

The state of video

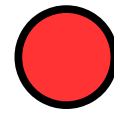
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otte@redhat.com

Applications

Frameworks

Xlib, Mesa

Magic



I am here

What we do

How we do it

What we want to do

How we try it

How I'd like to do it

What we do

How we do it

What we want to do

How we try it

How I'd like to do it

video playback

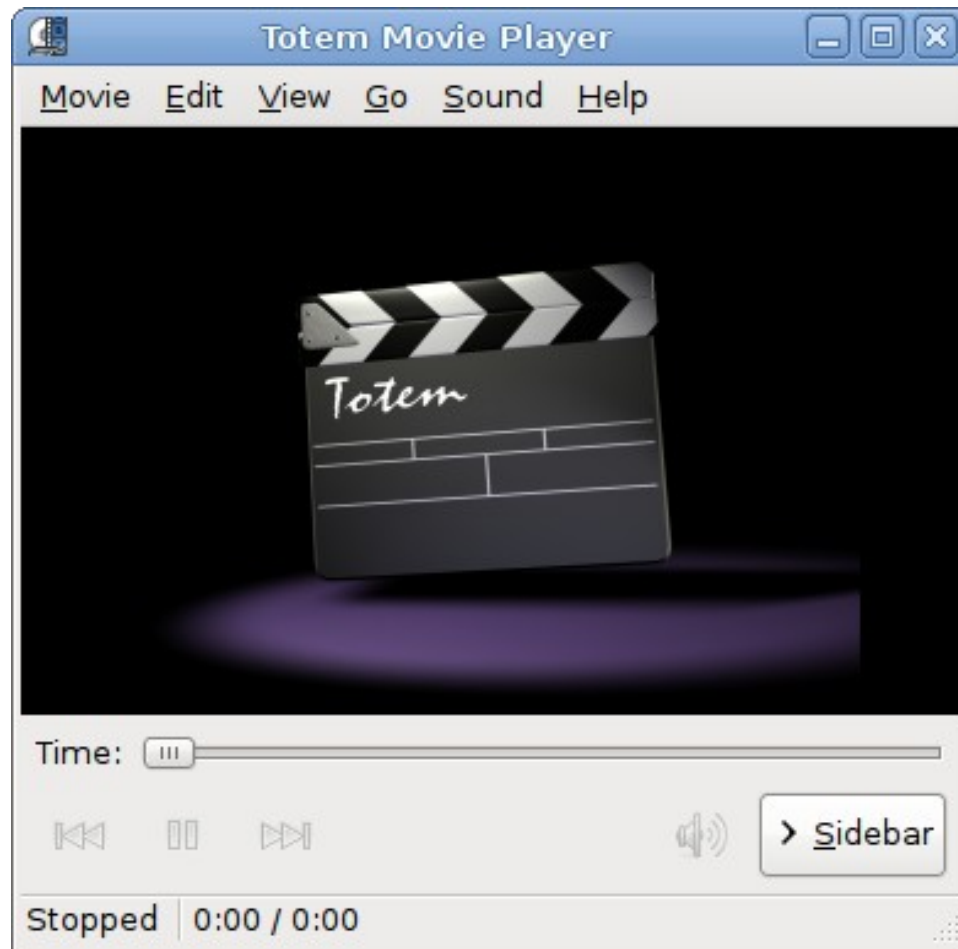
What we do

How we do it

What we want to do

How we try it

How I'd like to do it



What we do
How we do it
What we want to do
How we try it
How I'd like to do it

X Video Extension Protocol Description

Version 2

25-JUL-91

David Carver

Digital Equipment Corporation
Workstation Engineering/Project Athena

What we do
How we do it
What we want to do
How we try it
How I'd like to do it



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RedHatVideos

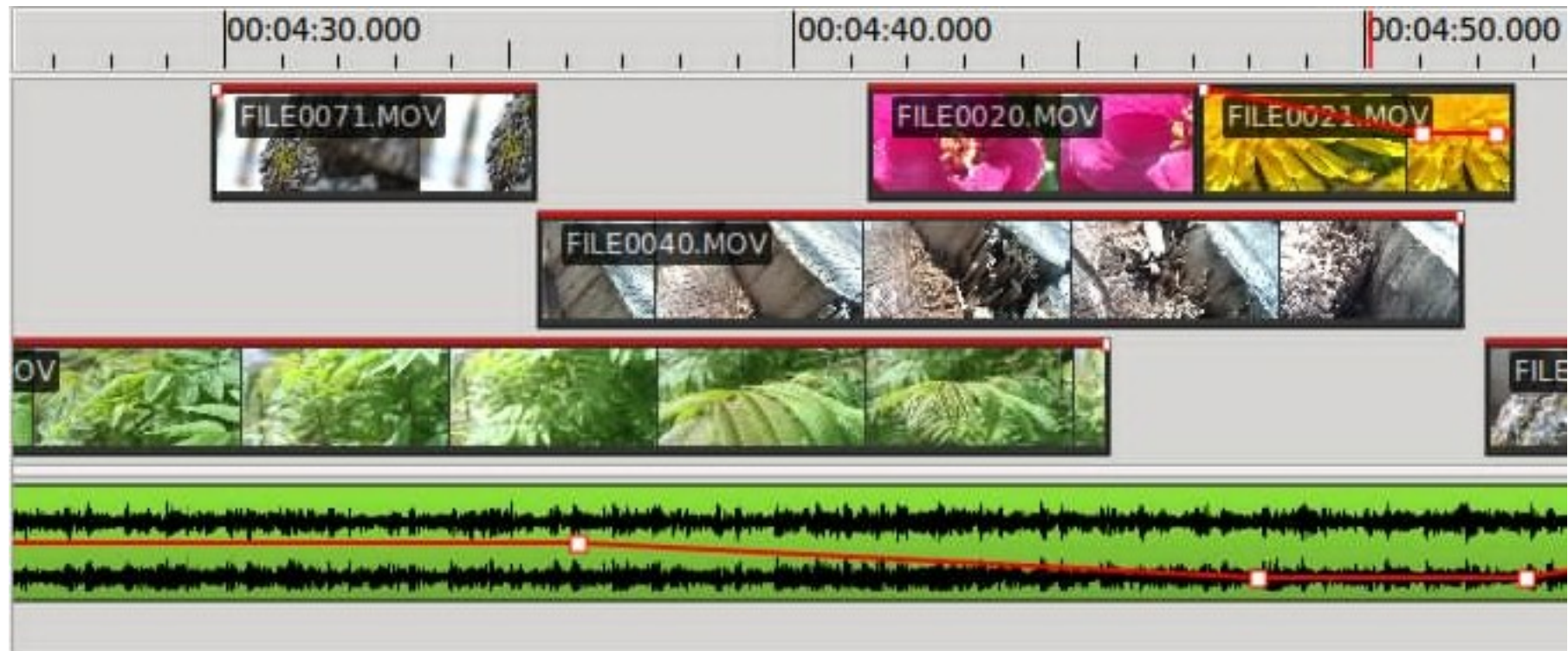
146 videos

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2,465

What we do
How we do it
What we want to do
How we try it
How I'd like to do it



What we do
How we do it
What we want to do
How we try it
How I'd like to do it



What we do
How we do it
What we want to do
How we try it
How I'd like to do it

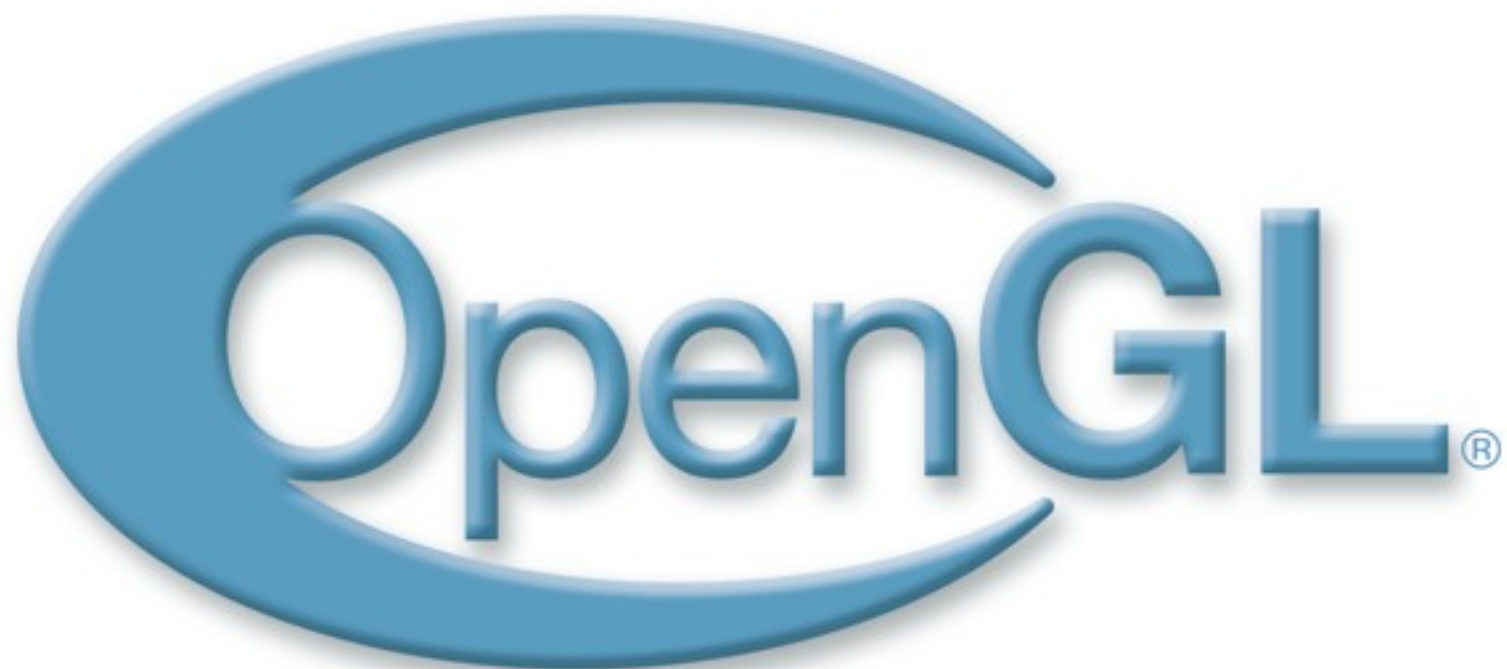


What we do
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What we want to do
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How I'd like to do it

See also

- [Video Acceleration API \(VA API\)](#)
- [X-Video Bitstream Acceleration \(XvBA\)](#)
- [VDPAU \(Video Decode and Presentation API for Unix\)](#)

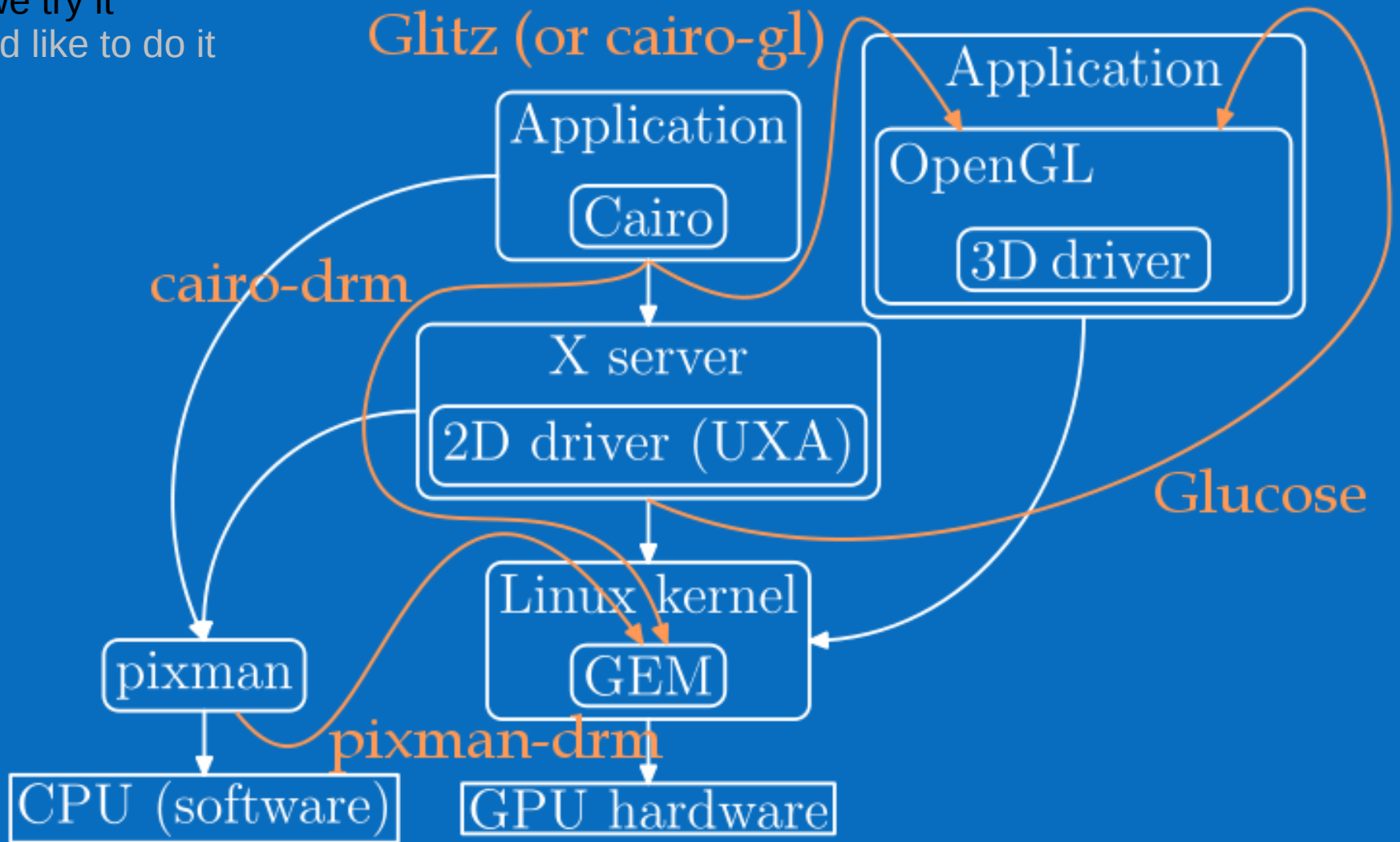
What we do
How we do it
What we want to do
How we try it
How I'd like to do it



What we do
How we do it
What we want to do
How we try it
How I'd like to do it

“layers”

What we do
How we do it
What we want to do
How we try it
How I'd like to do it



What we do
How we do it
What we want to do
How we try it
How I'd like to do it

Make video first-class

What we do
How we do it
What we want to do
How we try it
How I'd like to do it

Treat video like images

What we do
How we do it
What we want to do
How we try it
How I'd like to do it

Only one video decoding API please,
but with a useful API

What we do
How we do it
What we want to do
How we try it
How I'd like to do it

```
stream = XrenderCreateStream("video/webm");  
XrenderPutImage(stream,  
                drawable,  
                frame_data,  
                size);
```

```
stream = XrenderCreateStream("image/jpeg");  
...
```