



Video Coding SDK

Software Developer Kit for Video Encoding and Decoding of all major video formats

Video Coding SDK is a Software Developer Kit for integrating video coding into custom applications. It provides all kinds of compression modes, including DVD, DVB/ATSC and HDTV and Mobile Video support. All codecs are optimized for high performance and are available for Windows, MacOS and Linux. It may be licensed by Professional and OEM customers. An easy to use Software Developer Kit allows integration into custom applications.

Video Coding SDK contains:

Video Codecs

MPEG-DX for MPEG-1 und MPEG-2

Software Developer Kit for integrating MPEG-2 video compression into custom applications. It provides all kinds of MPEG-2 compression modes, including DVD, DVB/ATSC and HDTV support.

MPEG-4 Coding SDK

The codec is compatible with ISO/IEC 14496-2.

AVC/H.264 Coding SDK

The codec supports the complete Part 10 of MPEG-4 known as AVC or ITU H.264.

3GP Coding SDK für Mobile Videos

The 3GP Coding SDK supports the 3GP standard up to release 6 and includes the MPEG-4 Coding SDK, the H.264 Coding SDK, the AAC Coding SDK, the AMR-NB Coding SDK and a 3GP Muxer.

VC-1 Coding SDK

The codec supports the complete standard SMPTE 421M.

H.261 and H.263 Coding SDK

The codec supports the complete ITU standard for H.261 and H.263.

DV Coding SDK

The codec supports DV, DVCPRO50 and DVCPRO HD.

Audio Codecs

AAC Coding SDK

The codec supports the complete standard ISO/IEC 14496-3:2005.

MPEG Audio Coding SDK

The MPEG Audio Encoding SDK supports the complete MPEG standards MPEG-1 (ISO/IEC 11172-3) and MPEG-2 (ISO/IEC 13818-3)

AMR-NB Coding SDK

The AMR NB Coding SDK supports the complete narrow band version of the Adaptive MultiRate speech codec which has been standardized by 3GPP and ETSI.



All SDKs are based on

- low level based DLLs based on YUV or RGB frame buffers
- DirectShow based codec architecture based on most recent Microsoft DirectX technology

AVI/VCM and Quicktime based architectures for Windows and Apple MacOS available upon request

The Developer Kits are available for Windows, MacOS-X / Intel Platforms and Linux

Some technology facts

- Realtime encoding modes available
- advanced motion estimation
- multiprocessor support (multithreading engine)
- Profiles for several encoding modes
- Windows, Linux and MacOS availability

Licensing model

To use the SDK and distribute applications you need to obtain the following:

- Developer License (SDK)
With the Developer License, you will get a documented SDK including shared library objects (DLLs), interface specifications, header files and source code samples to develop video coding applications.
- Redistribution License (Royalties)
For redistributing video coding modules with your application, a per-item additional royalty license is needed. You may also get flat fees for high sales volumes. Please contact us for further information.

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