

# GstQtOverlay Rendering Plugin

Overview and features.

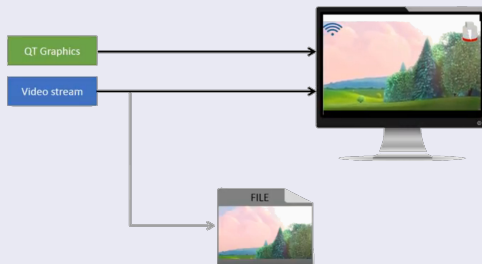
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October 24, 2018



## Problem to fix

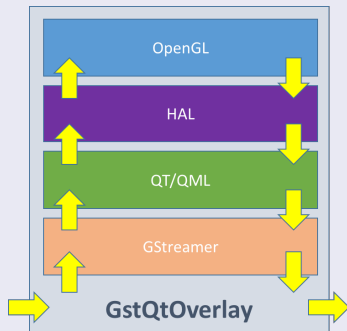
- Traditional Qt GUI rendering is performed in physical memory using frame buffer.
- This means video+overlay will be available at video display, but won't be available for video streaming, recording or other processing.



## What is GstQtOverlay?

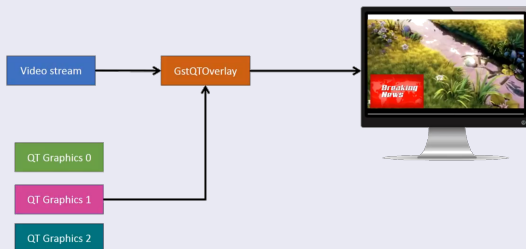
- GStreamer plug-in.
- Renders over GStreamer video frame buffer.
- Loads QML files.
- Makes heavy use of OpenGL.

## GstQtOverlay Architecture



## Using Ridgerun GstQtOverlay

- Add gstqtoverlay plugin to your video pipeline and indicate your qml file.
- Qt GUI will be added to video buffers.

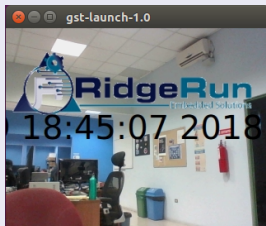


## Other features

- QML attributes can be changed using qml-attribute property
- More than one qml can be used with GstQtOverlay
- Animations can be used with GstQtOverlay
- GstQtOverlay CPU Usage tested at i.MX6Q at 720p30: 15% aprox.  
w/o qtoverlay w/o csc CPU is at 0%-3%
- Supported hardware: x86, i.MX6, NVIDIA TX1, NVIDIA TX2.

## GstQtOverlay Example

- QML file with text, logo and date



Information available at: <http://www.ridgerun.com/gstqtoverlay>  
For additional questions and support: [support@ridgerun.com](mailto:support@ridgerun.com)

