



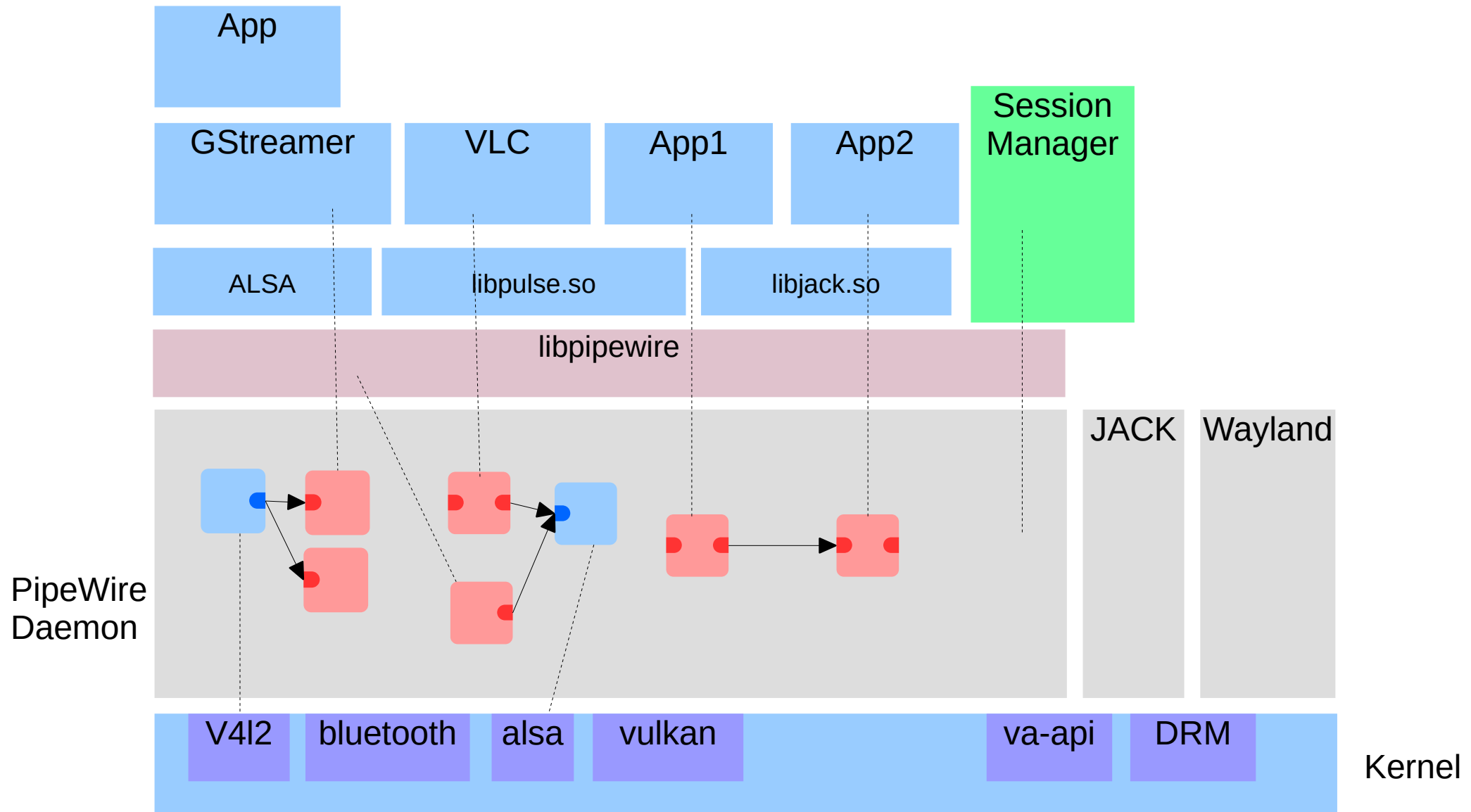
PipeWire

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What is it

Multimedia sharing and processing engine

PipeWire



API support

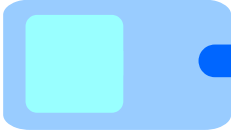



Device slaving

Transport

Midi

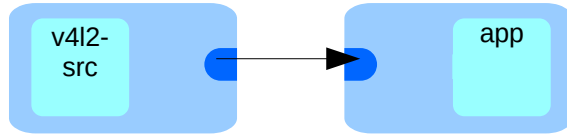
Video with vulkan

Node configuration

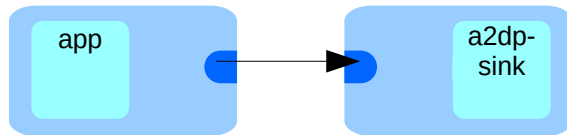
- stream/sink/source with adapter
 - Profile: How this internal format is exposed on the node
 - Passthrough: do nothing, no conversion 
 - Convert: do some conversion, sample rate, format 
 - split: split channels into float32 mono 
 - merge: merge channels from float32 mono 

Some configurations

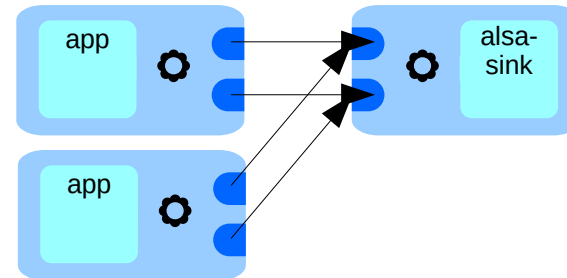
- Video (passthrough)



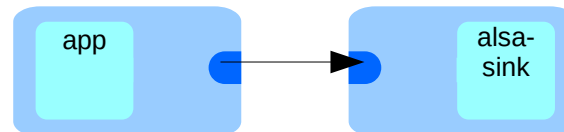
- AAC passthrough to bluetooth



- General audio playback

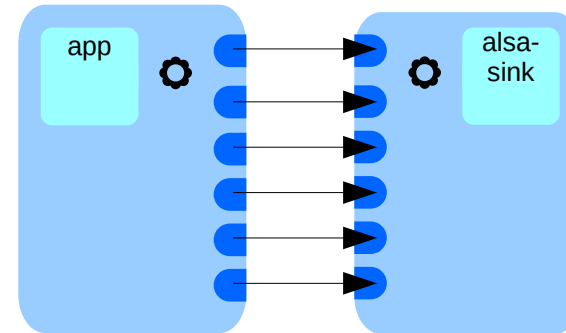


- Exclusive access audio



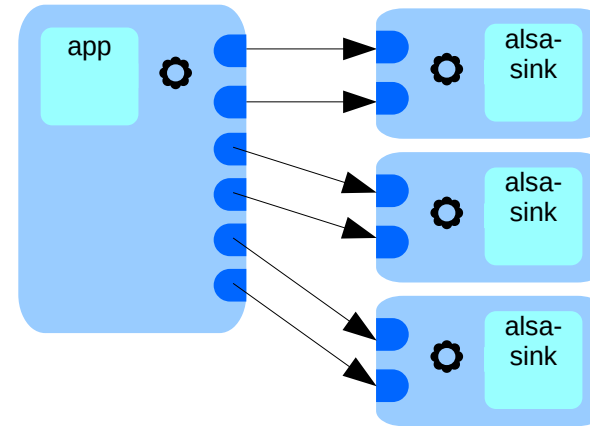
Some more configurations

- Multichannel
 - Internal format 5.1
 - Encode to AC3/DTS...
 - Dolby PLII
 - ...

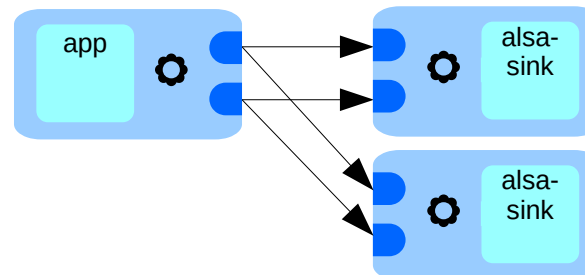


Some configurations

- Multichannel multi card



- Multi card

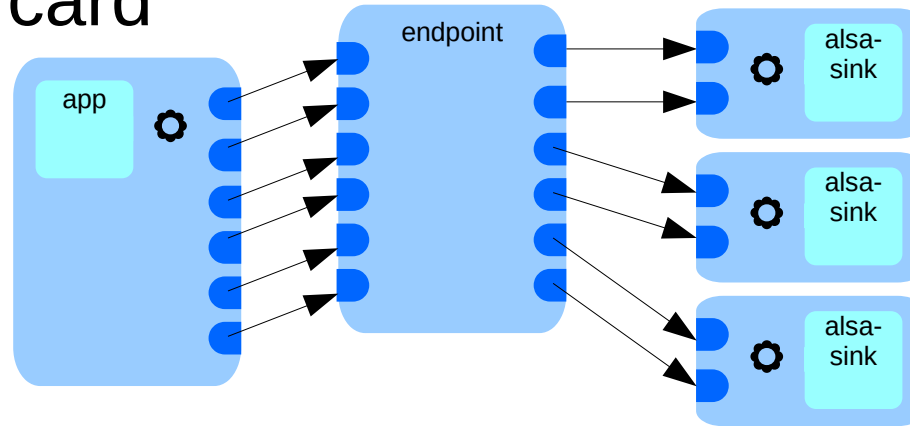


Session manager

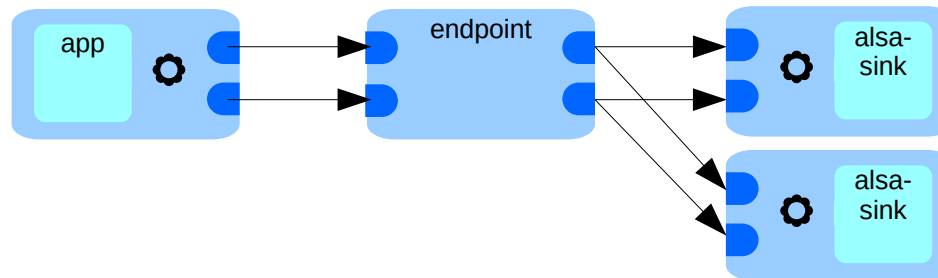
- Does quite a bit but not exactly complicated
 - Manage devices, settings, profiles
 - Rules to link nodes, formats,...
- We going to provide session API
 - Concept of endpoints inputs/outputs to hide equalizers and filters, complex sinks etc
 - Volumes per endpoint (role)

Some configurations

- Multichannel multi card



- Multi card



Future plans

- More session policy (compressed formats, ...)
 - Implement missing pulseaudio features
 - See <https://github.com/PipeWire/pipewire/wiki/TODO>
- Server side buffer split
 - Run client at desired latency, less frequent wakeups
- Video path/effects...
- Filter API
- Stability



<http://pipewire.org>
<https://github.com/PipeWire/pipewire>

Questions?