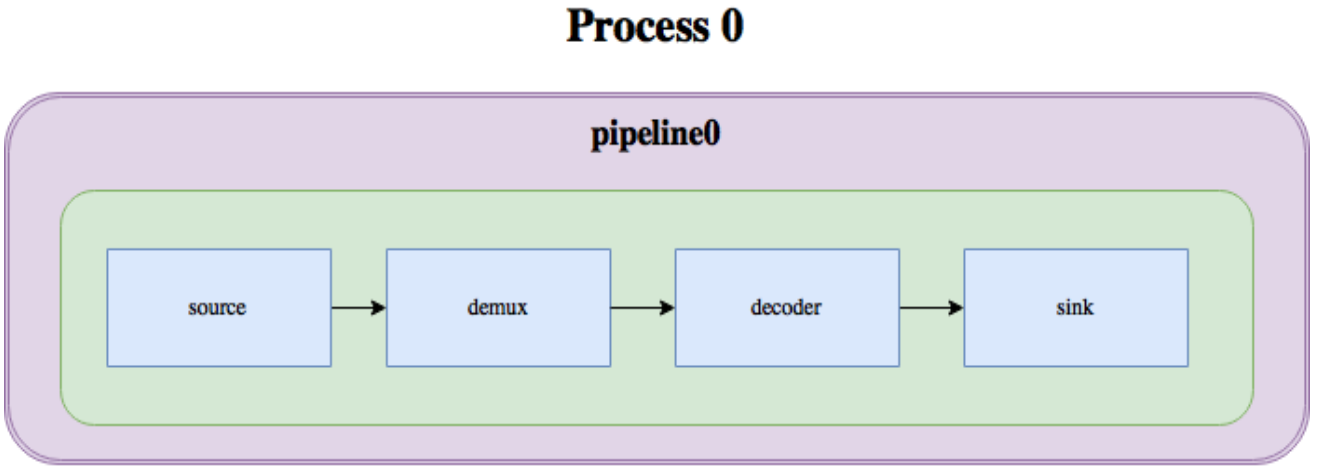
Ipcpipeline: Splitting a pipeline into multiple processes

George Kiagiadakis

Open First

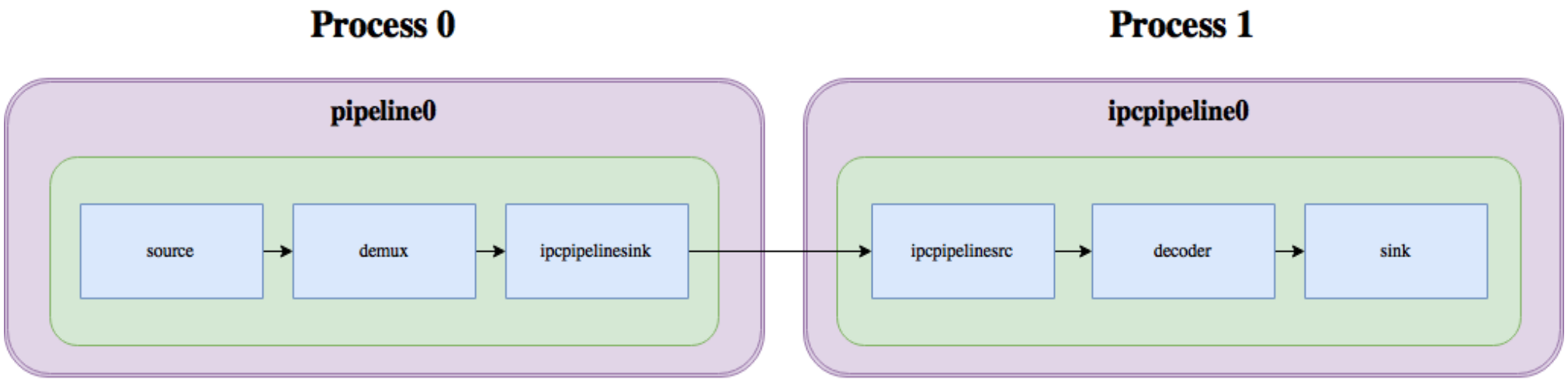
COLLABORA

Usual playback pipeline



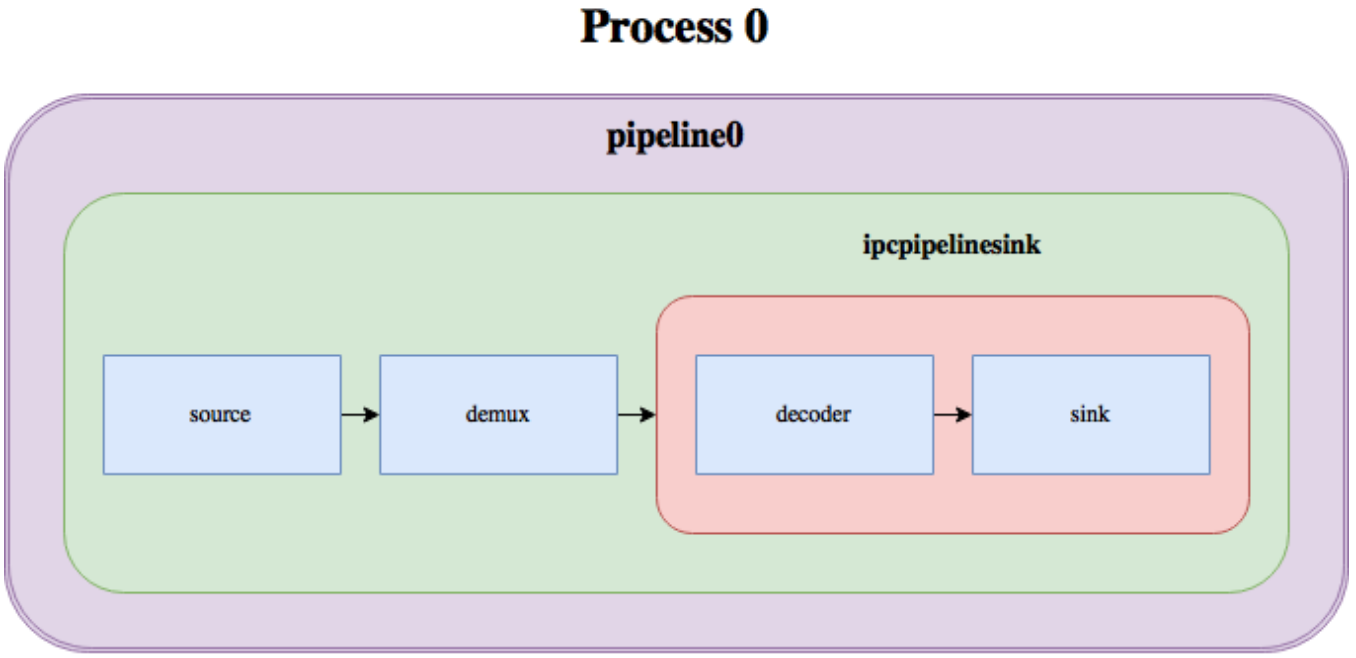
COLLABORA

With ipcpipeline



COLLABORA

- But behaves like a single pipeline



COLLABORA

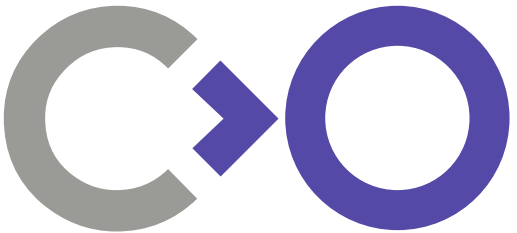
Features

- Second pipeline is slaved
  - State changes propagate
  - Meaningful events, queries & messages propagate
- Multiple slaves are possible
  - Separate audio & video sink processes
- Is not agnostic of the transport method
  - The code writes to a fd

COLLABORA

Limitations

- Playback only
  - Ipcpipelinesink is always the master
- No buffer sharing mechanism
  - But there could be...
- No clock sharing
  - There could also be...



Thank you!