

# FFmpeg Meeting VDD 2024

16:00 Korean Time (UTC+9), November 2nd, 2024 (2024-11-02)

39 persons present in the room 204.

## R\_Frame\_rate

it is a stupid name, it should not exist

Rename average\_framerate, should also be always a framerate not field rate

r\_frame\_rate is not an average framerate, the concept of a fundamental "minimal" frame/fieldrate is usefull for lossless transcoding of timestamps. Maybe minimal\_timebase or fundamental\_timebase would be a better name

Remove both r\_frame\_rate and average\_framerate and introduce a new field called "framerate".

## Swscale

How much do we want swscale to do what looks good vs mathematically reversable and objective (like zscale). To what extend should it do perceptual mapping?

Concern: Perceptual mapping not reversible.

Support both, make non-perceptual the default for now.

## MMX & up

Which SIMD to write to replace the MMX: SSSE3 minimum. If SSE2 exists, remove MMX, directly.

## Dynamic Range Compression

Specific for each codec. You might not want it for transcoding so it should be user-selectable for DRC passthrough. Needs a way to know what the final output will be.

## NEW CODECS/MUXERS/TRANSPORTS

MPEG-H audio

APAC (Apple Perceptual Audio Codec)

AC-4

BlackMagic Raw/ProRes Raw

APV - <https://datatracker.ietf.org/doc/draft-lim-apv/>

xHE-AAC part 2 (the return)

e-RTMPv2

MVC H.264 MultiView Coding

WHIP ? (requires WebRTC)

NDI

UltraHDR

## I/O bound processes

API use for demuxing

## libavio / libavdevice

Can we split libavio from libavformat? Yes, we can.

Should we? 9 vs 3 vs 20 (yes, no, abstain)

- I don't see the practical benefit of doing it.
- you could use it in libavcodec and libavfilter (it currently does it internally)

Can we split libavdevice from libavformat?

Should we?

## Comments

YES. MOAR COMMENTS.

## Subfolders

Less files directly under the main libavcodec/ folder.

## AVSubtitles

PATCHES WELCOME.

## Encryption + Packaging

Fully open-source, no blobs, no key management etc. JUST the packaging.

## Deprecate sonicaudio

Ping Michael again, on that.

## x265 experimental

Leaks, overreads, ABI breaks

Let's do the MCW talk.

## Better Infrastructure document

Overview of infra 'layout':

[https://git.videolan.org/?](https://git.videolan.org/?p=ffmpeg.git;a=blob;f=doc/infra.txt;h=30a85dd5ce97341664416926286d401ce4e73639;hb=HEAD)

[p=ffmpeg.git;a=blob;f=doc/infra.txt;h=30a85dd5ce97341664416926286d401ce4e73639;hb=HEAD](https://git.videolan.org/?p=ffmpeg.git;a=blob;f=doc/infra.txt;h=30a85dd5ce97341664416926286d401ce4e73639;hb=HEAD)

Overview of people in 'Miscellaneous Areas':

[https://git.videolan.org/?](https://git.videolan.org/?p=ffmpeg.git;a=blob;f=MAINTAINERS;h=7ac5614c18dbc3a9b4b575de07d330cb00b0392d;hb=HEAD)

[p=ffmpeg.git;a=blob;f=MAINTAINERS;h=7ac5614c18dbc3a9b4b575de07d330cb00b0392d;hb=HEAD](https://git.videolan.org/?p=ffmpeg.git;a=blob;f=MAINTAINERS;h=7ac5614c18dbc3a9b4b575de07d330cb00b0392d;hb=HEAD)

GA Voting for roots access? 19 vs 0 vs 9 (yes, no, abstain)

Who controls mails? Who control Github FFmpeg?

Who controls DNS? Alexandre Strasser? ffmpeg.org / avcodec.org ?

Who controls FFmpeg security mailing list?

## Policy about using the FFmpeg Name

IBC and so on are using the FFmpeg name

-> Trademark & Policy

Copy the Kodi policy

How do we do booths? -> Request to GA

## Gitlab move

23 vs 0 vs 2

I want a GA vote, of proposal to use videolan gitlab; needs to be in partnership with someone from videolan who has full access.

'FFmpeg has its own infrastructure and that should be used'

Lynne says we should consider moving to Forgejo, because of Federations. Lynne should write a full proposal similar to the above.

## Meson move

PATCHWELCOME?? (deciding on it is useless, it's like 'should we rewrite swscale') There was a patch. Old patch.

Vast majority of people don't really care about this question. Aka it's just technical, if it can be done well enough then it is okay.

# Unconference topics

Topics skipped for FFmeeting.

**GitHub ASM Course**

**New comers**

**AVTransport**

**Audio Resampling**