Kodi v18 features and improvements

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v17  
codename “Krypton”

A solid release with several bugfix releases which only contained minor fixes.

Considered End of Life by us after v17.6
v18

codename “Leia”

Our current work-in-progress version started around November 2016
v18

Goals

Focus on architecture and improve implementation what we already have

The long wanted cleanup release we always talked about..
at least that how it now looks like
Coding goals

Improving existing code quality (quite some legacy code left from early days)
Upgrade code to current C++11 standard
Remove duplicated code
Remove obsolete libraries
Move to a single well maintained library (FFmpeg)
Dropping unmaintained code/feature parts
Try upstreaming the patches we carry as much as possible
Coding goals

Move non core functions towards binary add-ons
- Audio encoders / decoders
- Visualisations / screensavers
- PVR/DVR
- Archive support
- Peripherals
- Input streams (DRM, DASH)
- Picture decoding
- Distributed file systems (currently WIP)

Someday we will be able to update them between releases

Don’t maintain code you don’t need in the end
Less code is better is seems
Some stats

v18 alpha

- 1,768 Pull Requests
- 5,686 commits
- > 32 contributors
- 7,523 changed files
- 387,205 additions
- 299,476 deletions

User base

- No idea as we don’t track users
When will it be ready?

We never give dates nor promises
Planned changes

We never promise anything although we will try to get some things done

Here’s what is done though....
Return of the XBOX

Realizing a dream of becoming once again available on the device that started it all

and we succeeded....
XBOX One

Started out with moving towards Kodi 64bit Windows version

June 2016 the work started on using Windows Centennial Bridge for getting to Windows Store

December 2016 the initial work started towards a full UWP version of Kodi

July 2017 the first runtime test could be done on a very bare version

December 2017 the official announcement was made and made available through XBOX and Windows Store
VideoPlayer

Continues work on further improving our core VideoPlayer
VideoPlayer - The past

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

DONE:

Large part of the cleanup

Speed-up or slow down playback speed

Futureproof towards higher bitrate and resolution videos

Additional shaders and renderers

Playing DRM protected streams using InputStream framework

FUTURE:

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

Picture-In-Picture
Screenshots....

No idea what I would show here as you might as well just try yourself
Input handling

Complete rework of how input is handled and split it off into controller add-ons
RetroPlayer

Allows you to play console ROM’s the easy way without the hassle of installing and configuring emulators
Retroplayer

Playing old games is so much fun (with friends)
Easy controller setup without caring for brand
Auto handling of emulators
Never have to leave Kodi for playing games
A single library for all retro games (future work)
Save, pause, rewind and play again
We upstream as much code as possible to not need to carry patches
Retroplayer
Retroplayer
Input handling - Controller setup

Controller Configuration

Controller profiles
- 3DO
  - 3DO Gamegun
- Atari 2600
- Atari 5200
- Atari 7800
- Atari Lynx
- Atari XG-1 Lightgun
- ColecoVision
- Computer mouse

Buttons
- Face buttons
  - Fire
- Joystick
- Console switches
  - Select
  - Reset
  - Color
  - Black/White
  - Left Difficulty A
  - Left Difficulty B

OK
Reset
Get more...
Help
Ignore input
Input handling - Controller setup

Controller profiles:
- Sega Saturn 6 Player Adaptor
- Sega Saturn Controller
- Sega Shuttle Mouse
- Sega Twin Stick
- Sega Virtua Gun
v18 Leia - what else was done

Android platform only uses standard Android API functions
Windows now also as 64bit version
Wayland support added (again)
Direct Rendering Manager (generic DRM/KMS implementation using GBM)
Almost entirely using CMake buildsystem
v18 Leia - what else was done

DASH support
DRM (Digital Rights Management) using Widevine
PVR improvements
Music library organisation improved
Improved Bluray support
Video library can scan embedded tags

An massive amount more but too much to mention……
v19
codename “M*******”

Yeah we already work on the version after current unreleased version
v19 M***** - Python 3

- Python 2 is End Of Life in 2020
- Python 3 is mature enough and more and more Python libraries either convert their codebase to Python 3-compatible or drop Python 2 support completely (Django is the most notable example).
- Most current Python books, tutorials and courses are focused on Python 3
- Python 2 is not actively developed. It receives only security patches while Python 3 gets all the cool new features with every minor version

Planning:
- Only Python 2 & 3 compatible add-ons will be accepted in v18
- Only Python 3 compatible add-ons will be accepted in v19
- Kodi v18 builds with Python3 are available for testing purpose

- Showing 57 changed files with 663 additions and 659 deletions.
It’s not just Kodi

We do need to maintain a much bigger whole
What else to maintain

● Forum
● Website
● Wiki
● Distributed mirror server system
  ○ > 25TB/Day traffic
  ○ Average 3k req/s
● An array of python and binary add-ons
● iOS and Android remote controls
● Needed libraries
● Code upstreaming
● Company contacts
● Your own personal life
● ........
Thank you for listening

All information and development can be found on

https://github.com/xbmc/xbmc
https://kodi.tv/
https://forum.kodi.tv/
http://kodi.wiki/