

Movian - Feature #427

Playing 1080p or 720p via VDSL 25MBit/s

04/10/2011 02:25 PM - Alex Luft

Status:	Fixed	Start date:	04/10/2011
Priority:	Normal	Due date:	
Assignee:	Andreas Smas	% Done:	10%
Category:		Estimated time:	0.00 hour
Target version:	3.0		

Description

Showtime for PS3 is awesome! I just wrote a plugin for remote playing HD Files over Network. On the remote side i use an Apache httpd with Options +Indexes.

It works like a charm! But my network connection isn't fast enough. I figured out how to work around
/plugin_assets/redmine_wiki_extensions/images/smiley.png Is it possible to increase those two up to:

```
src/media.h
```

```
#define MQ_LOWWATER 1500
```

```
#define MQ_HIWATER 5500
```

? I didn't realize any issues with local files.

Thanks!

History

#1 - 04/11/2011 07:58 PM - Andreas Smas

1500 packets is an insane buffer. for 24fps video this is equal to a buffer 62 seconds of video.
For HD content this could consume all memory. I will need to think of a different way to solve this.

#2 - 04/11/2011 08:25 PM - Alex Luft

Perhaps

```
#define MQ_LOWWATER 720
```

```
#define MQ_HIWATER 1440
```

could be usable? I didn't notice any issues concerning memory usage. Showtime did run several hours with those two yesterday. Partially with 720p and partially with 1080p content. I dont know whether encoded or decoded data is buffered but if encoded this wouldnt result in a huge amount of used memory.

```
[ VC-1 ~20Mbit + 2 * (DTS 2Mbit) ] * 30 sec should consume about 90MByte of RAM.
```

But you are right, this should not be a default setting for everyone. A slider in the configuration menu would be a nice idea, i think.

Great job!

Big thanks!!

#3 - 05/08/2011 11:07 PM - Andreas Smas

- Status changed from New to Fixed

I've redesigned the buffering quite a bit. Perhaps you can try with the new code.
For details see commit:7ecd2e76

#4 - 05/09/2011 09:08 AM - Alex Luft

Awesome! I will clone git today /plugin_assets/redmine_wiki_extensions/images/smile.png Just can't wait
/plugin_assets/redmine_wiki_extensions/images/smile.png

#5 - 05/09/2011 10:05 AM - Andreas Smas

Please do, and please come with feedback if it works too. I've not tested it in a PS3 build nor over wifi :-)

#6 - 05/11/2011 10:48 PM - Peter Hanfeld

Hi!

First thanks for your wonderful app,
streaming over wlan works now much better than before, but when the bitrate is
higher (above 10000kb video stream, 720p mkv bluray rip) the buffer
runs empty and the picture stands for some seconds.
maybe an option to choose the buffer size (some sort of option slider)
could resolve those problems?

Thanks again, Peter

#7 - 05/15/2011 08:26 PM - Alex Luft

After 4 days i'm able to compile showtime again /plugin_assets/redmine_wiki_extensions/images/smile.png (I restored ps3toolchain from a backup
because it is even not possible to build showtime with the newest toolchain)

Big thanks Andreas, i'm impressed about the new buffering code! It should work for the normal user! For my connection i did this:

```
diff --git a/src/media.c b/src/media.c
index 7dc1a0e..82eed7a 100644
--- a/src/media.c
+++ b/src/media.c
@@ -1324,7 +1324,7 @@ mp_configure(media_pipe_t *mp, int caps, int buffer_size)
     break;

     case MP_BUFFER_DEEP:
-    mp->mp_buffer_limit = 10 * 1000 * 1000;
+    mp->mp_buffer_limit = 30 * 1000 * 1000;
     break;
 }
 prop_set_int(mp->mp_prop_buffer_limit, mp->mp_buffer_limit);
```

Great job! Works perfect!

#8 - 06/10/2011 11:46 PM - Andreas Smas

- *Target version changed from 2.99 to 3.0*

#9 - 08/26/2011 12:10 AM - Andreas Smas

New version 3.1.203 have a HDD buffer backing the streaming.

Please try it out.

<https://github.com/andoma/showtime/downloads>