

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



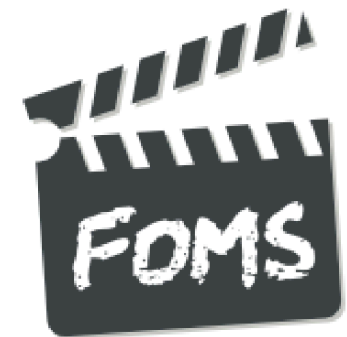
liboggplay: Challenges

- 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

