A new GStreamer RTSP Server

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Sebastian 'slomo' Dröge
sebastian@centricular.com

What?

- New GStreamer RTSP server library
- Re-uses RTP stack, all else new
- Written in Rust

Why?

- gst-rtsp-server / libgstrtsp dated
- Confusing, big API and implementation
- Many known bugs and deficiencies

- Hard to improve or fix while keeping backwards compat

Goal: More robust, flexible & faster
than gst-rtsp-server

Let's try again with new tools and
the lessons we learned

Status!

- Proof-of-concept implementation

  - No actual API yet!
  - Only TCP-interleaved transport
  - Hardcoded A/V pipeline
  - ~1200 SLOC

- Full RTSP message/parsing implementation

  - SDP implementation on the way

Currently: Cleaning up, refactoring, designing an API

Plans?

- Slow progress in my spare time!
- Get code into a publishable state
- Eventually provide all gst-rtsp-server features
    - and more!
    - Maybe also a new rtspsrc?
- GObject C API for bindings + native Rust API

Thanks! Questions?

sebastian@centricular.com