WebKit-powered HTML overlays in your pipeline with GstWPE

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HTML overlay use-cases (1)





HTML overlay use-cases (2)





WPE, WebKit Embedded

- Web-engine based on WebKit, tailored for a wide range embedded devices
- 6 months release cycle synchronized with WebKitGTK, including security updates
- No dependency on any UI toolkit library
- Application in charge of rendering of composited WebPage representation

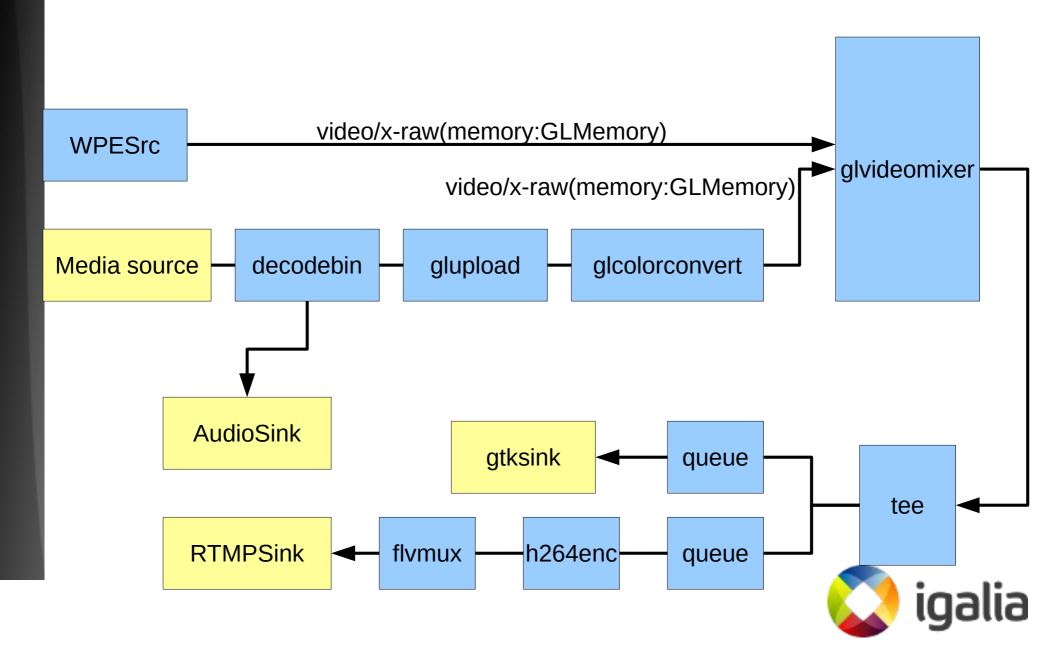


GstWPE

- EGLDisplay and EGLContext shared from downstream element(s)
- WPEBackend-FDO exportable object created for shared EGLDisplay
- wpesrc creates a WPE WebView
- EGLImages provided by WPEBackend-FDO wrapped into GstEGLImages for shared EGLContext
- GstEGLImages inserted into GstGLMemory and pushed to source pad towards downstream element
- First shipped in gst-plugins-bad 1.16!



Video mixing with GstWPE



Ongoing work

- Improved input events support : In progress
- Gitlab CI integration tests
- Audio support
 - Unified audio renderer for WebKit
 - New Audio capture API for WPEBackend-fdo
 - Audio source pad for the wpesrc element



Come see our demo!

