What's next for VLC?
VLC 3.0

Aka wtf did we finally put in 3.0
- Weather\Wax \textit{(Terry Pratchett)}
- Released end of \textbf{February 2015}
- Only one quick update 2.2.1 \textit{(2 weeks in)}
- ~ 200m downloads of single version 2.2.1
- \textit{Good idea of the user size of VLC on the desktop}
- Very stable, few regressions \textit{(unlike 2.1.x)}
  - \textit{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
3.0 highlights

- **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**

MEMCPY IS MURDER!

Måns, 2005
New CTL
- **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
  - ...

*libVLC*
Platform support

- 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
  - 3rd order ambisonic
  - libspatialaudio
  - Ambisonic + binaural
- 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
VLC 4.0

- Otto Chriek
- New video output architecture
- New input/playlist
- Media Library
- Interface
- Dropping old platforms
Video Output

- 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

- 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
Media Library

- Media Library coming to the desktop
- Details
  - C++ & SQLite
  - Simple & Light
  - Audio + Video
Dropping Platforms

- Windows
  - XP, Vista

- MacOS
  - 10.7 → 10.9

- Linux
  - OpenGL required

- Android
  - 2.2 → 4.2

- iOS
  - iOS 7, 8
Research Projects

- **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