

Master your PipeWire streams with WirePlumber

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Overview

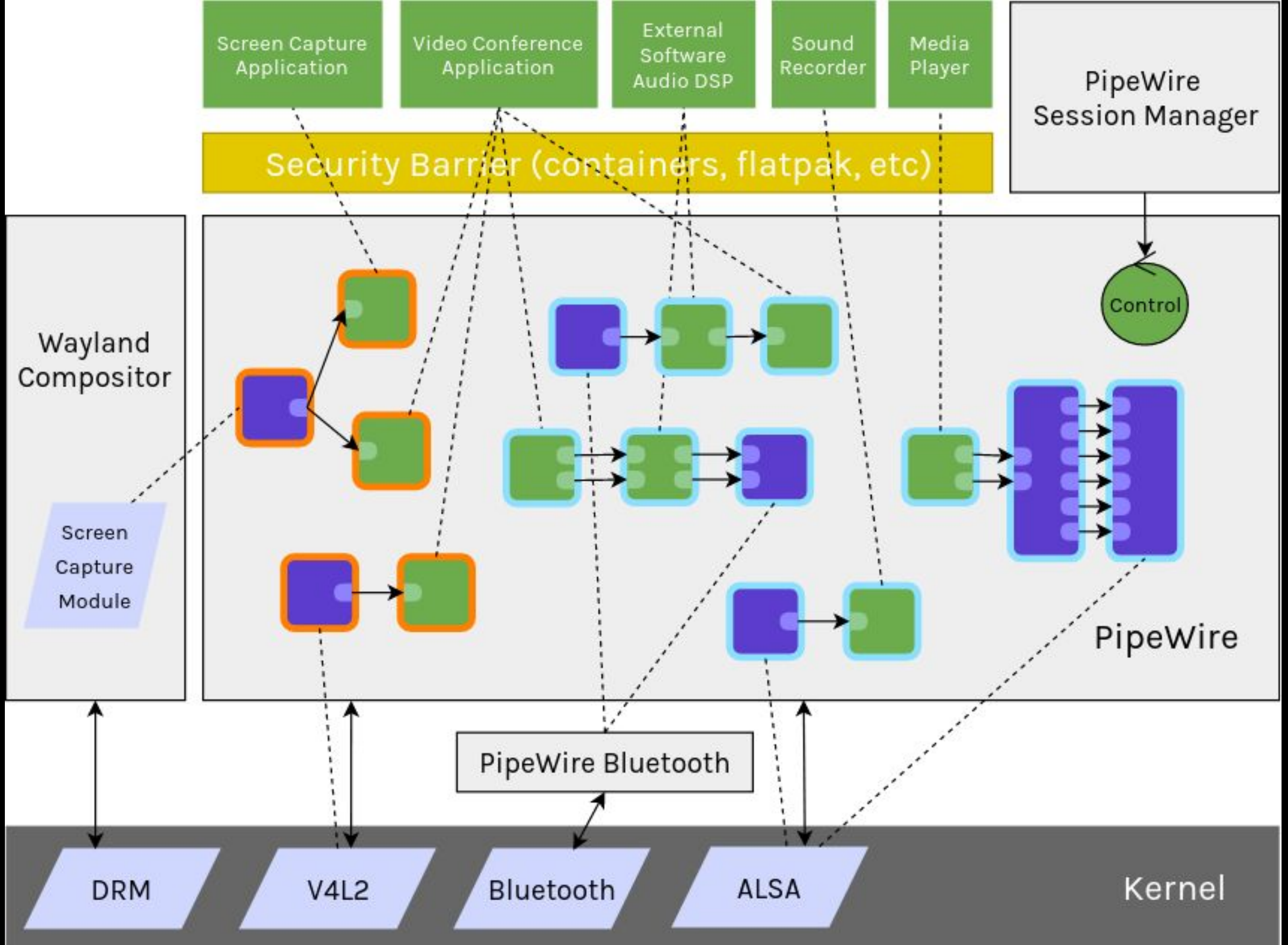
- Quick introduction to PipeWire
- WirePlumber basics
- Demo

Quick introduction to PipeWire

- Powerful multimedia IPC framework
- Replaces audio servers like PulseAudio and JACK
- Implements equivalent video server
- Security built-in
- Exceptional performance

Orchestrating PipeWire

- Apps and devices represented as nodes
- Nodes have I/O points, called ports
- Ports are linked together to form a media flow pipeline (graph)
- Configuring ports & linking done by the “session manager” (orchestrator)



WirePlumber

- Modular session manager for PipeWire
- Scriptable in Lua
- Also provides API for tools (in C, with other language bindings through GObject-introspection)

Demo

1. Two processes, sharing *audio*:

GStreamer producer -> GStreamer consumer

2. Single process audio playback to ALSA

GStreamer producer -> ALSA device

3. Security mechanism

Client in host system | Client in container

Links

- gitlab.freedesktop.org/pipewire
- docs.pipewire.org
- [pipewire.pages.freedesktop.org/
wireplumber](https://pipewire.pages.freedesktop.org/wireplumber)

Thank you

```
Message {
  config {
    priority: "high"
    body: "Collabora is hiring" // Many open
positions
    recipient: "you" // Please
join us
    calltoaction: "http://col.la/join"
  }
}
```