What's next for VLC?

VLC 3.0

Aka wtf did we finally put in 3.0

- WeatherWax *(Terry Pratchett)*

- Released end of **February 2015**

- Only one quick update 2.2.1 *(2 weeks in)*

- ~ 200m downloads of single version *2.2.1*

- *Good idea of the user size of VLC on the desktop*

- Very stable, few regressions *(unlike 2.1.x)*

    – *Probably the best VLC release ever, with 0.8.6*

- **Vetinari**

- 17000 commits
  - 3400 Android
  - 2500 WinRT
  - 2000 iOS

- A bit long to come (!)

- One **very** strong release

- Focus on Mobile convergence, as announced, previously

- libVLC, and libVLC++, and bindings

- 1500+ bugs closed

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- **HW decoding** on by default everywhere

- **360 video** and **3D** Audio

- Network shares browsing (+passwords)

- Common codebase

- **10bits** / 12bits / **HDR** support

- Audio **HDMI** rework passthrough

- **HTTP/2**

- Lots of new formats (adaptive, subtitles)

- OpenGL and Wayland

- New subtitle rendering stack

- One last thing: **Chromecast**

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MEMCPY IS MURDER!
```
Måns, 2005

ഇതാ പിടി.
നിങ്ങക്ക് സോസേജ് കിട്ടി,
നിങ്ങക്ക് പാൻകേക്ക്,

- Dogfood!
  - We use libVLC in Android, iOS, Tizen, UWP ports
- libVLC++
  - New bindings in C++11 and C++/CX
  - Used in VLMC, webplugins, UWP, medialibrary and more
- Other bindings
  - libVLCsharp is coming
  - Cocoapods and Nuget
- 40 new functions
  - Memory inputs
  - Audio output devices
  - Metadata, parsing and preparsing, titles/chapters/types
  - Browsing, Media Discovery
  - New events for medialist
  - ...

- Windows

  - XP → 10 RS3

- macOS

  - 10.7 → 10.13 64bits

- Android

  - Android 2.3 (API-10) → 8.0 Oreo (API-4212)
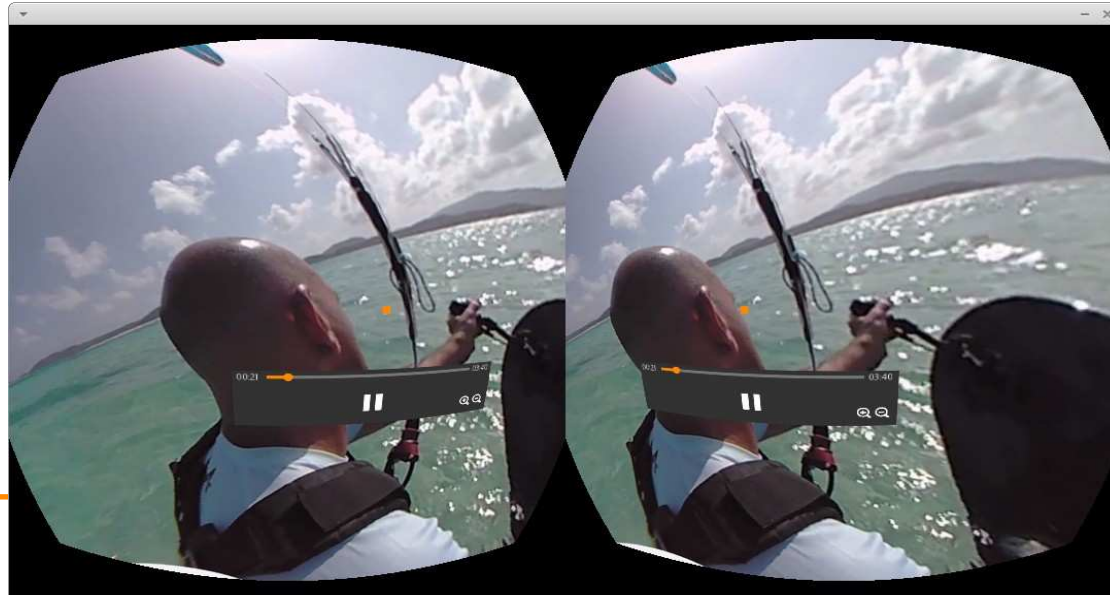
- iOS

  - iOS 7 → iOS 11

- Linux

  - lol
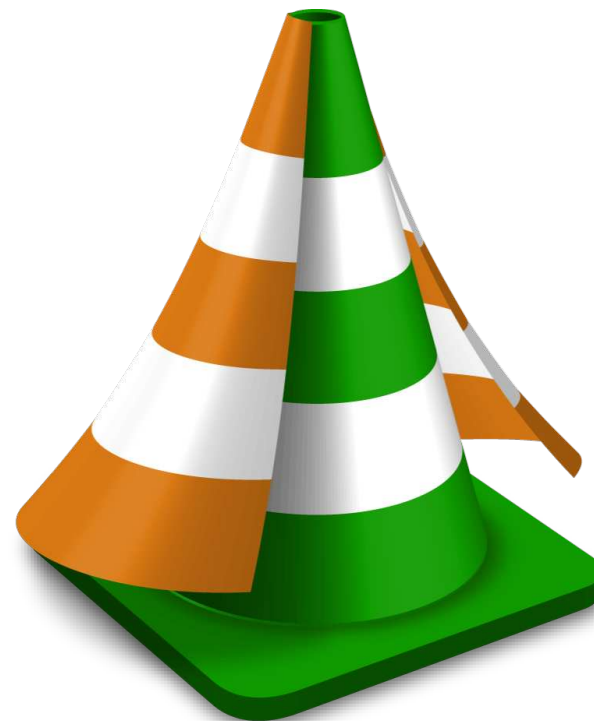
And then?

- 360 video

    – Equirectangular

    – Cubemap

- Platforms

    – OpenGL *(Everywhere)*

    – D3D11 *(but Windows)*

- 3D Audio

    – 3[rd] order ambisonic

    – libspatialaudio

    – Ambisonic + binaural

VLC 3.0

- Headsets integration in VLC

  – Oculus, Vive, and other OpenHMD

  – StarBreeze and Windows HMD

- Video Format Support

  – 360

  – 360 Stereo and 3D

  – Virtual Theater (simple mode)

- Integration for Unity

  – Or Unreal?

  – libVLC FBO

- Otto Chriek

- New video output architecture

- New input/playlist

- Media Library

- Interface

- Dropping old platforms

- Video Output changes

  - push instead of pull model

    - HW are now smarter

    - Rewrite of all video outputs :-)

  - More recycling

  - Support for 3D/VR

  - More HDR

- Video Filter API

  - Finally!

- Input Manager

  – Split between playlist and input manager

  – Owner of Aout and Vout

  – Identical for playlist, vlm, libvlc_media_player

  – Gapless (?)

- Rewrite of the playlist

  – Simple (flat, fast)

  – 1 ↔ 1 relation with IM

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- Media Library coming to the desktop

- Details
  - C++ & SQLite
  - Simple & Light
  - Audio + Video
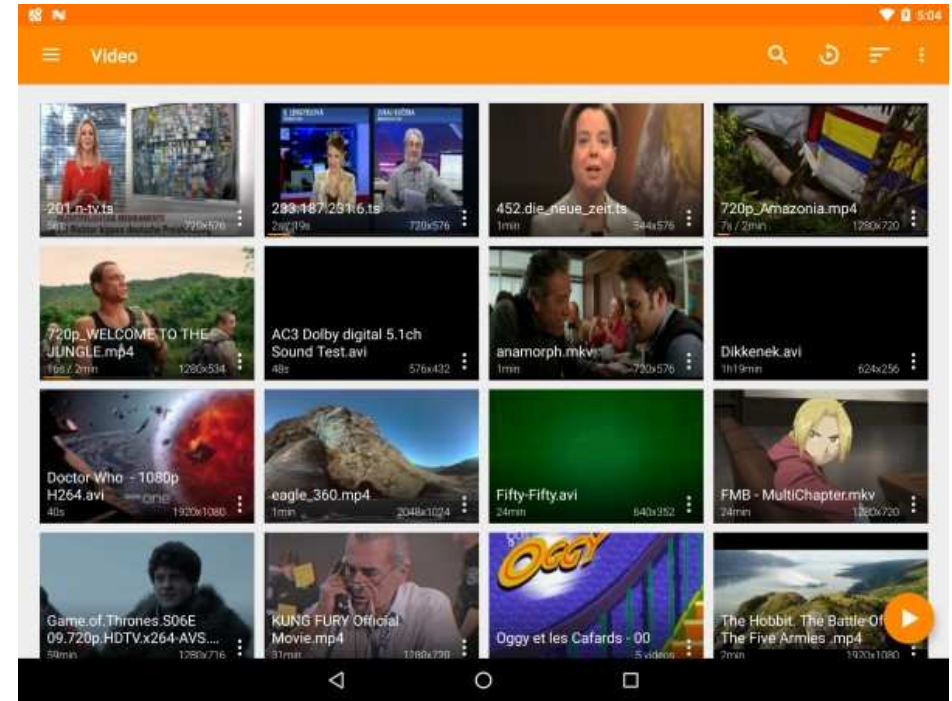
videos   music   files   ((o)) network

Artists **Albums** Songs Playlists   by artist ∨   ascending ∨

The Hunting Party
Linkin Park

Absolution
Muse

Black Holes And Re...
Muse

Origin of Symmetry
Muse

Showbiz
Muse

The Resistance
Muse

A Momentary Laps...
Pink Floyd

A Saucerful of Secr...
Pink Floyd

Animals
Pink Floyd

Atom Heart Mother
Pink Floyd

Meddle
Pink Floyd

Music From The Fil...
Pink Floyd

Obscured By Clouds
Pink Floyd

The Best Of Pink Fl...
Pink Floyd

The Dark Side of th...
Pink Floyd

The Division Bell
Pink Floyd

The Final Cut
Pink Floyd

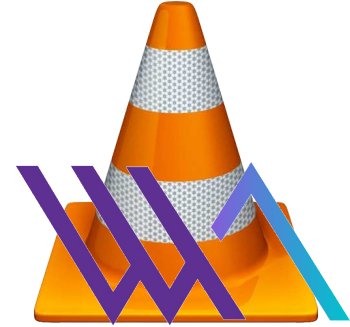**The Piper at the Ga...**
Pink Floyd

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- Windows
  - XP, Vista
- MacOS
  - 10.7 → 10.9
- Linux
  - OpenGL required

- Android
  - 2.2 → 4.2
- iOS
  - IOS 7, 8

- **VLC.js**

  – Html5 video suxx

  – Flash Server + Player was nice

  – VLC inside a browser with WebAsm

  – Ads, more format support, fast, evolutive

- **Hardening VLC**

  – VLC security is hard

  – No hardened player

  – Better streaming solutions

  – Important cost

WEBASSEMBLY

VLC 3.0

Thanks!
Questions?

VLC 4.0