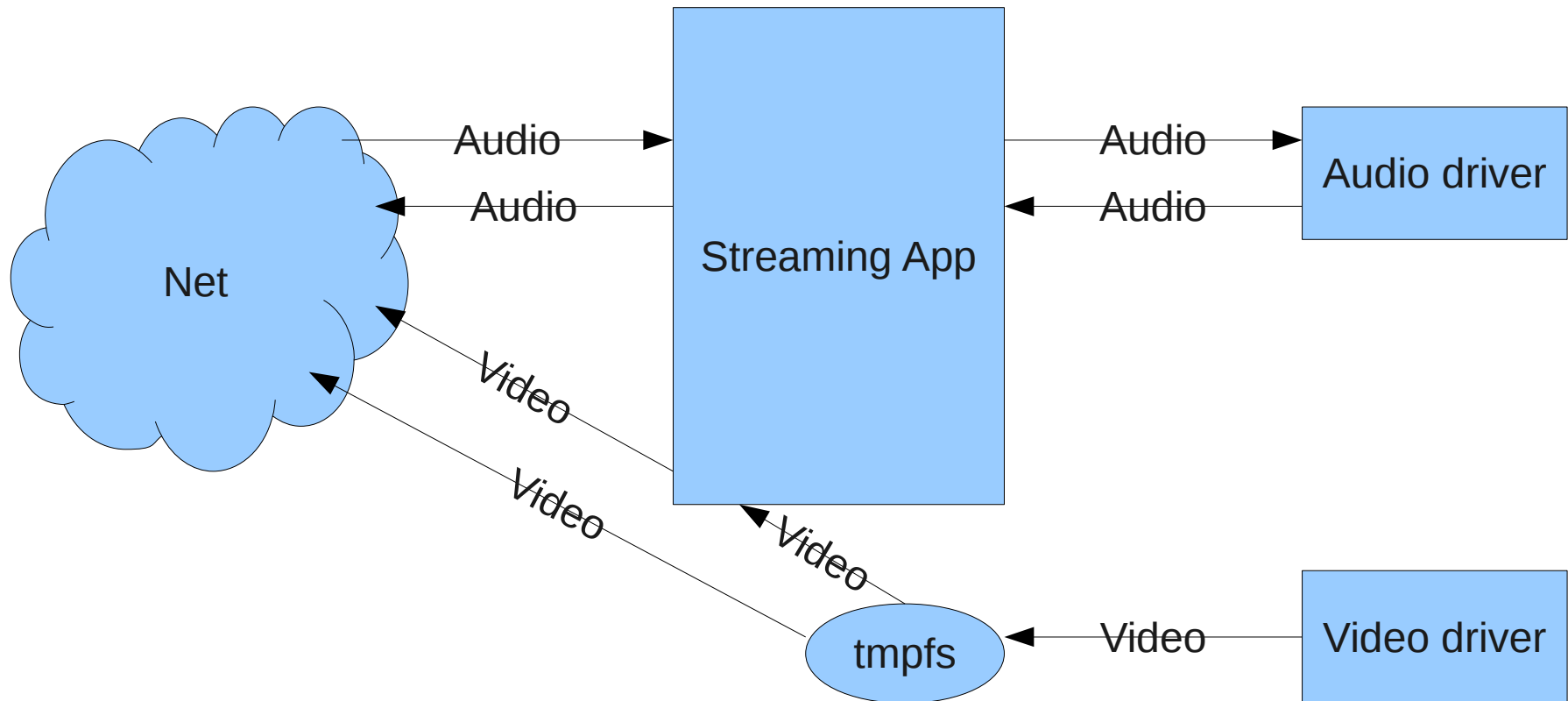


Basic AXIS Camera Functionality



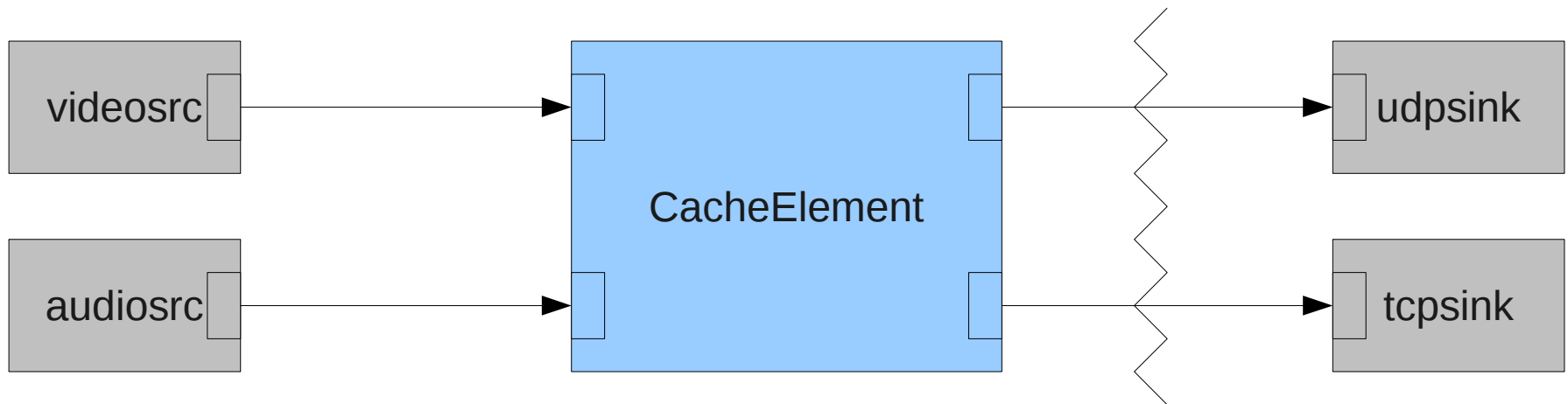
Initial design thoughts



Wanted: Media Cache

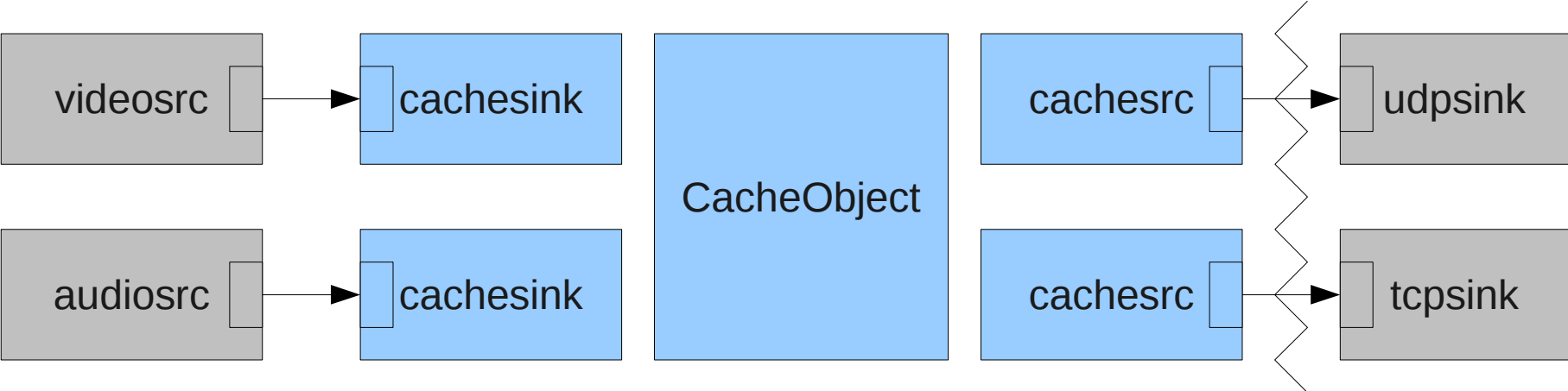


One Single Pipeline?

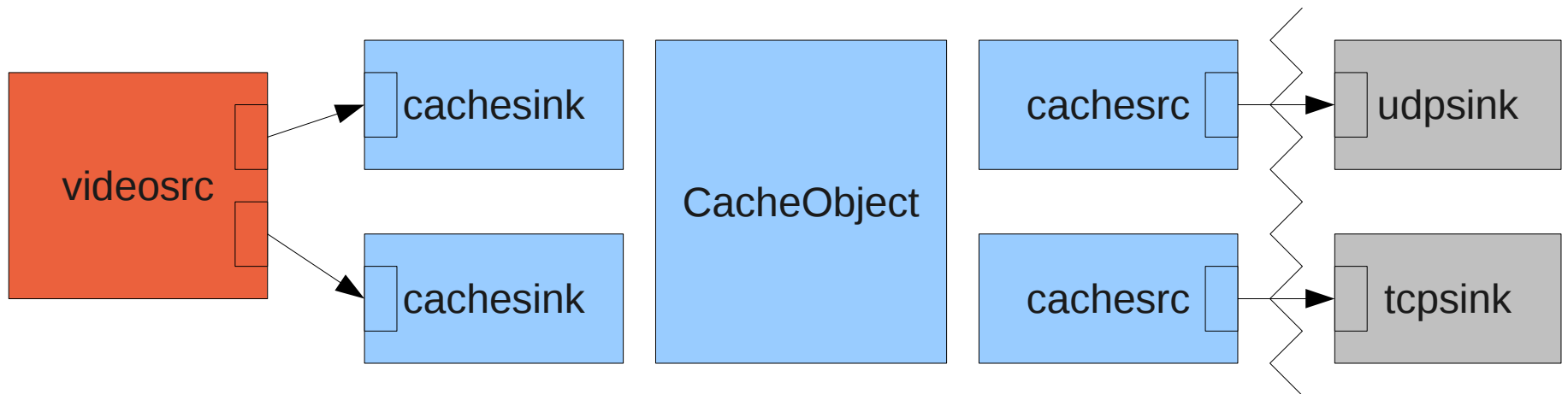


No.

Multiple Pipelines

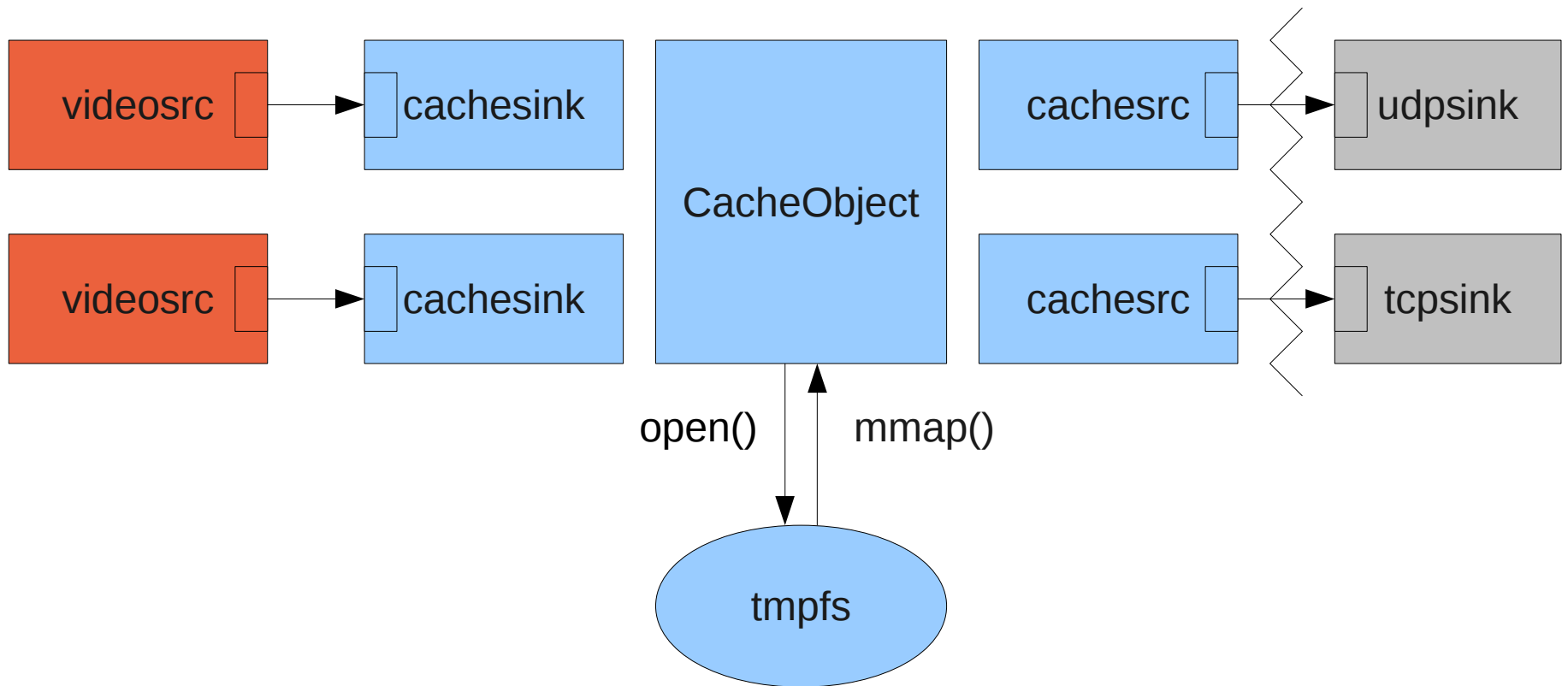


Videosrc with Multiple Pads?

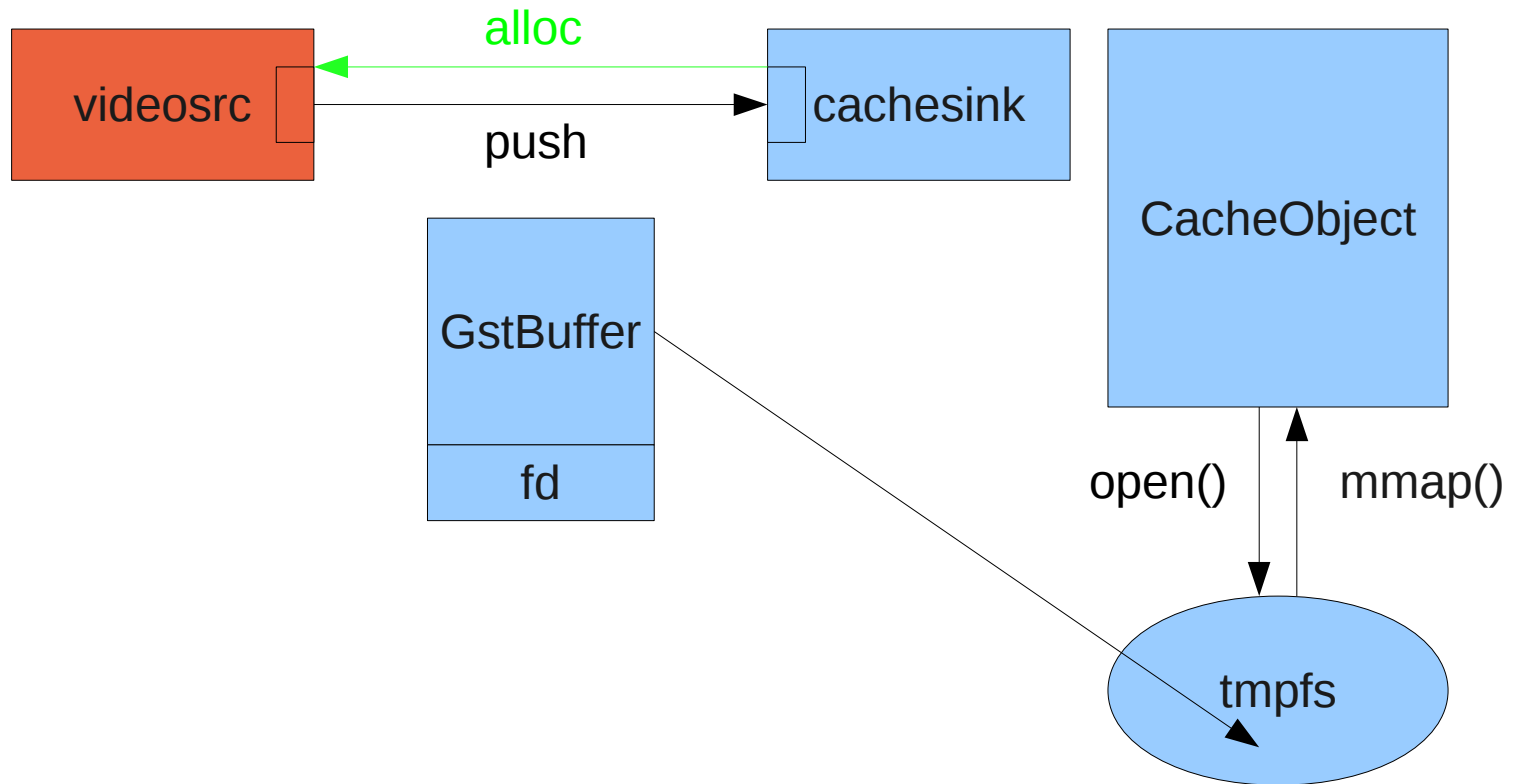


No.

Multiple Videosrcs



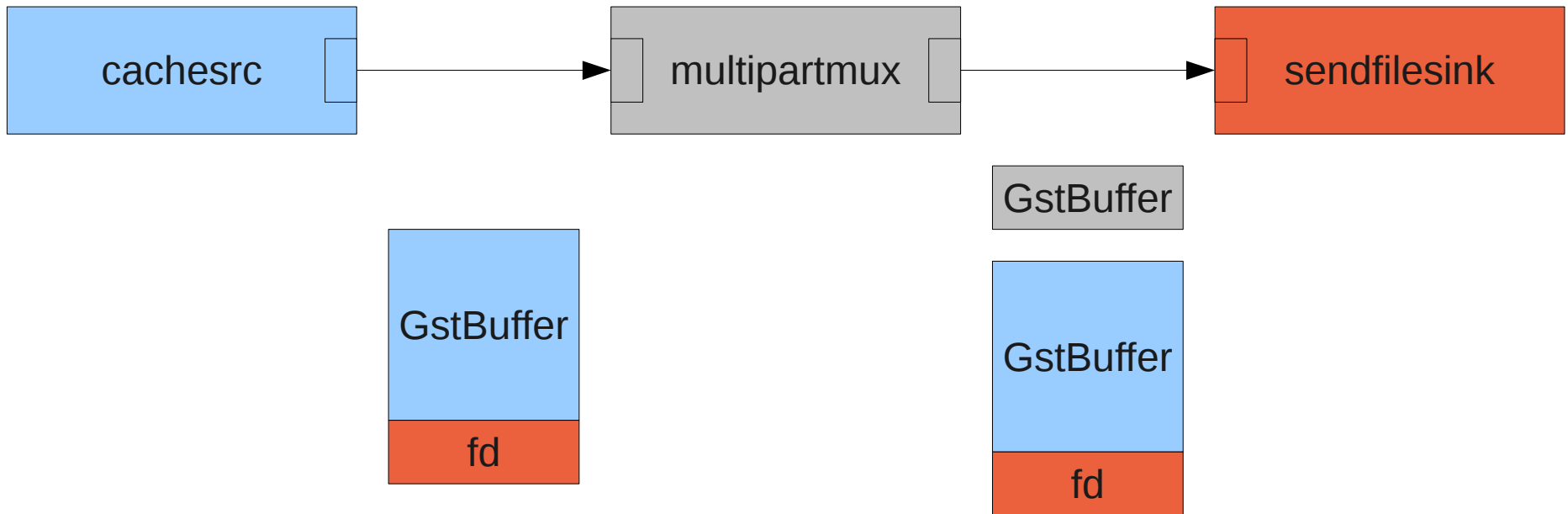
Pad Alloc



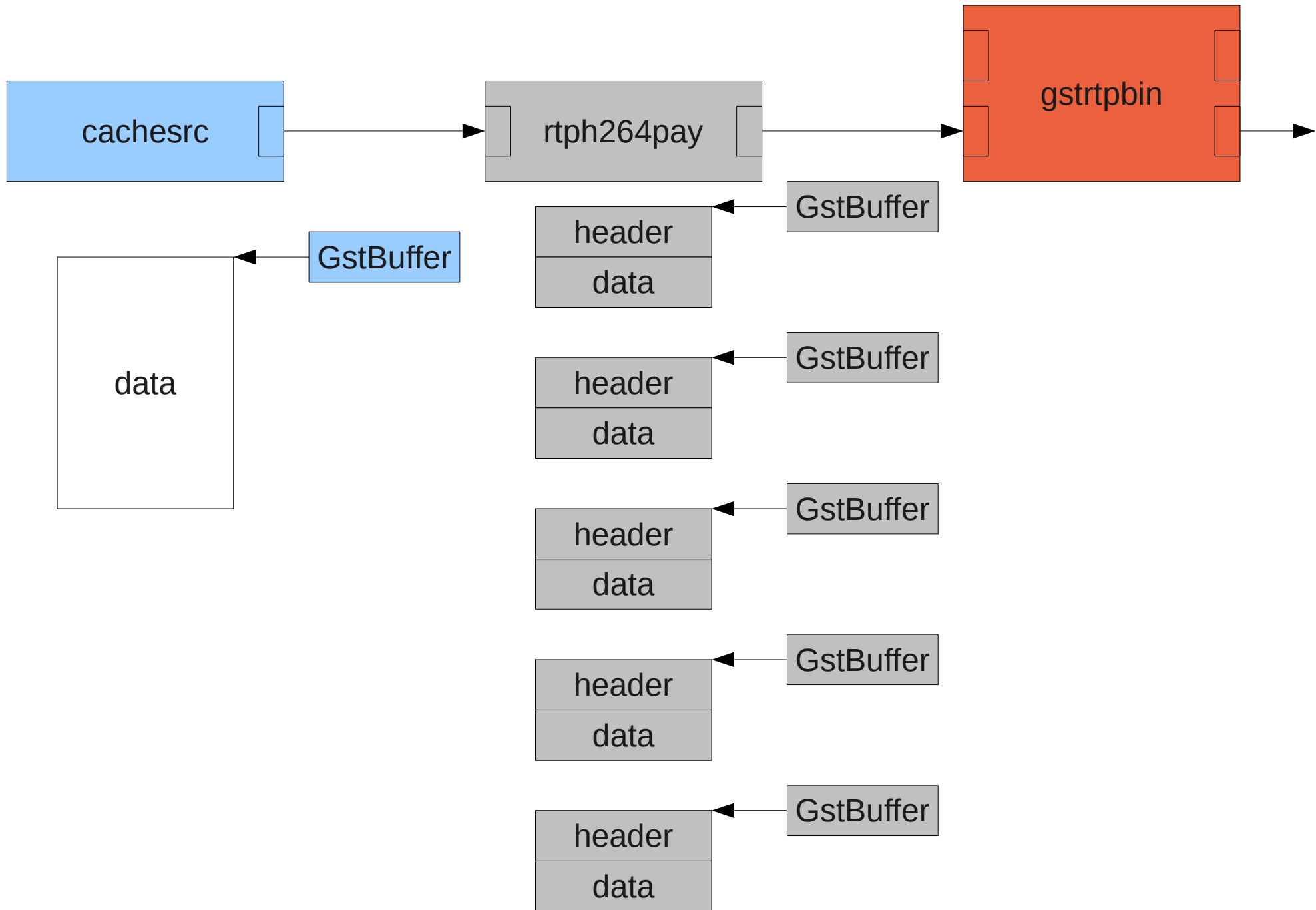
Buffer Queue in videosrc



Multipart JPEG



RTP with GstBuffer, several pushes per frame, data copy



RTP with GstBufferList, one push per frame

