

# Ongoing Infrastructure Work

- New Audio Backend: libcubeb (Matthew Gregan)
  - Needed for multiplatform, low-latency audio output
  - Code: [git://github.com/kinetiknz/cubeb.git](https://github.com/kinetiknz/cubeb)
  - Tracking: [https://bugzilla.mozilla.org/show\\_bug.cgi?id=623444](https://bugzilla.mozilla.org/show_bug.cgi?id=623444)
- MediaStream API (Robert O'Callahan)
  - Provides stream splitting, mixing, synchronization, etc.
  - Designed to be a low-latency display path
  - Spec: [http://hg.mozilla.org/users/rocallahan\\_mozilla.com/specs/raw-file/tip/StreamProcessing/StreamProcessing.html](http://hg.mozilla.org/users/rocallahan_mozilla.com/specs/raw-file/tip/StreamProcessing/StreamProcessing.html)
  - Prototype: [http://hg.mozilla.org/users/rocallahan\\_mozilla.com/media-patches/](http://hg.mozilla.org/users/rocallahan_mozilla.com/media-patches/)

# WebRTC Plans

- Based on GIPS code released by Google
- First target: Firefox add-on (Q1 2012/Fx 11)
- Lots of work to do
  - Networking/Security integration (necko/nss)
  - Module separation/integration (e.g., capture needs to feed into web APIs)
  - UX
- Signaling: SIP in the browser?
  - “Low-path” still being considered as an option
  - Ties into presence/identity/etc.