A quick look at RTSP 2.0

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RTSP 2.0

- New non backward compatible version of the RTSP protocol
- Proposed standard since December 2016
- General cleanup and rewrite of the specification

New features

- Pipelined requests
- Better extensibility
- Possible notification from server to client (PLAY_NOTIFY)
- Specified IPv6 support

Removed features

- RECORD method
- Message transport over UDP
- ...

GStreamer implementation

- Part of our RTSP stack
- Merged in master (will be in 1.14)
- Missing a few features still:
  - Extension handling (no extension specified yet)
  - Server to client notification