That's Me

Philip Jägenstedt, `<video>` developer at

OPERAsoftware
<video> in Opera: Activity

• Project aim:
  – The best <video> experience on any device (so far we only support <video> on desktop)
  – Stay at the forefront of implementing “cool shit”

• Features:
  – Support for Ogg (finally) and WebM (first, yay)
  – <video> in SVG
  – CSS3 object-fit and object-position
<video> in Opera: Challenges

- WebM motion vector issue: We're still using Tim's patch, causing the occasional artefact.

- UI for Media Fragments? (#t=10,20) We already have highlights in the seek bar.

- GStreamer: how to pause at any exact time offset? (GstSegment is only for a single stop.)

- GStreamer: neither a pull or push source is a great fit for how buffering actually happens.
<video> in Opera: Next Steps

- `<track>` and WebSRT (after fixing the spec)
- `<video preload>` (sane buffering)
- `.buffered` and `.seekable` properties
- Performance improvements
- Fullscreen
- Devices!