Pitfalls and Best Practices (for Using GStreamer to Build Products)

Wim Taymans

23 Oct 2013 – GStreamer Conference
Edinburgh, UK

gstreamer

A extensible library to make it easy to develop multimedia applications

Observation 1 : Develop plugins on an island

Observation 2 : Fork GStreamer

Observation 3 : Existing codebase

Observation 4 : Poor hardware choice

Observation 5 : Poor Gstreamer knowledge

What can we improve ?

gstreamer

GObject/C

gstreamer

Hard to debug

Behaviour is underspecified

Not enough plugin tests

gstreamer

Not enough media tests

Not enough base classes

gstreamer

We promote out-of-tree repositories of plugins