

DTSC: Yet another media protocol

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Why another protocol?

RTMP, TS and HTTP most common between servers

- RTMP is a mess, proprietary and inflexible
- TS has lots of overhead and is hugely complicated for simple tasks
- HTTP has high latency and/or low flexibility

What is DTSC?

- Internal protocol used inside MistServer
- Designed to be:
 - Fast (parsing, generation and general latency)
 - Simple (minimal implementation from scratch ~2-3 hours)
 - Extensible (fully codec-agnostic, allows for arbitrary data structures)

Based on...?

- True streaming protocol (RTSP/RTMP-like latency and performance)
- Simplified binary JSON core
- Inspired by all protocols/codecs MistServer supports

Why should you care?

- Soon public domain! (both spec and sample code)
- Looking for input from the industry (that's you!)
- Get in touch! (poke me here at FOMS, or mail jaron@mistserver.org)