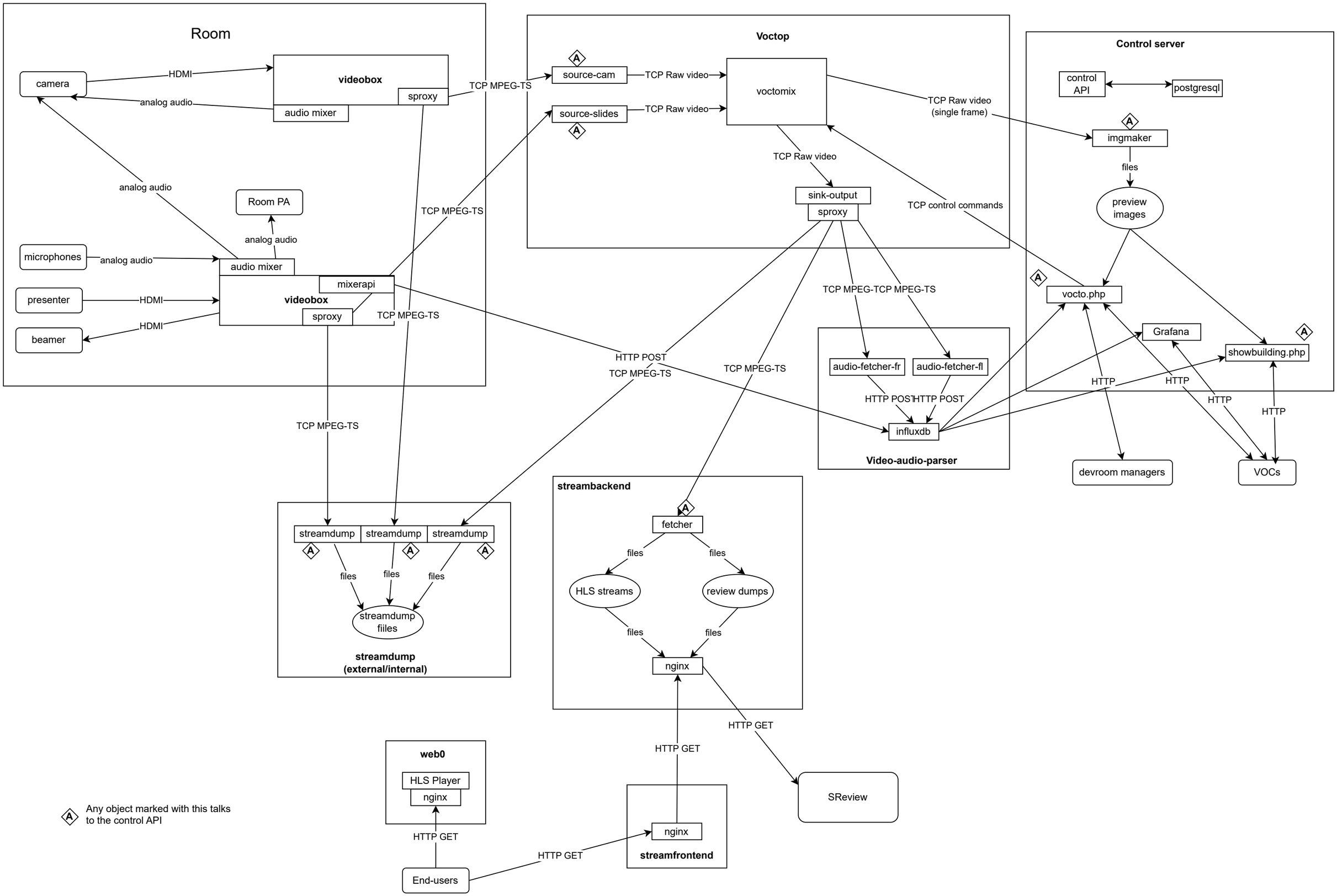
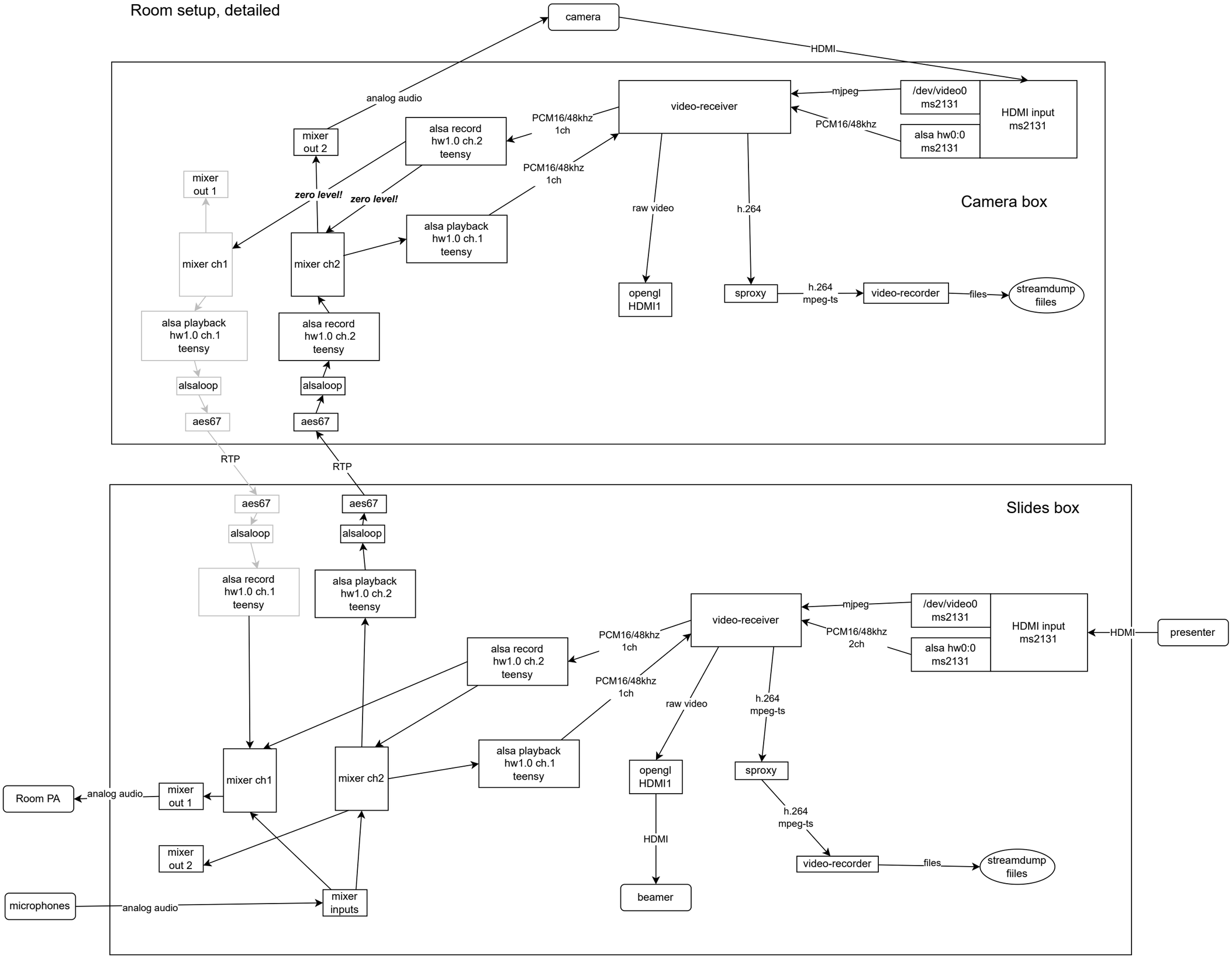
FOSDEM video, overview schema



Room setup, detailed



How do the streams look like and where they go

Camera box

mjpeg/uvc
V:camera video

pcm16/alsa ms2131
A:R:microphone_P primary
A:L:audience

pcm16/alsa teensy
A:R:microphone_B backup

video-receiver

mpeg-ts/tcp
V:camera video
A:R:microphone_P primary
A:L:audience
A:C:microphone_B

Slides box

mjpeg/uvc
V:slides video

pcm16/alsa ms2131
A:R:laptop input
A:L:laptop input

pcm16/alsa teensy
A:R:microphone_B backup

video-receiver

mpeg-ts/tcp
V:slides video
A:R:laptop input
A:L:laptop input
A:C:microphone_B

raw/opengl
V:slides video

HDMI output

voctop

source-cam

mkv/raw/tcp
V:camera video
A:R:microphone_P
A:L:audience
A:C:empty

source-cam

mkv/raw/tcp
V:camera video
A:R:empty
A:L:empty
A:C:microphone_B

voctomix

mkv/raw/tcp
V:scene video
A:R:microphone_P
A:L:audience
A:C:microphone_B

sink-output

mpeg-ts/tcp
V:scene video 1080p
V:scene video 720p
V:scene video 480p
A:1:microphone_P
A:2:audience
A:3:microphone_B

streambackend

fetcher

mpeg-ts files dumps
V:scene video 1080p
A:1:microphone_P
A:2:audience
A:3:microphone_B

HLS
V:scene video 1080p
A:1:microphone_P

HLS
V:scene video 720p
A:1:microphone_P

HLS
V:scene video 480p
A:1:microphone_P