liboggplay: Activity

• Project aim:
  – A library for simple, synchronised access to decoded data from an Ogg stream
  – This departs from the one-player-fits-all approach

• Features:
  – Synchronised retrieval of raw data
  – Agnostic about type and layout of streams
  – liboggplay-based plugin for Firefox
liboggplay: Challenges

• There's a remarkable number of corner cases when you take into account “broken” streams
  – out-of-order data
  – missing EOS packets
• Supporting the plugin for several platforms
• libogg's abstractions are not compatible with liboggplay's
liboggplay: Dependencies

• Libraries in use:
  – liboggz, libogg, libfishsound, libspeex, libtheora, libvorbis
  – Imlib2
  – (some platforms) libGL

• Projects that depend on us:
  – doublec's experimental Firefox 3 builds
  – archaiv, EOPAS, metavid
liboggplay: Next Steps

- More platforms
  - intel mac and x86-64
- More features
  - snapshots, cross-fades, bundles
- More pants