

Ogg Skeleton: Activity

- Project aim:
 - Stream-level metadata for Ogg files
- Features:
 - Granulepos interpretation for arbitrary streams
 - Record of missing granulepos after chopping
 - Message headers for each track, for content negotiation like that of HTTP



Ogg Skeleton: Challenges

- Part of the point of Skeleton is to address shortcomings in Ogg
- Ideas relating to message headers are pretty much unimplemented
- Supporting skeleton on decode is fairly straightforward



Ogg Skeleton: Support

- Projects that write Skeleton:
 - oggenc, ffmpeg2theora, speexenc
 - libannodex: mod_annodex, cmmlwiki etc.
 - oogg, ooogg (OggCodecs), hogg (hogg chop)
- Projects that read Skeleton:
 - xine, vlc, ...
 - oggz: oggplay, oggzinfo



Ogg Skeleton: Next Steps

- Encourage use of message headers
- Encourage use of UTC timestamp
- Use knowledge gained from designing and using Skeleton in the design of a new encapsulation format

