Playbin3 and decodebin3 status update

Edward Hervey (bilboed)
edward@centricular.com

Playbin3/Decodebin3 Status update

- Lots of cleanups and fixes
  - Thanks to Seungha Yang and Jan Schmidt !
- Removing more old-school code/behaviour
  - Leveraging the fact we are “streams-aware”
- Fixes and improvements for adaptivedemux use-cases
  - Better memory/network usage
  - And adaptive gst-validate testsuite

WIP

- “auto-plugging” signals from decodebin3
  - One signal instead of 5
  - “For this GstStream I will attempt to use this list of GstElementFactory, what shall I do ?”
    - Expose as-is
    - Optional: Modify list of GstElementFactory
    - Default return : try list of factories
  - Playbin3 will figure out optimal sink/decoder combination
  - Playbin3 will also expose signal for apps who want to chose a specific decoder
  - No longer handles the “Don’t expose this stream” use-case
    - Use GST_EVENT_SELECT_STREAMS

Currently worked on (target end-of-year)

- UriDecodebin3
  - Same idea as uridecodebin2
  - With uri **and** suburi properties
  - Longer term: Need a “add any extra uri” API
- Gapless playback in playbin3
  - Initially with two uridecodebin3
  - All pads of the same type go into a concat before sink
    - Switch happens on EOS
  - “about-to-finish” signal emitted by:
    - Urisourcebin (EOS on network/push sources)
    - Decodebin3 (EOS after parsebin and before multiqueue)
    - Uridecodebin3 aggregates the above
  - Much earlier switching