

GStreamer FAQ (0.8.11)

Revision History

Revision 0.1.1 2003-04-24
Added Q&A about developing with uninstalled copy.
Revision 0.1.0 2002-10-01
Initial conversion from FAQ database.

This is the FAQ for GStreamer, a multimedia framework. Questions and answers range from general information to deep-down-and-dirty compilation issues.

1. Getting Started

So you're eager to get started learning about GStreamer. There's a few ways you can get started.

- If you want to learn by reading about it, start with *General*
- If you'd rather learn by trying it out, start with *Getting GStreamer*
- If you want to live on the bleeding edge and develop and use CVS, see *Building GStreamer from CVS*

2. General

1. Is GStreamer a media player ?

No, GStreamer is a development framework for creating applications like media players, video editors, streaming media broadcasters and so on. That said, very good media players can easily be built on top of GStreamer and we even include a simple yet functional media player with GStreamer, called gst-player.

2. Why is GStreamer written in C ? Why not C++/Objective-C/... ?

We like C. Aside from "personal preference", there are a number of technical reasons why C is nice in this project:

- C is extremely portable.
- C is fast.
- It is easy to make language bindings for libraries written in C.
- The GObject object system provided by GLib implements objects in C, in a portable, powerful way. This library provides for introspection and runtime dynamic typing. It is a full OO system, but without the syntactic sugar. If you want sugar, take a look at GOB (<http://www.5z.com/jirka/gob.html>).

- Use of C integrates nicely with Gtk+ and GNOME. Some people like this a lot, but neither Gtk+ nor GNOME are required by GStreamer.

So, in closing, we like C. If you don't, that's fine; if you still want to help out on GStreamer, we always need more language binding people. And if not, don't bother us; we're working :-)

3. What applications are available for GStreamer ?

GStreamer is still very early in its development, but already we see some really nice applications being developed in parallel with GStreamer. Both `gst-player` and `gst-editor` are very closely linked to GStreamer itself for obvious reasons.

4. Does GStreamer support the format of my media files?

GStreamer aims to support every format imaginable, but that doesn't mean the developers have managed to achieve that aim yet. If a GStreamer enabled application doesn't play back your files, you can help us solve that problem by filing an enhancement request bug (<http://bugzilla.gnome.org>) for that format. If you have it, please provide:

- links to other players, preferably Open Source and working on Unix
- links to explanations of the format.
- ways to obtain mediafiles in that format to test.

5. What are the exact licensing terms for GStreamer and its plugins ?

All of GStreamer, including our own plugin code, is licensed under the GNU LGPL (<http://www.gnu.org/licenses/lgpl.html>) license. Some of the libraries we use for some of the plugins are however under the GPL, which means that those plugins can not be used by a non-GPL-compatible application.

As part of the GStreamer source download you find a file called `LICENSE_readme` in `gst-plugins` package. That file contains information in the exact licensing terms of the libraries we use. As a general rule, GStreamer aims at using only LGPL or BSD licensed libraries if available and only use GPL or proprietary libraries where no good LGPL or BSD alternatives are available.

From GStreamer 0.4.2 on, we implemented a license field for all of the plugins, and in the future we might have the application enforce a stricter policy (much like tainting in the kernel).

6. Is GStreamer a sound server ?

No, GStreamer is not a soundserver. GStreamer does however have plugins supporting most of the major soundservers available today, including ESD, aRTSd, and to some extent Jack. Support for MAS is also planned.

7. Will GStreamer be available for platforms other than Unix ?

Depends. Our main target is the Unix platform. That said, interest has been expressed in porting GStreamer to other platforms and the GStreamer core team will gladly accept patches to accomplish this.

8. What is GStreamer's relationship with the GNOME community ?

While GStreamer is operated as an independent project, we do have a close relationship with the GNOME community. Many of our hackers consider themselves also to be members of the GNOME community. There are plans to make (some part of) GStreamer an official part of the development framework of GNOME. This does not exclude use of GStreamer by other communities at all, of course.

9. What is GStreamer's relationship with the KDE community ?

The GStreamer community wants to have as good a relationship as possible with KDE, and we hope that someday KDE decides to adopt GStreamer as their multimedia API, just like the GNOME community plans on doing. There have been contacts from time to time between the GStreamer community and KDE and we do already have support for the aRTSd sound server used by KDE. Also, some of the KDE hackers have created Qt bindings of GStreamer and made a simple video player.

10. I'm considering adding GStreamer output to my application...

That doesn't really make sense. GStreamer is not a sound server, so you don't output directly to GStreamer, and it's not an intermediate API between audio data and different kinds of audio sinks. It is a fundamental design decision to use GStreamer in your app; there are no easy ways of somehow 'transferring' data from your app to GStreamer. Instead, your app would have to use or implement a number of GStreamer elements, string them together, and tell them to run. In that manner the data would all be internal to the GStreamer pipeline.

That said, it is possible to write a plugin specific to your app that can get at the audio data.

3. Dependencies

1. Why are there so many dependencies ?

Making a full-featured media framework is a huge undertaking in itself. By using the work done by others, we both reduce the amount of redundant work being done and leave ourselves free to work on the architecture itself instead of working on the low-level stuff. We would be stupid not to reuse the code others have written.

However, do realize that in no way you are forced to have all dependencies installed. None of the core developers has all of them installed. GStreamer has only a few obligate dependencies : GLib 2.0, popt >= 1.6.0, and very common stuff like glibc, a C compiler, and so on. All of the other dependencies are optional.

So, in closing, let's rephrase the question to "Why are you giving me so many choices and such a rich environment ?"

2. Does GStreamer use GTK+ 1.2/GLib 1.2 or GLib 2.0 ?

Since the 0.3.3 release of GStreamer, we use GLib 2.0 as the core library for GStreamer, which features a move of GObject from GTK+ 2.0 to GLib 2.0. If you want to compile using GTK+ 1.2/GLib 1.2, you need to get the 0.3.1 or earlier release. It is of course not supported.

3. Does GStreamer offer support for DVD decoder cards like dvr2/3 ?

We do have support for the dvr3, although dvr2 support is unknown. GStreamer can easily accomodate hardware acceleration by writing new device-specific elements.

4. Is GStreamer X independent ?

Yes, we have no X dependency in any of our core modules. There are GStreamer applications that run fine without any need for X. However, until our Linux Framebuffer or libsvga plugin is ready, you will not be able to play videos without X. In the future, there will probably be lots of different output plugins for video available.

5. What is GStreamer's position on efforts such as LADSPA ?

GStreamer actively supports such efforts, and in the case of *LADPSA* (<http://ladspa.org/>), we already have a wrapper plugin. This wrapper plug-in detects the LADSPA plugins present on your system at register time.

6. Does GStreamer support MIDI ?

Not yet. The GStreamer architecture should be able to support the needs of MIDI applications very well however. If you are a developer interested in adding MIDI support to GStreamer we are very interested in getting in touch with you.

7. Does GStreamer depend on GNOME ?

No. But many of the applications developed for GStreamer do, including our sample applications. There is nothing hindering people from developing applications using other toolkits however and we would happily help promote such efforts. A good example of an application using GStreamer, but which is not using GNOME is the *Mozstreamer* (<http://mozstreamer.mozdev.org>) which uses Mozilla XUL.

4. Getting GStreamer

1. How do I get GStreamer ?

Generally speaking, you have three options, ranging from easy to hard :

- distribution-specific packages
- source tarballs
- CVS

2. How can I install GStreamer from source ?

We provide tarballs of our releases on our own site, at <http://gstreamer.freedesktop.org/src/> (<http://gstreamer.freedesktop.org/src/>)

When compiling from source, make sure you specify `PKG_CONFIG_PATH` correctly when building against GStreamer. For example, if you configured GStreamer with the default prefix (which is `/usr/local`), then you need to

```
export PKG_CONFIG_PATH=/usr/local/lib/pkgconfig
```

before building `gst-plugins`.

3. Are there premade binaries available ?

Yes, we currently provide precompiled packages for Red Hat, Debian and Linux Mandrake.

We provide RPMS for Red Hat and Fedora Core through our Apt for rpm page. (<http://gstreamer.freedesktop.org/pkg/>) We usually support the last 2-3 releases of Red Hat. (RH9 and FC1)

GStreamer is already in Debian experimental, so if you are a debian user you should be able to get the Debian packages from there.

GStreamer is also in Mandrake Cooker so if you are using a recent release of Linux Mandrake you should be able to get GStreamer from there. To learn howto get packages from Mandrake cooker the Mandrake cooker page has more info (<http://www.mandrakelinux.com/en/cookerdevel.php3>)

For other RPM based distributions we recommend getting the source tarball and doing `'rpm -ta gstreamer-0.X.X'` to create rpms. We keep our SPEC file constantly up to date so you should always be able to build GStreamer rpms from a tarball. The SPEC file is aimed at Red Hat however, so there might be some need for you to edit the Requirements list if your distribution name these packages differently.

4. Why don't you provide premade binaries for distribution XY ?

GStreamer is run on a volunteer basis. The package that are provided are made by non-paid people who do this on their own time. The distributions we support with binaries are the distributions that we have people who have volunteered to make binaries for. If you are interested in maintaining GStreamer binaries for other distributions or Unices we would be happy to hear from you. Contact us through the GStreamer-devel mailing list.

5. I am having trouble compiling GStreamer on my LFS installation, why ?

If you are running LFS our basic opinion is that you should be knowledgeable enough to solve any build issues you get on your own. Being volunteered based we can't promise support to anyone of course, but are you using LFS consider yourself extra unsupported. We neither can or want to know enough, about

how your unique system is configured, to be able to help you. That said, if you come to the #gstreamer channel on irc.openprojects.net we might of course be able to give you some general hints and pointers.

6. How do I get GStreamer through CVS ?

see this page : <http://gstreamer.freedesktop.org/dev/> for CVS access. (anonymous and developer)

5. Using GStreamer

1. Ok, I've installed GStreamer. What can I do next ?

First of all, verify that you have a working registry and that you can inspect them by typing

```
$ gst-inspect fakesrc
```

This should print out a bunch of information about this particular element. If this tells you that there is "no such element or plugin", you haven't installed GStreamer correctly. Please check [how to get GStreamer](#) If this fails with any other message, we would appreciate a bug report.

It's time to try out a few things. Start with gst-launch and two plug-ins that you really should have : fakesrc and fakesink. They do nothing except pass empty buffers. Type this at the command-line :

```
$ gst-launch -v fakesrc num-buffers=3 ! fakesink
```

This will print out output that looks similar to this :

```
RUNNING pipeline ...
fakesrc0: last-message = "get          ***** (fakesrc0:src)gt; (0 bytes, 0) 0x8057510"
fakesink0: last-message = "chain       ***** (fakesink0:sink)lt; (0 bytes, 0) 0x8057510"
fakesrc0: last-message = "get          ***** (fakesrc0:src)gt; (0 bytes, 1) 0x8057510"
fakesink0: last-message = "chain       ***** (fakesink0:sink)lt; (0 bytes, 1) 0x8057510"
fakesrc0: last-message = "get          ***** (fakesrc0:src)gt; (0 bytes, 2) 0x8057510"
fakesink0: last-message = "chain       ***** (fakesink0:sink)lt; (0 bytes, 2) 0x8057510"
execution ended after 5 iterations (sum 301479000 ns, average 60295800 ns, min 3000 ns, max
```

(Some parts of output have been removed for clarity) If it looks similar, then GStreamer itself is running correctly.

2. Can my system play sound through GStreamer ?

You can test this by trying to play a sine tone. For this, you need to link the sinesrc plug-in to an output plug-in that matches your hardware. A (non-complete) list of output plug-ins for audio is

- osssink for OSS output
- esdsink for ESound output
- artsdsink for aRTs output
- alsasink for ALSA output
- jacksink for JACK output

First of all, run `gst-inspect` on the output plug-in you want to use to make sure you have it installed. For example, if you use OSS, run

```
$ gst-inspect osssink
```

and see if that prints out a bunch of properties for the plug-in.

Then try to play the sine tone by running

```
$ gst-launch sinesrc ! osssink
```

and see if you hear something. Make sure your volume is turned up, but also make sure it is not too loud and you are not wearing your headphones.

In GNOME, you can configure audio output for most applications by running

```
$ gstreamer-properties
```

which can also be found in the start menu (Applications -> Preferences -> Multimedia Systems Selector). In KDE, there is not yet a shared way of setting audio output for all applications; however, applications such as Amarok allow you to specify an audio output in their preferences dialog.

3. How can I see what GStreamer plugins I have on my system ?

To do this you use the `gst-inspect` command-line tool, which comes standard with GStreamer. Invoked without any arguments,

```
$ gst-inspect
```

will print out a listing of installed plugins. To learn more about a particular plugin, pass its name on the command line. For example,

```
$ gst-inspect volume
```

will give you information about the volume plugin.

Also, if you install the `gst-editor` package, you will have a graphical plugin browser available, `gst-inspect-gui`.

4. Where should I report bugs ?

Bug management is now hosted on GNOME's Bugzilla at <http://bugzilla.gnome.org>, under the product GStreamer. Using bugzilla you can view past bug history, report new bugs, etc. Bugzilla requires you to make an account here, which might seem cumbersome, but allows us to at least have a chance at contacting you for further information, as we will most likely have to.

5. How should I report bugs ?

When doing a bug report, you should at least describe

- your distribution
- how you installed GStreamer (from cvs, source, packages, which ?)
- if you installed GStreamer before

It also is useful for us if you attach output of the `gst-feedback` command to your bug report. If you're having problem with a specific application (either one of ours, somebody else's, or your own), please also provide a log of `gst-mask` by running

```
myapp --gst-mask=-1 > mask.log 2>&1
gzip mask.log
```

(interrupting the program if it doesn't stop by itself) and attach `mask.log.gz` to your bug report.

If the application you are having problems with is segfaulting, then provide us with the necessary `gdb` output. See *The GStreamer application I used stops with a segmentation fault. What can I do ?*

6. How do I use the GStreamer command line interface ?

You access the GStreamer command line interface using the command `gst-launch`. To decode an mp3 and play it through OSS, you could use

```
gst-launch filesrc location=thesong.mp3 ! mad ! osssink
```

. More examples can be found in the `gst-launch` man page.

To automatically detect the right codec in a pipeline, try

```
gst-launch filesrc location=my-random-media-file.mpeg ! spider ! osssink
```

. Try replacing `osssink` with `sdlvideosink` and see what happens.

We also have a simple tool called `gst-launch-ext` used for debugging, which has predefined pipelines for you. This means you can just write

```
gst-launch-ext (filename)
```

and it will play the file if the extension is supported. Note that no effort has been made for uninterrupted synchronized playback using this tool.

6. Troubleshooting GStreamer

1. My GStreamer-based application crashes on startup with errors about unfound schedulers on the command-line. I get undefined behaviour as soon as any GStreamer element is being initialized.

Your registry is probably missing, or it is outdated (i.e. not updated after a recent upgrade). Fix this by running `gst-register` yourself:

```
gst-register
```

In the worst case, you might have to run it both as user and as root.

Note that package managers are suggested to run this automatically during the post-installation. Our RPMs and Debian packages do just that.

2. Some application is telling me that I am missing a plug-in. What do I do ?

Well, start by checking if you really are missing the plug-in.

```
gst-inspect (plug-in)
```

and replace (plug-in) with the plug-in you think is missing. If this doesn't return any result, then you either don't have it or your registry cannot find it.

If you're not sure either way, then chances are good that you don't have it. You should get the plug-in and run `gst-register` to register it. How to get the plug-in depends on your distribution.

- if you run GStreamer using packages for your distribution, you should check what packages are available for your distribution and see if any of the available packages contains the plug-in.
- if you run GStreamer from a source install, there's a good chance the plug-in didn't get built because you are missing an external library. When you ran `configure`, you should have gotten output of what plug-ins are going to be built. You can re-run `configure` to see if it's there. If it isn't, there is a good reason why it is not getting built. The most likely is that you're missing the library you need for it. Check the README file in `gst-plugins` to see what library you need. Make sure to remember to re-run `configure` after installing the supporting library !
- if you run GStreamer from CVS, the same logic applies as for a source install. Go over the reasons why the plug-in didn't get configured for build. Check output of `config.log` for a clue as to why it doesn't get built if you're sure you have the library needed installed in a sane place.

3. I get an error that says something like (process:26626): GLib-GObject-WARNING **: specified instance size for type 'DVDReadSrc' is smaller than the parent type's 'GstElement' instance size What's wrong ?

If you run GStreamer CVS uninstalled, it means that something changed in the core that requires a recompilation in the plugins. Recompile the plugins by doing "make clean && make".

If you run GStreamer installed, it probably means that you run the plugins against a different (incompatible) version than they were compiled against, which ususally means that you run multiple installations of GStreamer. Remove the old ones and - if needed - recompile again to ensure that it is using the right version.

Note that we strongly recommend using Debian or RPM packages, since you will not get such issues if you use provided packages.

4. The GStreamer application I used stops with a segmentation fault. What can I do ?

There are two things you can do. If you compiled GStreamer with specific optimization compilation flags, you should try recompiling GStreamer, the application and the plug-ins without any optimization flags. This allows you to verify if the problem is due to optimization or due to bad code. Second, it will also allow you to provide a reasonable backtrace in case the segmentation fault still occurs.

The second thing you can do is look at the backtrace to get an idea of where things are going wrong, or give us an idea of what is going wrong. To provide a backtrace, you should

1. run the application in gdb by starting it with

```
gdb (gst-application)
```

(If the application is in a source tree instead of installed on the system, you might want to put "libtool" before "gdb")

2. Pass on the command line arguments to the application by typing

```
set args (the arguments to the application)
```

at the (gdb) prompt

3. Type "run" at the (gdb) prompt and wait for the application to segfault. The application will run a lot slower, however.
4. After the segfault, type "bt" to get a backtrace. This is a stack of function calls detailing the path from main () to where the code is currently at.
5. If the application you're trying to debug contains threads, it is also useful to do

```
info threads
```

and get backtraces of all of the threads involved, by switching to a different thread using "thread (number)" and then again requesting a backtrace using "bt".

6. If you can't or don't want to work out the problem yourself, a copy and paste of all this information should be included in your bug report.

7. Building GStreamer from CVS

1. How do I check out GStreamer from CVS ?

GStreamer is hosted on [Freedesktop.org](http://freedesktop.org). GStreamer consists of various parts. In the beginning, you will be interested in the "gstreamer" module, containing the core, and "gst-plugins", containing the basic set of plugins.

To check out the HEAD version of the core, use

```
cvs -d:pserver:anoncvs@cvs.freedesktop.org:/cvs/gstreamer co gstreamer
```

This will create a directory "gstreamer" in your current directory. If you want to get another module, replace the last "gstreamer" with the name of the module.

2. How do I get developer access to GStreamer CVS ?

If you want to gain developer access to GStreamer CVS, you should ask for it on the development lists, or ask one of the maintainers directly. If you are not already a registered developer with a user account on [Freedesktop.org](http://freedesktop.org), You will then have to provide them with:

1. your desired unix username
2. your full name
3. your e-mail address
4. a copy of your public sshv2 identity. If you do not have this yet, you can generate it by running "ssh-keygen -t dsa". The resulting public key will be in `.ssh/id_dsa.pub`
5. (optionally) your GPG fingerprint. This would allow you to add and remove ssh keys to your account.

3. I ran autogen.sh, but it fails with something like this:

```
+ running aclocal -I m4 -I common/m4 ...
aclocal: configure.ac: 8: macro 'AM_DISABLE_STATIC' not found in library
aclocal: configure.ac: 17: macro 'AM_PROG_LIBTOOL' not found in library
aclocal failed
```

What's wrong ?

aclocal is unable to find two macros installed by libtool in a file called libtool.m4. Normally this would indicate that you don't have libtool, but that would mean autogen.sh would have failed on not finding libtool.

It is more likely that you installed automake (which provides aclocal) in a different prefix than libtool. You can check this by examining in what prefix both aclocal and libtool are installed.

You can do three things to fix this :

1. install automake in the same prefix as libtool

2. force use of the automake installed in the same prefix as libtool by using the `--with-automake` option
3. figure out what prefix libtool has been installed to and point `aclocal` to the right location by running


```
export ACLOCAL_FLAGS="-I $(prefix)/share/aclocal"
```

 where you replace `prefix` with the prefix where libtool was installed.

8. Developing applications with GStreamer

1. How do I compile programs that use GStreamer ?

GStreamer uses `pkg-config` to assist applications with compilation and linking flags. `pkg-config` is already used by GTK+, GNOME, SDL, and others; so if you are familiar with using it for any of those, you're set.

If you're not familiar with `pkg-config` to compile and link a small one-file program, pass the `--cflags` and `--libs` arguments to `pkg-config`. For example:

```
$ libtool --mode=link gcc `pkg-config --cflags --libs gstreamer-0.8` -o myprog myprog.c
```

would be sufficient for a gstreamer-only program. If (for example) your app also used GTK+ 2.0, you could use

```
$ libtool --mode=link gcc `pkg-config --cflags --libs gstreamer-0.8 gtk+-2.0` -o myprog mypr
```

Those are back-ticks (on the same key with the tilde on US keyboards), not single quotes.

For bigger projects, you should integrate `pkg-config` use in your Makefile, or integrate with `autoconf` using the `pkg.m4` macro.

2. How do I develop against an uninstalled GStreamer copy ?

It is possible to develop and compile against an uninstalled copy of gstreamer and gst-plugins (for example, against CVS copies). The easiest way to do this is to use a script like this (for bash):

```
#!/bin/bash -i
#
# this script is in CVS as gstreamer/docs/faq/gst-uninstalled
#
# set up environment to use and develop gstreamer and friends uninstalled
#
# set up PATH, LD_LIBRARY_PATH, PKG_CONFIG_PATH, GST_PLUGIN_PATH, MANPATH,
# PYTHONPATH
#
# prefer uninstalled versions, but also put installed ones on the path
#
# this script assumes that the relevant modules are checked out one by one
```


If you put this script in your path, and symlink it to `gst-cvs` (if you want to develop against cvs HEAD) or to `gst-0.6` (if you want to develop against the 0.6 branch), it will automatically use the uninstalled version from that directory.

This requires you to have put your checkouts of gstreamer and gst-plugins under `~/gst/cvs` (for the HEAD version). The program is easily modifiable if this isn't the case.

After running this script, you'll be in an environment where you can use the uninstalled tools, and where `gst-register` registers the uninstalled plugins by default. Also, `pkg-config` will detect the uninstalled copies before any installed copies.

3. How can I use GConf to get the system-wide defaults ?

It's a good idea to use GConf to use default ways of outputting audio and video. Since GStreamer's GConf keys can be more than just one element, but a whole pipeline, it would be a good idea to use the `gstgconf` library. It provides functions to parse the GConf key to a usable pipeline.

To link against `gstgconf`, use `pkg-config` to query the `gstreamer-libs-0.8.pc` file for link flags, and add `-lgstgconf` to the link flags. This fragment of `configure.ac` shows how to use `pkg-config` to get the LIBS:

```

dnl check for GStreamer helper libs
PKG_CHECK_MODULES(GST_HELPLIBS, gstreamer-libs-0.8 >= $GSTREAMER_REQ,,exit)
AC_SUBST(GST_HELPLIBS_LIBS)
AC_SUBST(GST_HELPLIBS_CFLAGS)

```

This fragment of a `Makefile.am` file shows how to make your application link to it:

```

bin_PROGRAMS = application

application_LDADD = $(GST_LIBS) $(GST_HELPLIBS_LIBS) -lgstgconf
application_CFLAGS = $(GST_CFLAGS) $(GST_HELPLIBS_CFLAGS)

```

4. How do I debug these funny shell scripts that libtool makes ?

When you link a program against uninstalled GStreamer using libtool, funny shell scripts are made to modify your shared object search path and then run your program. For instance, to debug `gst-launch`, try

```
libtool gdb /path/to/gstreamer-launch
```

. If this does not work, you're probably using a broken version of libtool.

5. Why is mail traffic so low on gstreamer-devel ?

Our main arena for coordination and discussion is IRC, not email. Join us in `#gstreamer` on `irc.freenode.net` For larger picture questions or getting more input from more persons, a mail to `gstreamer-devel` is never a bad idea. However, we do archive our IRC discussions, which you may find in the `gstreamer-daily` mailing list archives.

6. What kind of versioning scheme does GStreamer use ?

For public releases, GStreamer uses a standard MAJOR.MINOR.MICRO version scheme. If the release consists of mostly bug fixes or incremental changes, the MICRO version is incremented. If the release contains big changes, the MINOR version is incremented. If we're particularly giddy, we might even increase the MAJOR number. Don't hold your breath for that though.

During the development cycle, GStreamer also uses a fourth or NANO number. If this number is 1, then it's a CVS version. Any tarball or package that has a nano number of 1 is made from CVS and thus not supported. Additionally, if you didn't get this package or tarball from the GStreamer team, don't have high hopes on it doing whatever you want it to do.

If the number is 2 or higher, it's an official pre-release in preparation of an actual complete release. Your help in testing these tarballs and packages is very much appreciated.

7. What is the coding style for GStreamer core ?

The core is basically coded in K&R with 2-space indenting. Just follow what's already there and you'll be fine. The core could use a code cleanup though at this point.

Individual plugins in `gst-plugins` or plugins that you want considered for addition to the `gst-plugins` module should be coded in the same style. It's easier if everything is consistent. Consistency is, of course, the goal.

If you use emacs, try these lines:

```
(defun gstreamer-c-mode ()
  "C mode with adjusted defaults for use with GStreamer."
  (interactive)
  (c-mode)
  (c-set-style "K&R")
  (setq c-basic-offset 2))

(setq auto-mode-alist (cons '("gst.*/*.*\\.[ch]$" . gstreamer-c-mode)
  auto-mode-alist))
```

Or, run your code through

```
indent -br -bad -cbi0 -cli2 -bls -l100 -ut -ce
```

before submitting a patch (FIXME: check if these are indeed the proper options).

As for the code itself, the GNOME coding guidelines

(<http://developer.gnome.org/doc/guides/programming-guidelines/book1.html>) is a good read. Where possible, we try to adhere to the spirit of GObject and use similar coding idioms.

9. GStreamer Legal Issues

This part of the FAQ is based on a series of questions we asked the FSF to understand how the GPL works and how patents affects the GPL. These questions were answered by the FSF lawyers (<http://www.fsf.org/>), so we view them as the final interpretation on how the GPL and LGPL interact with patents in our opinion. This consultancy was paid for by Fluendo (<http://www.fluendo.com/>) in order to obtain clear and quotable answers. These answers were certified by the FSF lawyer team and verified by FSF lawyer and law professor Eben Moglen.

1. Can someone distribute the combination of

- GStreamer, the LGPL library
- Totem, a GPL playback application
- The binary-only Sorenson decoder

together in one distribution/operating system ? If not, what needs to be changed to make this possible ?

This would be a problem, because the GStreamer and Totem licenses would forbid it. In order to link GStreamer to Totem, you need to use section 3 of the LGPL to convert GStreamer to GPL. The GPL version of GStreamer forbids linking to the Sorenson decoder. Anyway, the Totem GPL license forbids this.

If the authors of Totem want to permit this, we have an exception for them: the controlled interface exception from the FAQ. The idea of this is that you can't get around the GPL just by including a LGPL bit in the middle.

2. Suppose Apple wants to write a binary-only proprietary plugin for GStreamer to decode Sorenson video, which will be shipped stand-alone, not part of a package like in the question above. Can Apple distribute this binary-only plugin ?

Yes, modulo certain reverse engineering requirements in section 6 of the LGPL.

3. If a program released under the GPL uses a library that is LGPL, and this library can dlopen plug-ins at runtime, what are the requirements for the license of the plug-in ?

You may not distribute the plug-in with the GPL application. Distributing the plug-in alone, with the knowledge that it will be used primarily by GPL software is a bit of an edge case. We will not advise you that it would be safe to do so, but we also will not advise you that it would be absolutely forbidden.

4. Can someone in a country that does not have software patents distribute code covered by US patents under the GPL to people in, for example, Norway ? If he/she visits the US, can he/she be arrested ?

Yes, he can. No, there are no criminal penalties for patent infringement in the US.

5. Can someone from the US distribute software covered by US patents under the GPL to people in Norway ? To people in the US ?

This might infringe some patents, but the GPL would not forbid it absent some actual restriction, such as a court judgement or agreement. The US government is empowered to refuse importation of patent infringing devices, including software.

6. There are a lot of GPL- or LGPL-licensed libraries that handle media codecs which have patents. Take mad, an mp3 decoding library, as an example. It is licensed under the GPL. In countries where patents are valid, does this invalidate the GPL license for this project ?

The mere existence of a patent which might read on the program does not change anything. However, if a court judgement or other agreement prevents you from distributing libmad under GPL terms, you can not distribute it at all.

The GPL and LGPL say (sections 7 and 11): “If you cannot distribute so as to satisfy simultaneously your obligations under this License and any other pertinent obligations, then as a consequence you may not distribute the Library at all.”

7. So let’s say there is a court judgement. Does this mean that the GPL license is invalid for the project everywhere, or only in the countries where it conflicts with the applicable patents ?

The GPL operates on a per-action, not per-program basis. That is, if you are in a country which has software patents, and a court tells you that you cannot distribute (say) libmad in source code form, then you cannot distribute libmad at all. This doesn’t affect anyone else.

8. Patented decoding can be implemented in GStreamer either by having a binary-only plugin do the decoding, or by writing a plugin (with any applicable license) that links to a binary-only library. Does this affect the licensing issues involved in regards to GPL/LGPL?

No.

9. Is it correct that you cannot distribute the GPL mad library to decode mp3’s, **even** in the case where you have obtained a valid license for decoding mp3 ?

The only GPL-compatible patent licenses are those which are open to all parties possessing copies of GPL software which practices the teachings of the patent.

If you take a license which doesn’t allow others to distribute original or modified versions of libmad practicing the same patent claims as the version you distribute, then you may not distribute at all.