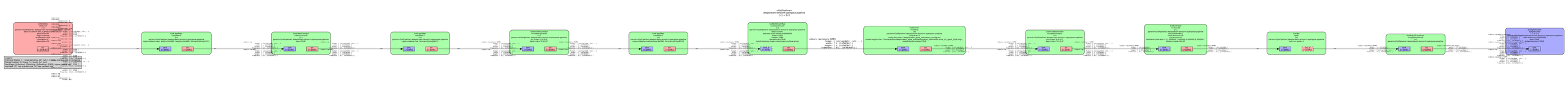

<GstPipeline>
deepstream-tensorrt-openpose-pipeline
[=] -> [>]

GstEglGlesSink
eglglessink0
[-] -> [=]

parent=(GstPipeline) deepstream-tensorrt-openpose-pipeline
max-lateness=20000000

qos=TRUE
bufapi-version=TRUE

GstNvEglTransform
nvegltransform0
[>]

parent=(GstPipeline) deepstream-tensorrt-openpose-pipeline

GstTee
tee0

[>]

parent=(GstPipeline) deepstream-tensorrt-openpose-pipeline
num-src-pads=1

GstNvDsOsd
nvdsosd0

[>]

parent=(GstPipeline) deepstream-tensorrt-openpose-pipeline
clock-font=NULL
clock-font-size=0
clock-color=0

hw-blend-color-attr="3,1.000000,1.000000,0.000000,0.300000:"

display-mask=FALSE

Gstnvvideoconvert
nvvideoconvert1

[>]

parent=(GstPipeline) deepstream-tensorrt-openpose-pipeline
src-crop="0:0:0:0"
dest-crop="0:0:0:0"

GstNvInfer
nvinfer0

[>]

parent=(GstPipeline) deepstream-tensorrt-openpose-pipeline
unique-id=1
con

fig-

file-path="deepstream_pose_estimation_con

fig.txt"
model-engine-

file="/home/jetson/deepstream_pose_estimation/pose_estimation.onnx_b1_gpu0_fp16.engi…
output-tensor-meta=TRUE

GstNvStreamMux
nvstreammux0

[>]

parent=(GstPipeline) deepstream-tensorrt-openpose-pipeline
batch-size=1

batched-push-timeout=4000000
width=1920

height=1080
live-source=TRUE

nvbuf-memory-type=nvbuf-mem-surface-array

GstCapsFilter
caps

filter2

[>]

parent=(GstPipeline) deepstream-tensorrt-openpose-pipeline
caps=video/x-raw(memory:NVMM), format=(string)NV12

Gstnvvideoconvert
nvvideoconvert0

[>]

parent=(GstPipeline) deepstream-tensorrt-openpose-pipeline
src-crop="0:0:0:0"
dest-crop="0:0:0:0"

GstCapsFilter
caps

filter1

[>]

parent=(GstPipeline) deepstream-tensorrt-openpose-pipeline
caps=video/x-raw, format=(string)NV12

GstVideoConvert
videoconvert0

[>]

parent=(GstPipeline) deepstream-tensorrt-openpose-pipeline
qos=TRUE

GstCapsFilter
caps

filter0

[>]

parent=(GstPipeline) deepstream-tensorrt-openpose-pipeline
caps=video/x-raw, width=(int)640, height=(int)480, format=(string)YUY2

GstV4l2Src
v4l2src0

[>]

parent=(GstPipeline) deepstream-tensorrt-openpose-pipeline
device-name="UVC Camera (046d:0825)"

device-fd=35 flags=capture
brightness=128
contrast=32
saturation=32

Legend
Element-States: [~] void-pending, [0] null, [-] ready, [=] paused, [>] playing
Pad-Activation: [-] none, [>] push, [<] pull
Pad-Flags: [b]locked, [f]lushing, [b]locking, [E]OS; upper-case is set
Pad-Task: [T] has started task, [t] has paused task

sink

[>][bfb]

sink

[>][bfb]

src

[>][bfb]

video/x-raw(memory:EGLImage)
format: { (string)RGBA, (str... }
width: [1, 2147483647]
height: [1, 2147483647]
framerate: [0/1, 2147483647/1]
video/x-raw(meta:GstVideoGLTextureUploadMeta)
format: { (string)RGBA, (str... }
width: [1, 2147483647]
height: [1, 2147483647]
framerate: [0/1, 2147483647/1]
video/x-raw
format: { (string)RGBA, (str... }
width: [1, 2147483647]
height: [1, 2147483647]
framerate: [0/1, 2147483647/1]
video/x-raw(memory:NVMM)
format: { (string)BGRx, (str... }
width: [1, 2147483647]
height: [1, 2147483647]
framerate: [0/1, 2147483647/1]

video/x-raw(memory:EGLImage)
width: [1, 2147483647]
height: [1, 2147483647]
format: { (string)RGBA }
framerate: [0/1, 2147483647/1]

sink

[>][bfb]

src_0
[>][bfb]

video/x-raw(memory:NVMM)
width: [1, 2147483647]
height: [1, 2147483647]
format: { (string)I420, (str... }
framerate: [0/1, 2147483647/1]

ANY sink
[>][bfb]

src

[>][bfb]

ANY

video/x-raw(memory:NVMM)
format: { (string)RGBA }
width: [1, 2147483647]
height: [1, 2147483647]
framerate: [0/1, 2147483647/1]

sink

[>][bfb]

src

[>][bfb]

video/x-raw(memory:NVMM)
format: { (string)RGBA }
width: [1, 2147483647]
height: [1, 2147483647]
framerate: [0/1, 2147483647/1]

video/x-raw(memory:NVMM)
format: { (string)I420, (str... }
width: [1, 2147483647]
height: [1, 2147483647]
framerate: [0/1, 2147483647/1]
video/x-raw
format: { (string)I420, (str... }
width: [1, 2147483647]
height: [1, 2147483647]
framerate: [0/1, 2147483647/1]

sink

[>][bfb]

src

[>][bfb]

video/x-raw(memory:NVMM)
format: { (string)I420, (str... }
width: [1, 2147483647]
height: [1, 2147483647]
framerate: [0/1, 2147483647/1]
video/x-raw
format: { (string)I420, (str... }
width: [1, 2147483647]
height: [1, 2147483647]
framerate: [0/1, 2147483647/1]

video/x-raw(memory:NVMM)
format: { (string)NV12, (str... }
width: [1, 2147483647]
height: [1, 2147483647]
framerate: [0/1, 2147483647/1]

sink_0
[>][bfb]

src

[>][bfb]

video/x-raw(memory:NVMM)
format: { (string)NV12, (str... }
width: [1, 2147483647]

height: [1, 2147483647]
sink framerate: [0/1, 2147483647/1] [>][bfb]

src

[>][bfb]

video/x-raw(memory:NVMM)
format: { (string)NV12, (str... }
width: [1, 2147483647]
height: [1, 2147483647]
framerate: [0/1, 2147483647/1]
video/x-raw
format: { (string)NV12, (str... }
width: [1, 2147483647]
height: [1, 2147483647]
framerate: [0/1, 2147483647/1]

ANY sink
[>][bfb]

src

[>][bfb]

ANY

video/x-raw(memory:NVMM)
format: { (string)I420, (str... }
width: [1, 2147483647]
height: [1, 2147483647]
framerate: [0/1, 2147483647/1]
video/x-raw
format: { (string)I420, (str... }
width: [1, 2147483647]
height: [1, 2147483647]
framerate: [0/1, 2147483647/1]

sink

[>][bfb]

src

[>][bfb]

video/x-raw(memory:NVMM)
format: { (string)I420, (str... }
width: [1, 2147483647]
height: [1, 2147483647]
framerate: [0/1, 2147483647/1]
video/x-raw
format: { (string)I420, (str... }
width: [1, 2147483647]
height: [1, 2147483647]
framerate: [0/1, 2147483647/1]

ANY sink
[>][bfb]

src

[>][bfb]

ANY

video/x-raw
format: { (string)I420, (str... }
width: [1, 2147483647]
height: [1, 2147483647]
framerate: [0/1, 2147483647/1]
video/x-raw(ANY)
format: { (string)I420, (str... }
width: [1, 2147483647]
height: [1, 2147483647]
framerate: [0/1, 2147483647/1]

sink

[>][bfb]

src

[>][bfb]

video/x-raw
format: { (string)I420, (str... }
width: [1, 2147483647]
height: [1, 2147483647]
framerate: [0/1, 2147483647/1]
video/x-raw(ANY)
format: { (string)I420, (str... }
width: [1, 2147483647]
height: [1, 2147483647]
framerate: [0/1, 2147483647/1]

ANY src
[>][bfb][T]

ANY

image/jpeg
video/mpeg
mpegversion: 4
systemstream: false
video/mpeg
mpegversion: 2
video/mpegts
systemstream: true
video/x-bayer
format: { (string)bggr, (str... }
width: [1, 32768]
height: [1, 32768]
framerate: [0/1, 2147483647/1]
video/x-dv
systemstream: true
video/x-h263
variant: itu
video/x-h264
stream-format: { (string)byte-strea... }
alignment: au
video/x-pwc1
width: [1, 32768]
height: [1, 32768]
framerate: [0/1, 2147483647/1]
video/x-pwc2
width: [1, 32768]
height: [1, 32768]
framerate: [0/1, 2147483647/1]
video/x-raw
format: { (string)RGB16, (st... }
width: [1, 32768]
height: [1, 32768]
framerate: [0/1, 2147483647/1]
video/x-sonix
width: [1, 32768]
height: [1, 32768]
framerate: [0/1, 2147483647/1]
video/x-vp8
video/x-vp9
video/x-wmv
wmvversion: 3
format: WVC1