefDist = 1 and <code>mfxEncodeCtrl::SkipFrame</code> is set for reference P frame, it will be encoded as non-reference.</td>
</tr>
<tr>
<td>MFX_SKIPFRAME_INSERT_NOTHING</td>
<td>Similar to MFX_SKIPFRAME_INSERT_DUMMY, but when <code>mfxEncodeCtrl::SkipFrame</code> is set encoder inserts nothing into bitstream.</td>
</tr>
<tr>
<td>MFX_SKIPFRAME_BRC_ONLY</td>
<td><code>mfxEncodeCtrl::SkipFrame</code> indicates number of missed frames before the current frame. Affects only BRC, current frame will be encoded as usual.</td>
</tr>
</tbody>
</table>

Change History

This enumerator is available since SDK API 1.11.

The SDK API 1.13 adds **MFX_SKIPFRAME_BRC_ONLY**.

**DeinterlacingMode**

Description

The **DeinterlacingMode** enumerator itemizes VPP deinterlacing modes.

<table>
<thead>
<tr>
<th>Name/Description</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MFX_DEINTERLACING_BOB</td>
<td>BOB deinterlacing mode.</td>
</tr>
<tr>
<td>MFX_DEINTERLACING_ADVANCED</td>
<td>Advanced deinterlacing mode.</td>
</tr>
<tr>
<td>MFX_DEINTERLACING_AUTO_DOUBLE</td>
<td>Auto mode with deinterlacing double framerate output.</td>
</tr>
<tr>
<td>MFX_DEINTERLACING_AUTO_SINGLE</td>
<td>Auto mode with deinterlacing single framerate output.</td>
</tr>
<tr>
<td>MFX_DEINTERLACING_FULL_FR_OUT</td>
<td>Deinterlace only mode with full framerate output.</td>
</tr>
<tr>
<td>MFX_DEINTERLACING_HALF_FR_OUT</td>
<td>Deinterlace only Mode with half framerate output.</td>
</tr>
<tr>
<td>MFX_DEINTERLACING_24FPS_OUT</td>
<td>24 fps fixed output mode.</td>
</tr>
<tr>
<td>MFX_DEINTERLACING_30FPS_OUT</td>
<td>30 fps fixed output mode.</td>
</tr>
<tr>
<td>MFX_DEINTERLACING_DETECT_INTERLACE</td>
<td>Only interlace detection.</td>
</tr>
<tr>
<td>MFX_DEINTERLACING_ADVANCED_NOREF</td>
<td>Advanced deinterlacing mode without using of reference frames.</td>
</tr>
<tr>
<td>MFX_DEINTERLACING_ADVANCED_SCD</td>
<td>Advanced deinterlacing mode with scene change detection.</td>
</tr>
<tr>
<td>MFX_DEINTERLACING_FIELD_WEAVING</td>
<td>Field weaving.</td>
</tr>
</tbody>
</table>

Change History

This enumerator is available since SDK API 1.13.

The SDK 1.17 adds **MFX_DEINTERLACING_ADVANCED_NOREF**.

The SDK 1.19 adds **MFX_DEINTERLACING_ADVANCED_SCD, MFX_DEINTERLACING_FIELD_WEAVING**.

**TelecinePattern**

Description

The **TelecinePattern** enumerator itemizes telecine patterns.

<table>
<thead>
<tr>
<th>Name/Description</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MFX_TELECINE_PATTERN_32</td>
<td>3:2 telecine</td>
</tr>
<tr>
<td>MFX_TELECINE_PATTERN_2332</td>
<td>2:3:2 telecine</td>
</tr>
<tr>
<td>MFX_TELECINE_PATTERN_FRAME_REPEAT</td>
<td>One frame repeat telecine</td>
</tr>
<tr>
<td>MFX_TELECINE_PATTERN_41</td>
<td>4:1 telecine</td>
</tr>
<tr>
<td>MFX_TELECINE_POSITION_PROVIDED</td>
<td>User must provide position inside a sequence of 5 frames where the artifacts start.</td>
</tr>
</tbody>
</table>

Change History

This enumerator is available since SDK API 1.13.

**HEVCRegionType**
Description
The HEVCRegionType enumerator itemizes type of HEVC region.

Name/Description
MFX_HEVC_REGION_SLICE: Slice.

Change History
This enumerator is available since SDK API 1.15.

GPUTCopy
Description
The GPUTCopy enumerator controls usage of GPU accelerated copying between video and system memory in the SDK components.

Name/Description
<table>
<thead>
<tr>
<th>MFX_GPUTCOPY_DEFAULT</th>
<th>Use default mode for the current SDK implementation.</th>
</tr>
</thead>
<tbody>
<tr>
<td>MFX_GPUTCOPY_ON</td>
<td>Enable GPU accelerated copying.</td>
</tr>
<tr>
<td>MFX_GPUTCOPY_OFF</td>
<td>Disable GPU accelerated copying.</td>
</tr>
</tbody>
</table>

Change History
This enumerator is available since SDK API 1.16.

WeightedPred
Description
The WeightedPred enumerator itemizes weighted prediction modes.

Name/Description
<table>
<thead>
<tr>
<th>MFX_WEIGHTED_PRED_UNKNOWN</th>
<th>Allow encoder to decide.</th>
</tr>
</thead>
<tbody>
<tr>
<td>MFX_WEIGHTED_PRED_DEFAULT</td>
<td>Use default weighted prediction.</td>
</tr>
<tr>
<td>MFX_WEIGHTED_PRED_EXPLICIT</td>
<td>Use explicit weighted prediction.</td>
</tr>
<tr>
<td>MFX_WEIGHTED_PRED_IMPLICIT</td>
<td>Use implicit weighted prediction (for B-frames only).</td>
</tr>
</tbody>
</table>

Change History
This enumerator is available since SDK API 1.16.

ScenarioInfo
Description
The ScenarioInfo enumerator itemizes scenarios for the encoding session.

Name/Description
MFX_SCENARIO_UNKNOWN,
MFX_SCENARIO_DISPLAY_REMOTING,
MFX_SCENARIO_VIDEO_CONFERENCE,
MFX_SCENARIO_ARCHIVE,
MFX_SCENARIO_LIVE_STREAMING,
MFX_SCENARIO_CAMERA_CAPTURE

Change History
This enumerator is available since SDK API 1.16.

ContentInfo
Description
The ContentInfo enumerator itemizes content types for the encoding session.

Name/Description
MFX_CONTENT_UNKNOWN,
MFX_CONTENT_FULL_SCREEN_VIDEO,
MFX_CONTENT_NON_VIDEO_SCREEN

Change History
This enumerator is available since SDK API 1.16.

PRefType
Description
The PRefType enumerator itemizes models of reference list construction and DPB management when GopRefDist=1.

Name/Description
<table>
<thead>
<tr>
<th>MFX_P_REF_DEFAULT</th>
<th>Allow encoder to decide.</th>
</tr>
</thead>
<tbody>
<tr>
<td>MFX_P_REF_SIMPLE</td>
<td>Regular sliding window used for DPB removal process.</td>
</tr>
<tr>
<td>MFX_P_REF_PYRAMID</td>
<td>Let N be the max reference list size. Encoder treat each N's frame as &quot;strong&quot; reference and the others as &quot;weak&quot; references. Encoder uses &quot;weak&quot; reference only for prediction of the next frame and removes it from DPB right after. &quot;Strong&quot; references removed from DPB by sliding window.</td>
</tr>
</tbody>
</table>

Change History
This enumerator is available since SDK API 1.16.
GeneralConstraintFlags

Description

The `GeneralConstraintFlags` enumerator uses bit-ORed values to itemize HEVC bitstream indications for specific profiles.

Name/Description

<table>
<thead>
<tr>
<th>Name/Description</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MFX_HEVC_CONSTR_REXT_MAX_12BIT</td>
<td>Indications for format range extensions profiles.</td>
</tr>
<tr>
<td>MFX_HEVC_CONSTR_REXT_MAX_10BIT</td>
<td></td>
</tr>
<tr>
<td>MFX_HEVC_CONSTR_REXT_MAX_8BIT</td>
<td></td>
</tr>
<tr>
<td>MFX_HEVC_CONSTR_REXT_MAX_422CHROMA</td>
<td></td>
</tr>
<tr>
<td>MFX_HEVC_CONSTR_REXT_MAX_420CHROMA</td>
<td></td>
</tr>
<tr>
<td>MFX_HEVC_CONSTR_REXT_MAX_MONOCHROME</td>
<td></td>
</tr>
<tr>
<td>MFX_HEVC_CONSTR_REXT_INTRA</td>
<td></td>
</tr>
<tr>
<td>MFX_HEVC_CONSTR_REXT_ONE_PICTURE_ONLY</td>
<td></td>
</tr>
<tr>
<td>MFX_HEVC_CONSTR_REXT_LOWER_BIT_RATE</td>
<td></td>
</tr>
</tbody>
</table>

Change History

This enumerator is available since SDK API 1.16.

Angle

Description

The `Angle` enumerator itemizes valid rotation angles.

Name/Description

<table>
<thead>
<tr>
<th>Name/Description</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MFX_ANGLE_0 0°</td>
<td></td>
</tr>
<tr>
<td>MFX_ANGLE_90 90°</td>
<td></td>
</tr>
<tr>
<td>MFX_ANGLE_180 180°</td>
<td></td>
</tr>
<tr>
<td>MFX_ANGLE_270 270°</td>
<td></td>
</tr>
</tbody>
</table>

Change History

This enumerator is available since SDK API 1.16.

PlatformCodeName

Description

The `PlatformCodeName` enumerator itemizes Intel® processor microarchitecture codenames. For details about any particular codename, see ark.intel.com.

Name/Description

<table>
<thead>
<tr>
<th>Name/Description</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MFX_PLATFORM_UNKNOWN</td>
<td>Unknown platform</td>
</tr>
<tr>
<td>MFX_PLATFORM_SANDYBRIDGE</td>
<td>Sandy Bridge</td>
</tr>
<tr>
<td>MFX_PLATFORM_IVYBRIDGE</td>
<td>Ivy Bridge</td>
</tr>
<tr>
<td>MFX_PLATFORM_HASWELL</td>
<td>Haswell</td>
</tr>
<tr>
<td>MFX_PLATFORM_BAYTRAIL</td>
<td>Bay Trail</td>
</tr>
<tr>
<td>MFX_PLATFORM_BROADWELL</td>
<td>Broadwell</td>
</tr>
<tr>
<td>MFX_PLATFORM_CHERYTRAIL</td>
<td>Cherry Trail</td>
</tr>
<tr>
<td>MFX_PLATFORM_SKYLAKE</td>
<td>Skylake</td>
</tr>
<tr>
<td>MFX_PLATFORM_APOLLOLAKE</td>
<td>Apollo Lake</td>
</tr>
<tr>
<td>MFX_PLATFORM_KABYLAKE</td>
<td>Kaby Lake</td>
</tr>
</tbody>
</table>

Change History

This enumerator is available since SDK API 1.16.

SDK API 1.22 adds `MFX_PLATFORM_APOLLOLAKE`, and `MFX_PLATFORM_KABYLAKE`.

PayloadCtrlFlags

Description

The `PayloadCtrlFlags` enumerator itemizes additional payload properties.

Name/Description

<table>
<thead>
<tr>
<th>Name/Description</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MFX_PAYLOAD_CTRL_SUFFIX</td>
<td>Insert this payload into HEVC Suffix SEI NAL-unit.</td>
</tr>
</tbody>
</table>

Change History

This enumerator is available since SDK API 1.16.

Appendices

Appendix A: Configuration Parameter Constraints
The mfxFrameInfo structure is used by both the mfxVideoParam structure during SDK class initialization and the mfxFrameSurface1 structure during the actual SDK class function. The following constraints apply:

### Constraints common for DECODE, ENCODE and VPP:

<table>
<thead>
<tr>
<th>Parameters</th>
<th>During SDK initialization</th>
<th>During SDK operation</th>
</tr>
</thead>
<tbody>
<tr>
<td>FourCC</td>
<td>Any valid value</td>
<td>The value must be the same as the initialization value. The only exception is VPP in composition mode, where in some cases it is allowed to mix RGB and NV12 surfaces. See mfxExtVPPComposite for more details.</td>
</tr>
<tr>
<td>ChromaFormat</td>
<td>Any valid value</td>
<td>The value must be the same as the initialization value.</td>
</tr>
</tbody>
</table>

### Constraints for DECODE:

<table>
<thead>
<tr>
<th>Parameters</th>
<th>During SDK initialization</th>
<th>During SDK operation</th>
</tr>
</thead>
<tbody>
<tr>
<td>Width</td>
<td>Aligned frame size</td>
<td>The values must be the equal to or larger than the initialization values.</td>
</tr>
<tr>
<td>Height</td>
<td></td>
<td></td>
</tr>
<tr>
<td>CropX, CropY</td>
<td>Ignored</td>
<td>DECODE output. The cropping values are per-frame based.</td>
</tr>
<tr>
<td>CropW, CropH</td>
<td></td>
<td></td>
</tr>
<tr>
<td>AspectRatioW</td>
<td>Any valid values or unspecified (zero); if unspecified, values from the input bitstream will be used; see note below the table</td>
<td>DECODE output. aspect ratio values will be passed through from input to output.</td>
</tr>
<tr>
<td>AspectRatioH</td>
<td>Ignored</td>
<td></td>
</tr>
<tr>
<td>FrameRateExtN</td>
<td>Any valid values or unspecified (zero); if unspecified, values from the input bitstream will be used; see note below the table</td>
<td>DECODE output. frame rate values will be updated with the initialization value at output.</td>
</tr>
<tr>
<td>FrameRateExtH</td>
<td></td>
<td></td>
</tr>
<tr>
<td>PicStruct</td>
<td>MFX_PICSTRUCT_UNKNOWN, MFX_PICSTRUCT_PROGRESSIVE, MFX_PICSTRUCT_FIELD_TFF, MFX_PICSTRUCT_FIELD_BFF, MFX_PICSTRUCT_FIELD_SINGLE, MFX_PICSTRUCT_FIELD_TOP, MFX_PICSTRUCT_FIELD_BOTTOM</td>
<td>The base value must be the same as the initialization value unless MFX_PICSTRUCT_UNKNOWN is specified during initialization. Other decorative picture structure flags are passed through or added as needed. See the PicStruct enumerator for details.</td>
</tr>
</tbody>
</table>

### Constraints for VPP:

<table>
<thead>
<tr>
<th>Parameters</th>
<th>During SDK initialization</th>
<th>During SDK operation</th>
</tr>
</thead>
<tbody>
<tr>
<td>Width</td>
<td>Any valid values</td>
<td></td>
</tr>
<tr>
<td>Height</td>
<td></td>
<td></td>
</tr>
<tr>
<td>CropX, CropY</td>
<td>Ignored</td>
<td></td>
</tr>
<tr>
<td>CropW, CropH</td>
<td></td>
<td></td>
</tr>
<tr>
<td>AspectRatioW</td>
<td>Ignored</td>
<td></td>
</tr>
<tr>
<td>AspectRatioH</td>
<td></td>
<td></td>
</tr>
<tr>
<td>FrameRateExtN</td>
<td>Any valid values</td>
<td>Frame rate values will be updated with the initialization value at output.</td>
</tr>
<tr>
<td>FrameRateExtH</td>
<td></td>
<td></td>
</tr>
<tr>
<td>PicStruct</td>
<td>MFX_PICSTRUCT_UNKNOWN, MFX_PICSTRUCT_PROGRESSIVE, MFX_PICSTRUCT_FIELD_TFF, MFX_PICSTRUCT_FIELD_BFF</td>
<td>The base value must be the same as the initialization value unless MFX_PICSTRUCT_UNKNOWN is specified during initialization. Other decorative picture structure flags are passed through or added as needed. See the PicStruct enumerator for details.</td>
</tr>
</tbody>
</table>

### Constraints for ENCODE:

<table>
<thead>
<tr>
<th>Parameters</th>
<th>During SDK initialization</th>
<th>During SDK operation</th>
</tr>
</thead>
<tbody>
<tr>
<td>Width</td>
<td>Encoded frame size</td>
<td>The values must be the same or larger than the initialization values.</td>
</tr>
<tr>
<td>Height</td>
<td></td>
<td></td>
</tr>
<tr>
<td>CropX, CropY</td>
<td>Ignored</td>
<td>Ignored</td>
</tr>
<tr>
<td>CropW, CropH</td>
<td></td>
<td></td>
</tr>
<tr>
<td>AspectRatioW</td>
<td>Any valid values</td>
<td>Ignored</td>
</tr>
<tr>
<td>AspectRatioH</td>
<td></td>
<td></td>
</tr>
<tr>
<td>FrameRateExtN</td>
<td>Any valid values</td>
<td>Ignored</td>
</tr>
<tr>
<td>FrameRateExtH</td>
<td></td>
<td></td>
</tr>
<tr>
<td>PicStruct</td>
<td>MFX_PICSTRUCT_UNKNOWN, MFX_PICSTRUCT_PROGRESSIVE, MFX_PICSTRUCT_FIELD_TFF, MFX_PICSTRUCT_FIELD_BFF</td>
<td>The base value must be the same as the initialization value unless MFX_PICSTRUCT_UNKNOWN is specified during initialization. Add other decorative picture structure flags to indicate additional display attributes. Use MFX_PICSTRUCT_UNKNOWN during initialization for field attributes and MFX_PICSTRUCT_PROGRESSIVE for frame attributes. See the PicStruct enumerator for details.</td>
</tr>
</tbody>
</table>

The following table summarizes how to specify the configuration parameters during initialization and during encoding, decoding and video processing:

<table>
<thead>
<tr>
<th>mfxVideoParam</th>
<th>ENCODE</th>
<th>ENCODE</th>
<th>DECODE</th>
<th>DECODE</th>
<th>VPP</th>
<th>VPP</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Init</td>
<td>Encoding</td>
<td>Init</td>
<td>Decoding</td>
<td>Init</td>
<td>Processing</td>
</tr>
<tr>
<td>Protected</td>
<td>R</td>
<td>R</td>
<td>R</td>
<td>-</td>
<td>R</td>
<td>-</td>
</tr>
<tr>
<td>IOPattern</td>
<td>M</td>
<td>M</td>
<td>M</td>
<td>-</td>
<td>M</td>
<td>-</td>
</tr>
<tr>
<td>ExtParam</td>
<td>O</td>
<td>O</td>
<td>O</td>
<td>-</td>
<td>O</td>
<td>-</td>
</tr>
</tbody>
</table>
### Appendix B: Multiple-Segment Encoding

Multiple-segment encoding is useful in video editing applications when during production, the encoder encodes multiple video clips according to their time line. In general, one can define multiple-segment encoding as dividing an input sequence of frames into segments and encoding them in different encoding sessions with the same or different parameter sets, as illustrated in Figure 6. (Note that different encoders can also be used.)

The application must be able to:

- Extract encoding parameters from the bitstream of previously encoded segment;
- Import these encoding parameters to configure the encoder.

Encoding can then continue on the current segment using either the same or the similar encoding parameters.

![Figure 6: Multiple-Segment Encoding](image)

Extracting the header containing the encoding parameter set from the encoded bitstream is usually the task of a format splitter (de-multiplexer). Nevertheless, the MFXVideoDECODE_DecodeHeader function can export the raw header if the application attaches the mfxExtCodingOptionSPSPPS structure as part of the parameters.

The encoder can use the mfxExtCodingOptionSPSPPS structure to import the encoding parameters during MFXVideoENCODE_Init. The encoding parameters are in the encoded bitstream format. Upon a successful import of the header parameters, the encoder will generate bitstreams with a compatible (not necessarily bit-exact) header. Table 9 shows all functions that can import a header and their error codes if there are unsupported parameters in the header or the encoder is unable to achieve compatibility with the imported header.

<table>
<thead>
<tr>
<th>Table 9: Multiple-Segment Encoding Functions</th>
</tr>
</thead>
<tbody>
<tr>
<td>Function Name</td>
</tr>
<tr>
<td>MFXVideoENCODE_Init</td>
</tr>
<tr>
<td>MFXVideoENCODE_QueryIOSurf</td>
</tr>
<tr>
<td>Function Name</td>
</tr>
<tr>
<td>----------------------</td>
</tr>
<tr>
<td>MFXVideoENCODE_Reset</td>
</tr>
<tr>
<td>MFXVideoENCODE_Query</td>
</tr>
</tbody>
</table>

The encoder must encode frames to a GOP sequence starting with an IDR frame for H.264 (or I frame for MPEG-2) to ensure that the current segment encoding does not refer to any frames in the previous segment. This ensures that the encoded segment is self-contained, allowing the application to insert it anywhere in the final bitstream. After encoding, each encoded segment is HRD compliant. However, the concatenated segments may not be HRD compliant.

Example 14 shows an example of the encoder initialization procedure that imports H.264 sequence and picture parameter sets.

**Example 14: Pseudo-code to Import H.264 SPS/PPS Parameters**

```c
mfxStatus init_encoder(...) {
  mfxExtCodingOptionSPSPPS *option, *option_array;
  /* configure mfxExtCodingOptionSPSPPS */
  memset(&option, 0, sizeof(option));
  option.Header.BufferId=MFX_EXTBUFF_CODING_OPTION_SPSPPS;
  option.Header.BufferSz=sizeof(option);
  option.SPSBuffer=sps_buffer;
  option.SPSBufSize=sps_buffer_length;
  option.PPSBuffer=pps_buffer;
  option.PPSBufSize=pps_buffer_length;

  /* configure mfxVideoParam */
  mfxVideoParam param;
  ...
  param.NumExtParam=1;
  option_array=&option;
  param.ExtParam=&option_array;

  /* encoder initialization */
  mfxStatus status;
  status=MFXVideoENCODE_Init(session, &param);
  if (status==MFX_ERR_INCOMPATIBLE_VIDEO_PARAM) {
    printf("Initialization failed\n");
  } else {
    printf("Initialized\n");
  }
  return status;
}
```

**Appendix C: Streaming and Video Conferencing Features**

The following sections address a few aspects of additional requirements that streaming or video conferencing applications may use in the encoding or transcoding process. See also Configuration Change chapter.

**Dynamic Bitrate Change**

The SDK encoder supports dynamic bitrate change differently depending on bitrate control mode and HRD conformance requirement. If HRD conformance is required, i.e. if application sets `NalHrdConformance` option in `mfxExtCodingOption` structure to ON, the only allowed bitrate control mode is VBR. In this mode, the application can change `TargetKbps` and `MaxKbps` values. The application can change these values by calling the `MFXVideoENCODE_Reset` function. Such change in bitrate usually results in generation of a new key-frame and sequence header. There are some exceptions though. For example, if HRD information is absent in the stream then change of `TargetKbps` does not require change of sequence header and as a result the SDK encoder does not insert a key frame.

If HRD conformance is not required, i.e. if application turns off `NalHrdConformance` option in `mfxExtCodingOption` structure, all bitrate control modes are available. In CBR and AVBR modes the application can change `TargetKbps`, in VBR mode the application can change `TargetKbps` and `MaxKbps` values. Such change in bitrate will not result in generation of a new key-frame or sequence header.

The SDK encoder may change some of the initialization parameters provided by the application during initialization. That in turn may lead to incompatibility between the parameters provided by the application during reset and working set of parameters used by the SDK encoder. That is why it is strongly recommended to retrieve the actual working parameters by `MFXVideoENCODE_GetVideoParam` function before making any changes to bitrate settings.

Alternatively, the application may use the CQP (constant quantization parameter) encoding mode to perform customized bitrate adjustment on a per-frame base. The application may use any of the encoded or display order modes to use per-frame CQP.

**Dynamic resolution change**

The SDK encoder supports dynamic resolution change in all bitrate control modes. The application may change resolution by calling `MFXVideoENCODE_Reset` function. The application may decrease or increase resolution up to the size specified during encoder initialization.

Resolution change always results in insertion of key IDR frame and new sequence parameter set header. The SDK encoder does not guarantee HRD conformance across resolution change point.

The SDK encoder may change some of the initialization parameters provided by the application during initialization. That in turn may lead to incompatibility of parameters provide by the application during reset and working set of parameters used by the SDK encoder. That is why it is strongly recommended to retrieve the actual working parameters set by `MFXVideoENCODE_GetVideoParam` function before making any resolution change.

**Forced Key Frame Generation**
The SDK supports forced key frame generation during encoding. The application can set the FrameType parameter of the mfxEncodeCtrl structure to control how the current frame is encoded, as follows:

- If the SDK encoder works in the display order, the application can enforce any current frame to be a key frame. The application cannot change the frame type of already buffered frames inside the SDK encoder.
- If the SDK encoder works in the encoded order, the application must exactly specify frame type for every frame thus the application can enforce the current frame to have any frame type that particular coding standard allows.

Reference List Selection
During streaming or video conferencing, if the application can obtain feedbacks about how good the client receives certain frames, the application may need to adjust the encoding process to use or not use certain frames as reference. The following paragraphs describe how to fine-tune the encoding process based on such feedbacks.

The application can specify the reference window size by specifying the parameter mfxInfoMFxExtNumRefFrame during encoding initialization. Certain platform may have limitation on how big the size of the reference window is. Use the function MFXVideoENCODER_GetVideoParam to retrieve the current working set of parameters.

During encoding, the application can specify the actual reference list lengths by attaching the mfxExtAVCRefListCtrl structure to the MFXVideoENCODER_EncodeFrameAsync function. The NumRefIdxL0Active parameter of the mfxExtAVCRefListCtrl structure specifies the length of the reference list L0 and the NumRefIdxL1Active parameter specifies the length of the reference list L1. These two numbers must be less or equal to the parameter mfxInfoMFxExtNumRefFrame during encoding initialization.

The application can instruct the SDK encoder to use or not use certain reference frames. To do this, there is a prerequisite that the application must uniquely identify each input frame, by setting the mfxFrameDataFrameOrder parameter. The application then specifies the preferred reference frame list PreferredRefList and/or the rejected frame list RejectedRefList in the mfxExtAVCRefListCtrl structure, and attach the structure to the MFXVideoENCODER_EncodeFrameAsync function. The two lists fine-tune how the SDK encoder chooses the reference frames of the current frame.

The SDK encoder does not keep PreferredRefList and application has to send it for each frame if necessary. There are a few limitations:

- The frames in the lists are ignored if they are out of the reference window.
- If by going through the lists, the SDK encoder cannot find a reference frame for the current frame, the SDK encoder will encode the current frame without using any reference frames.
- If the GOP pattern contains B-frames, the SDK encoder may not be able to follow the mfxExtAVCRefListCtrl instructions.

Low Latency Encoding and Decoding
The application can set mfxVideoParam::AsyncDepth=1 to disable any decoder buffering of output frames, which is aimed to improve the transcoding throughput. With AsyncDepth=1, the application must synchronize after the decoding or transcoding operation of each frame.

The application can adjust mfxExtCodingOption::MaxDecFrameBuffering, during encoding initialization, to improve decoding latency. It is recommended to set this value equal to number of reference frames.

Reference Picture Marking Repetition SEI message
The application can request writing the reference picture marking repetition SEI message during encoding initialization, by setting the RefPicMarkRep flag in the mfxExtCodingOption structure. The reference picture marking repetition SEI message repeats certain reference frame information in the output bitstream for robust streaming.

The SDK decoder will respond to the reference picture marking repetition SEI message if such message exists in the bitstream, and check with the reference list information specified in the sequence/picture headers. The decoder will report any mismatch of the SEI message with the reference list information in the mfxFrameData::Corrupted field.

Long-term Reference frame
The application may use long-term reference frames to improve coding efficiency or robustness for video conferencing applications. The application controls the long-term frame marking process by attaching the mfxExtAVCRefListCtrl extended buffer during encoding. The SDK encoder itself never marks frame as long-term.

There are two control lists in the mfxExtAVCRefListCtrl extended buffer:The LongTermRefList list contains the frame orders (the FrameOrder value in the mfxFrameData structure) of the frames that should be marked as long-term frames. The RejectedRefList list contains the frame order of the frames that should be unmarked as long-term frames. The application can only mark/unmark those frames that are buffered inside encoder. Because of this, it is recommended that the application marks a frame when it is submitted for encoding. Application can either explicitly unmark long-term reference frame or wait for IDR frame, there all long-term reference frames will be unmarked.

The SDK encoder puts all long-term reference frames at the end of a reference frame list. If the number of active reference frames (the NumRefIdxL0Active and NumRefIdxL1Active values in the mfxExtAVCRefListCtrl extended buffer) is smaller than the total reference frame number (the NumRefFrames value in the mfxInfoMFx structure during the encoding initialization), the SDK encoder may ignore some or all long term reference frames. The application may avoid this by providing list of preferred reference frames in the PreferredRefList list in the mfxExtAVCRefListCtrl extended buffer. In this case, the SDK encoder reorders the reference list based on the specified list.

Temporal scalability
The application may specify the temporal hierarchy of frames by using the mfxExtAvcTemporalLayers extended buffer during the encoder initialization, in the display-order encoding mode. The SDK inserts the prefix NAL unit before each slice with a unique temporal and priority ID. The temporal ID starts from zero and the priority ID starts from the BaseLayerPID value. The SDK increases the temporal ID and priority ID value by one for each consecutive layer.

If the application needs to specify a unique sequence parameter set ID, the application must use the mfxExtCodingOption::SPSPPS extended buffer, with all pointers and sizes set to zero and valid SPSId/PPSId fields. The same SPS and PPS ID will be used for all temporal layers.

Each temporal layer is a set of frames with the same temporal ID. Each layer is defined by the Scale value. Scale for layer N is equal to ratio between the frame rate of subsequence consisted of temporal layers with temporal ID lower or equal to N and frame rate of base temporal layer. The application may skip some of the temporal layers by specifying the Scale value as zero. The application should use an integer ratio of the frame rates for two consecutive temporal layers.

For example, 30 frame per second video sequence typically is separated by three temporal layers, that can be decoded as 7.5 fps (base layer), 15 fps (base and first temporal layer) and 30 fps (all three layers). Scale for this case should have next values (1,2,4,0,0,0,0,0).
Appendix D: Switchable Graphics and Multiple Monitors

The following sections address a few aspects of supporting switchable graphics and multiple monitors configurations.

Switchable Graphics

Switchable Graphics refers to the machine configuration that multiple graphic devices are available (integrated device for power saving and discrete devices for performance.) Usually at one time or instance, one of the graphic devices drives display and becomes the active device, and others become inactive. There are different variations of software or hardware mechanisms to switch between the graphic devices. In one of the switchable graphics variations, it is possible to register an application in an affinity list to certain graphic device so that the launch of the application automatically triggers a switch. The actual techniques to enable such a switch are outside the scope of this document. This document discusses the implication of switchable graphics to the SDK and the applications.

As the SDK performs hardware acceleration through Intel graphic device, it is critical that the SDK can access to the Intel graphic device in the switchable graphics setting. If possible, it is recommended to add the application to the Intel graphic device affinity list. Otherwise, the application must handle the following cases:

1. By the SDK design, during the SDK library initialization, the function MFXInit searches for Intel graphic devices. If a SDK implementation is successfully loaded, the function MFXInit returns MFX_ERR_NONE and the MFXQueryIMPL function returns the actual implementation type. If no SDK implementation is loaded, the function MFXInit returns MFX_ERR_UNSUPPORTED. In the switchable graphics environment, if the application is not in the Intel graphic device affinity list, it is possible that the Intel graphic device is not accessible during the SDK library initialization. The fact that the MFXInit function returns MFX_ERR_UNSUPPORTED does not mean that hardware acceleration is not possible permanently. The user may switch the graphics later and by then the Intel graphic device will become accessible. It is recommended that the application initialize the SDK library right before the actual decoding, video processing, and encoding operations to determine the hardware acceleration capability.

2. During decoding, video processing, and encoding operations, if the application is not in the Intel graphic device affinity list, the previously accessible Intel graphic device may become inaccessible due to a switch event. The SDK functions will return MFX_ERR_DEVICE_LOST or MFX_ERR_DEVICE_FAILED, depending on when the switch occurs and what stage the SDK functions operate. The application needs to handle these errors and exit gracefully.

Multiple Monitors

Multiple monitors refer to the machine configuration that multiple graphic devices are available. Some of the graphic devices connect to a display, they become active and accessible under the Microsoft* DirectX* infrastructure. For those graphic devices not connected to a display, they are inactive. Specifically, under the Microsoft Direct3D9* infrastructure, those devices are not accessible.

The SDK uses the adapter number to access to a specific graphic device. Usually, the graphic device that drives the main desktop becomes the primary adapter. Other graphic devices take subsequent adapter numbers after the primary adapter. Under the Microsoft Direct3D9 infrastructure, only active adapters are accessible and thus have an adapter number.

The SDK extends the implementation type mfxIMPL as follows:

<table>
<thead>
<tr>
<th>Implementation Type</th>
<th>Definition</th>
</tr>
</thead>
<tbody>
<tr>
<td>MFX_IMPL_HARDWARE</td>
<td>The SDK should initialize on the primary adapter</td>
</tr>
<tr>
<td>MFX_IMPL_HARDWARE2</td>
<td>The SDK should initialize on the 2nd graphic adapter</td>
</tr>
<tr>
<td>MFX_IMPL_HARDWARE3</td>
<td>The SDK should initialize on the 3rd graphic adapter</td>
</tr>
<tr>
<td>MFX_IMPL_HARDWARE4</td>
<td>The SDK should initialize on the 4th graphic adapter</td>
</tr>
</tbody>
</table>

The application can use the above definitions to instruct the SDK library to initializes on a specific graphic device. The application can also use the following definitions for automatic detection:

<table>
<thead>
<tr>
<th>Implementation Type</th>
<th>Definition</th>
</tr>
</thead>
<tbody>
<tr>
<td>MFX_IMPL_HARDWARE_ANY</td>
<td>The SDK should initialize on any graphic adapter</td>
</tr>
<tr>
<td>MFX_IMPL_AUTO_ANY</td>
<td>The SDK should initialize on any graphic adapter. If not successful, load the software implementation.</td>
</tr>
</tbody>
</table>

If the application uses the Microsoft* DirectX* surfaces for I/O, it is critical that the application and the SDK works on the same graphic device. It is recommended that the application use the following procedure:

- The application uses the MFXInit function to initialize the SDK library, with option MFX_IMPL_HARDWARE_ANY or MFX_IMPL_AUTO_ANY. The MFXInit function returns MFX_ERR_NONE if successful.
- The application uses the MFXQueryIMPL function to check the actual implementation type. The implementation type MFX_IMPL_HARDWARE_ANY or MFX_IMPL_HARDWARE4 indicates the graphic adapter the SDK works on.
- The application creates the Direct3D* device on the respective graphic adapter, and passes it to the SDK through the MFXVideoCORE_SetHandle function.

Finally, similar to the switchable graphics cases, it is possible that the user disconnects monitors from the graphic devices or remaps the primary adapter thus causes interruption. If the interruption occurs during the SDK library initialization, the MFXInit function may return MFX_ERR_UNSUPPORTED. This means hardware acceleration is currently not available. It is recommended that the application initialize the SDK library right before the actual decoding, video processing, and encoding operations to determine the hardware acceleration capability.

If the interruption occurs during decoding, video processing, or encoding operations, the SDK functions will return MFX_ERR_DEVICE_LOST or MFX_ERR_DEVICE_FAILED. The application needs to handle these errors and exit gracefully.

Appendix E: Working directly with VA API for Linux*

The SDK takes care of all memory and synchronization related operations in VA API. However, in some cases the application may need to extend the SDK functionality by working directly with VA API for Linux*. For example, to implement customized external allocator or USER functions (also known as “plug-in”). This chapter describes some basic memory management and synchronization techniques.

To create VA surface pool the application should call vaCreateSurfaces as it is shown in Example 15.

Example 15: Creation of VA surfaces
To destroy surface pool the application should call vaDestroySurfaces as it is shown in Example 16.

Example 16: Destroying of VA surfaces

vaDestroySurfaces(va_display, surfaces, NUM_SURFACES);

If the application works with hardware acceleration through the SDK then it can access surface data immediately after successful completion of MFXVideoCORE_SyncOperation call. If the application works with hardware acceleration directly then it has to check surface status before accessing data in video memory. This check can be done asynchronously by calling vaQuerySurfaceStatus function or synchronously by vaSyncSurface function.

After successful synchronization the application can access surface data. It is performed in two steps. At the first step VAImage is created from surface and at the second step image buffer is mapped to system memory. After mapping VAImage.offsets[3] array holds offsets to each color plain in mapped buffer and VAImage.pitches[3] array holds color plain pitches, in bytes. For packed data formats, only first entries in these arrays are valid. Example 17 shows how to access data in NV12 surface.

Example 17: Accessing data in VA surface

VAImage image;
unsigned char *buffer, Y, U, V;
vaDeriveImage(va_display, surface_id, &image);
vaMapBuffer(va_display, image.buf, &buffer);

/* NV12 */
Y = buffer + image.offsets[0];
U = buffer + image.offsets[1];
V = U + 1;

After processing data in VA surface the application should release resources allocated for mapped buffer and VAImage object. Example 18 shows how to do it.

Example 18: unmapping buffer and destroying VAImage

vaUnmapBuffer(va_display, image.buf);
vaDestroyImage(va_display, image.image_id);

In some cases, for example, to retrieve encoded bitstream from video memory, the application has to use VABuffer to store data. Example 19 shows how to create, use and then destroy VA buffer. Note, that vaMapBuffer function returns pointers to different objects depending on mapped buffer type. It is plain data buffer for VAImage and VACodedBufferSegment structure for encoded bitstream. The application cannot use VABuffer for synchronization and in case of encoding it is recommended to synchronize by input VA surface as described above.

Example 19: Working with encoded bitstream buffer

/* create buffer */
VABufferID buf_id;
vaCreateBuffer(va_display, va_context,
   VAEncCodedBufferType, buf_size,
   1, NULL, & buf_id);

/* encode frame */
...

/* map buffer */
VACodedBufferSegment *coded_buffer_segment;
vaMapBuffer(va_display, buf_id, (void **)(& coded_buffer_segment));

size = coded_buffer_segment->size;
offset = coded_buffer_segment->bit_offset;
buf = coded_buffer_segment->buf;

/* retrieve encoded data*/
...

/* unmap and destroy buffer */
vaUnmapBuffer(va_display, buf_id);
vaDestroyBuffer(va_display, buf_id);

Appendix F: CQP HRD mode encoding

Application can configure AVC encoder to work in CQP rate control mode with HRD model parameters. SDK will place HRD information to SPS/VUI and choose appropriate profile/level. It’s responsibility of application to provide per-frame QP, track HRD conformance and insert required SEI messages to the bitstream.

Example 21 shows how to enable CQP HRD mode. Application should set RateControlMethod to CQP, VuiNalHrdParameters to ON,
SDK will choose CBR or VBR HRD mode based on `MaxKbps` parameter. If `MaxKbps` is set to zero, SDK will use CBR HRD model (write `cbr_flag = 1` to VUI), otherwise VBR model will be used (and `cbr_flag = 0` is written to VUI).

**Example 21: Pseudo-code to enable CQP HRD mode**

```c
mfxExtCodingOption option, *option_array;
/* configure mfxExtCodingOption */
memset(&option, 0, sizeof(option));
option.Header.BufferId = MFX_EXTBUFF_CODING_OPTION;
option.Header.BufferSz = sizeof(option);
option.VuiNalHrdParameters = MFX_CODINGOPTION_ON;
option.NalHrdConformance = MFX_CODINGOPTION_OFF;

/* configure mfxVideoParam */
mfxVideoParam param;
...

param.mfx.RateControlMethod = MFX_RATECONTROL_CQP;
param.mfx.FrameInfo.FrameRateExtN = <valid_non_zero_value>;
param.mfx.FrameInfo.FrameRateExtD = <valid_non_zero_value>;
param.mfx.BufferSizeInKB = <valid_non_zero_value>;
param.mfx.InitialDelayInKB = <valid_non_zero_value>;
param.mfx.TargetKbps = <valid_non_zero_value>;

if (<write cbr_flag = 1>)
  param.mfx.MaxKbps = 0;
else /* <write cbr_flag = 0> */
  param.mfx.MaxKbps = <valid_non_zero_value>;

param.NumExtParam = 1;
option_array = &option;
param.ExtParam = &option_array;

/* encoder initialization */
mfxStatus sts;
st = MFXVideoENCODE_Init(session, &param);
...

/* encoding */
mfxEncodeCtrl ctrl;
memset(&ctrl, 0, sizeof(ctrl));
ctrl.QP = <frame_qp>
sts = MFXVideoENCODE_EncodeFrameAsync(session, &ctrl, surface2, bits, &syncp);
...