The near future......
Current goals

Release Early Release Often
Loosing code makes us better
Why loosing code?

- Improved code quality
- Don’t duplicate code
- Using new code methods like C++11
- Remove obsolete libraries
- Dropping unmaintained code parts
- Don’t have to maintain code you don’t have
- Move functions towards binary add-ons
  - Audio encoders/decoders
  - Visualisations
  - Screensavers
  - More will follow
V16
Jarvis
Soon to be released
v16 Jarvis - Main improvements

- Upgrade from DirectX 9 to DirectX 11 API
- Image resource add-ons
- Music library improvements
- Button long-press
- Stereoscopic depth for user interface
- Surface rendering for video on Android
- Goodbye libstagefright on Android
- Continues improvements in PVR/DVR
- A lot of code cleanup and improvements
- Audio Digital Signal Processing (DSP)
- Event logging
- User ratings for videos
v16 Jarvis - Event logging

- Video library scanner
  Failed to scan movie: Paper Planer (2014).mkv
  01/29/2016 7:30:06 PM

- Video library scanner
  Failed to scan movie: The Boy with the Cuckoo-Clock Heart (2013).iso
  01/29/2016 7:19:37 PM

- Video library scanner
  Failed to scan movie: tearsofsteel_4k
  01/29/2016 7:19:36 PM

- Video library scanner
  Failed to scan movie: Frozen Forever
  01/29/2016 7:19:31 PM

- Kodi successfully started
  Kodi has been successfully started.
  01/29/2016 7:17:01 PM
HDHomeRun

Type: Script
Author: SiliconDust
Version: 2015.11.09
Summary: HDHomeRun LiveTV and DVR

Description
HDHomeRun on Kodi the easy way. Automatically finds all the compatible HDHomeRun devices on your network, collects available channels, and starts showing TV. Pressing select or right brings up the episode guide, where you can see what's on, and what's coming next. Pressing back brings up DVR and Options. DVR provides a simple intuitive interface to record and watch your favorite shows when you want to.

Disclaimer
Requires a compatible HDHomeRun device. DVR requires a running DVR server.
v16

Jarvis

Audio Digital Signal Processing
Add-ons - Audio DSP

Audio DSP Basic Processor Enabled
Biquad Filters Enabled
Free Surround Processor Enabled

Biquad Filters

Author: Achim Turan, Team KODI
Version: 0.0.1

The first version of this add-on includes a parametric equalizer post processing mode with constant-Q peaking filters (biquad filter). It allows you to boost or cut 10 frequency bands.
v16 Jarvis - Audio DSP

Audio DSP manager


Here you can configure master processing modes. Notice: On playback only one active mode can be selected!

Available modes (0)

Active modes (2)

1. Free Surround Processor: Free Surround based on foo_dsp_fsround which is part of the pro_opt

2. Basic audio DSP processing system: Stereo - Dolby ...

Apply changes directly  Apply changes now  Clear active modes
v16 Jarvis - Audio DSP

Audio DSP manager


Here you can configure post-processing modes. This processing stage can be used for equalizing and volume correction...

**Available modes (1)**

- Basic audio DSP processing system: Speaker correction
  Correct the volume and speaker distance on specific s...

**Active modes (1)**

- 1. Biquad Filters: Parametric EQ
  10 frequency bands plus post gain

Apply changes directly  Apply changes now  Clear active modes
### v16 Jarvis - Audio DSP

Here you can configure:

<table>
<thead>
<tr>
<th>Frequency</th>
<th>Volume</th>
</tr>
</thead>
<tbody>
<tr>
<td>Preamp</td>
<td>0.0dB</td>
</tr>
<tr>
<td>32Hz</td>
<td>2.1dB</td>
</tr>
<tr>
<td>64Hz</td>
<td>1.3dB</td>
</tr>
<tr>
<td>125Hz</td>
<td>0.3dB</td>
</tr>
<tr>
<td>250Hz</td>
<td>-0.2dB</td>
</tr>
<tr>
<td>500Hz</td>
<td>-0.8dB</td>
</tr>
<tr>
<td>1kHz</td>
<td>0.1dB</td>
</tr>
<tr>
<td>2kHz</td>
<td>0.0dB</td>
</tr>
<tr>
<td>4kHz</td>
<td>0.4dB</td>
</tr>
<tr>
<td>8kHz</td>
<td>0.6dB</td>
</tr>
<tr>
<td>16kHz</td>
<td>2.2dB</td>
</tr>
</tbody>
</table>

- **OK**
- **Cancel**
- **Defaults**
When 9 first comes to life, he finds himself in a post-apocalyptic world. All humans are gone, and it is only by chance that he discovers a small community of others like him taking refuge from fearsome machines that roam the earth intent on their extinction. Despite being the neophyte of the group, 9 convinces the others that hiding will do them no good.
V17
Krypton
Our current work-in-progress version
When will it be ready?

We never give dates nor promises
Planned changes
again no promises although we will try to get some nice things done
VideoPlayer

Complete rework of the internal player that handles video
(aka VideoPlayer)
VideoPlayer - Why the rewrite?

A lot of legacy code was still around dating back to XBOX days.

Code grew over time when adding new platforms with no real grand design in mind.

Not written platform agnostic.

Not as efficient as it should be.

Huge entanglement of code across the codebase.

Current state was holding back features.
VideoPlayer - The benefits

Maintainable code

Can’t stress enough about maintainable code

Platform agnostic and platform specific are split

More efficient way of doing playback

Adding new features should be less of a hassle
VideoPlayer - Possible features

- Picture-In-Picture
- Speed-up or slowdown playback speed
- Futureproof towards higher bitrate and resolution videos
- Additional shaders and renderers
- Act as transcoder towards other players
- Next up is splitting playback and user interface into their own process
- Headless mode which makes Kodi a possible server component
UPnP media import

Sharing media library between several Kodi instances, sync play count and ratings.
UPnP media import

Media import information

Workstation: TV shows, Seasons and Episodes

- Provider: Workstation
- Media type: TV shows, Seasons and Episodes
- Path: f7-4bd1-b124bd22538c | upnp://f8f7322c-c235-
- Status: Active
- Last synced:

Settings

- Start synchronisation: Automatically
- Update imported media items
- Update playback-related metadata
- Update metadata on the media provider
- Update playback-related metadata on the media provider
Input handling

Complete rework of how input is handled and split it off into add-ons
Input handling - Controller setup

Controller Configuration

Controller profiles
- Kodi
- Dreamcast
- Game Boy Advance
- Sega Genesis
- Nintendo 64
- NES
- PlayStation
- Super Nintendo

Buttons
- A
- B
- X
- Y
- Start
- Back
- Guide
- Left thumb
- Right thumb

Get more...  OK  Reset
Input handling - Controller setup

Controller profiles:
- Kodi
- Dreamcast
- Game Boy Advance
- Sega Genesis
- Nintendo 64
- NES
- PlayStation
- Super Nintendo

Buttons:
- A
- B
- Start
- Select
- Up
- Down
- Right
- Left

Get more...  OK  Reset
RetroPlayer

Allows you to play console ROM’s for which emulators are available.
Retroplayer - Why is it so awesome?

Playing old games is so much fun

Easy controller setup

Auto handling of emulators

Never have to leave Kodi for playing games

A single library for all retro games

Save, pause, rewind and play again
Retroplayer

Games - Internet Archive ROM Launcher

Random Play
Search
Atari 2600
Atari 7800
Atari Jaguar
Atari Lynx
Game Boy Advance
Game Boy Classic
Game Boy Color
Game Gear
Internet Archive Best Of - Arcade
Internet Archive Best Of - Atari 2600
Internet Archive Best Of - Game Boy Advance
Internet Archive Best Of - Game Gear
Apple TV (4th gen)

No jailbreaking needed. All you need is a Mac and Xcode.
Further reduce number of skin files by combining windows and dialogs

Proper passthrough on Android platform

VFS add-ons (NFS, RAR)

APNG and animated GIF support

Switching between multiple video streams (multi-angle)

DASH support

Probably a lot more to come
v17 Krypton - Unknown sources

System - Settings

Updates
Show notifications
Unknown sources

Warning!

device. By allowing, you agree that you are solely responsible for any loss of data, unwanted behaviour, or damage to your device. Proceed?

Yes  No

Allow installation of add-ons from unknown sources.
A new default skin

Sorry, no sneak previews
The End