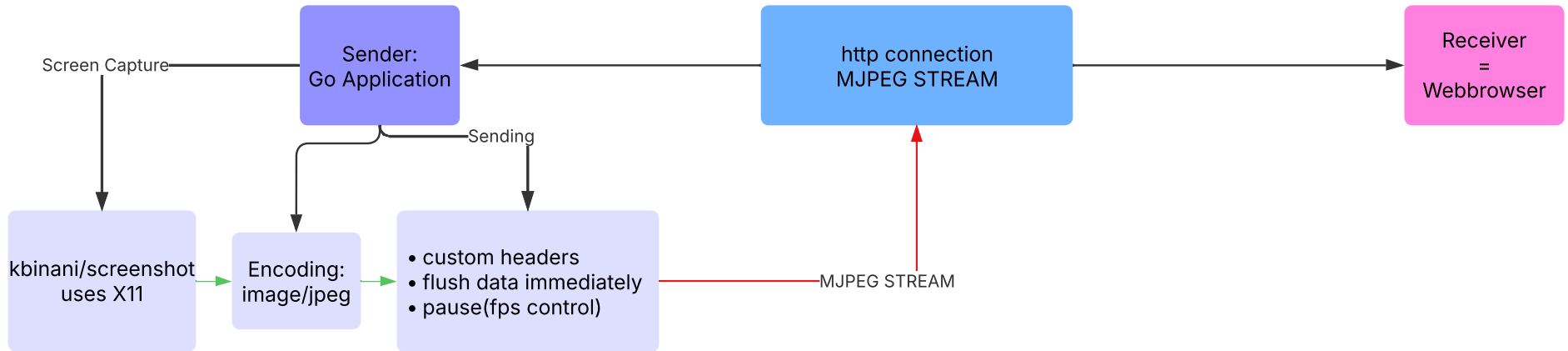


LUNASTREAM



Team

Participants:
Solo Dev

Why like this

- Simple
- cross platform receiving
- network with http is reliable and straightforward

Goal

Goal of LunaStream:
Go application that transfers the screen of Ubuntu Laptop to Windows receiver on same network which will display incoming screen

Approach

- x11 capture periodically (33ms = 30fps)
- encode to JPEG using BuildIn
- sender creates http-server with /stream endpoint (MJPEG Stream)
- receiver = simple browser (http://<SenderIp>:<port>/stream)