

GStreamer and OpenMAX IL

Plug-and-Play

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GStreamer

What is GStreamer?

GStreamer is:

- A media processing library
- Modular
- Extensive
- Cross-platform
- GObject based (easy language bindings)
- Driven by an active community
- Proven

GStreamer

What uses GStreamer?

- Media Player (Banshee, BMPx, Exaile, Kaffeine, Muine, Rhythmbox, Totem, amarok)
- Media Recoder (Cupid)
- Audio Editor (Jokosher)
- Video Editor (PiTiVi)
- Music Authoring (Buzztard)
- Backup Utility (Thoggen, Sound Juicer, Gnome Baker)
- Screen Recorder (Istanbul)
- Media Center (Elisa)
- Stream Server (Flumotion)
- Other MMFs (Phonon)

OpenMAX

What is OpenMAX?

Definition

OpenMAX is a royalty-free, cross-platform API that provides abstractions for routines especially useful for computer graphics, video, and audio.

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OpenMAX IL (Integration Layer)

OpenMAX DL (Development Layer)

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Low-level building blocks

OpenMAX IL vs GStreamer

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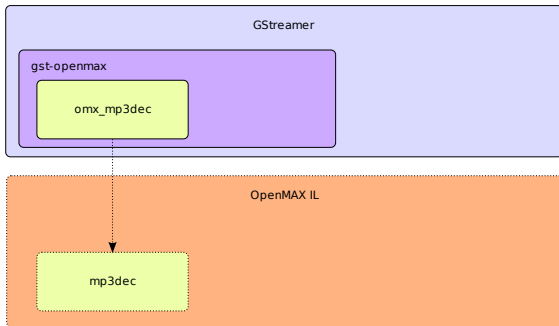
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- OpenMAX IL has more industry support: AMD, Apple, ARM, Creative, Dell Inc, Ericsson, Freescale, Imagination Technologies Group plc, Intel, IBM, Motorola, Nokia, Nvidia Corporation, Samsung Electronics Co. Ltd, SK Telecom, Sony Computer Entertainment Inc, Sun Microsystems Inc and Texas Instruments.

gst-openmax

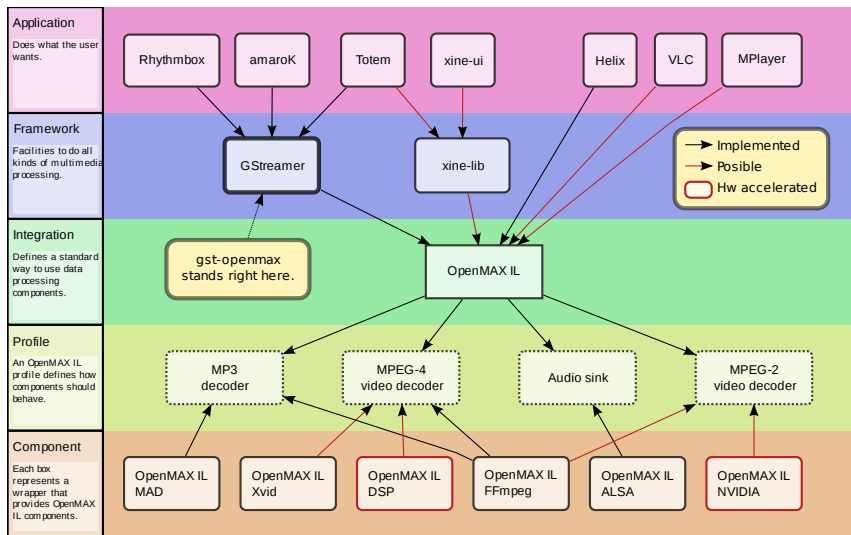
What is gst-openmax?

gst-openmax is a GStreamer plug-in that maps OpenMAX IL standard components as GStreamer elements.



gst-openmax

What is gst-openmax?



gst-openmax

What is gst-openmax?

- Is a collaboration between: Nokia, STMicroelectronics, Texas Instruments, NXP, and the GStreamer community.
- Can use multiple OpenMAX IL implementations **at the same time**.
- Transparent to applications (thanks to GStreamer's extensibility).
- Usable, but not yet production ready.
- Can play, pause, stop, seek; keeping audio/video synchronization.
- Main work focused on filters; encoders, decoders. (Keep it simple)

- ADPCM audio encoder/decoder
- AAC audio encoder/decoder
- AMR-WB audio encoder/decoder
- AMR-NB audio encoder/decoder
- MP3 audio decoder
- Vorbis audio decoder
- H.263 video encoder/decoder
- H.264/AVC video encoder/decoder
- MPEG-4 video encoder/decoder
- WMV video decoder
- video sink
- audio sink

- zero-copy

- Tunneling (thanks to NXP)
- Seeking fixes
- Unit tests
- Documentation

Demo time

- Testing (just try it out)
- Implement/improve sources/sinks
- Bellagio improvements
- Hardware accelerated components on the Linux desktop (ATI, Nvidia)

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- <http://www.freedesktop.org/wiki/GstOpenMAX>