

Video capturing service with social networks functionality for MeeGo

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Abstract

It is impossible to imagine modern mobile devices without multimedia options such as video playback, qualitative sound, video and photo cameras. The majority of present services provide opportunities for primary obtaining information (photo and video cameras) and its reproduction (browsers, music and video players).

The “Multimedia technologies” project was created in the framework of the Wireless Laboratory for the development of software for MeeGo, which would work with video and audio streams. The project is aimed at increasing the user value of MeeGo devices by creating quick and convenient software for expanding the ability to work with video and audio.

The first program created in the framework of the project is for capturing video from a mobile device display with the possibility to upload it to social networks.

This program is a ready-made solution for creating visual video manuals, recording snippets and achievements from mobile games, video recording with camera and sending it to social networks.

Index Terms: MeeGo, Video, Capturing, GStreamer, Application, Multimedia, Wireless Laboratory.

I. INTRODUCTION

The program is created for expansion of multimedia options of MeeGo: work with a camera, display and social networks. Functions realized in the current program version:

- Capturing video from a mobile device display by pressing hotkeys
- Video recording with a video camera
- Possibility to adjust frame frequency and video and audio codecs
- Sending video to social networks

Libraries used for this program:

- GStreamer[1] – the library for capturing a video stream
- FFmpeg[2] – a number of codecs for coding audio and video streams
- QxT[3] – the library for creating global hotkeys

II. MAIN PART

A. THE PROGRAM

Video capturing service with social networks functionality for MeeGo will enable users to perform most video operations using only one interface.

A standard scheme of uploading video to a social network:



Our solution:



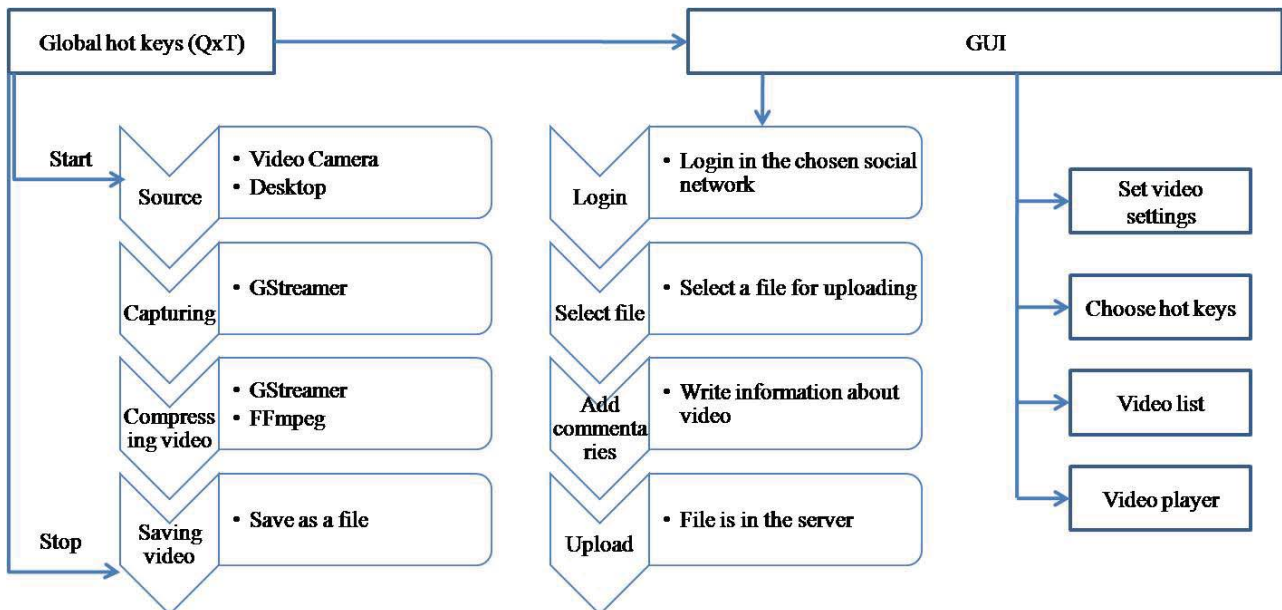
This solution will enable users to gain new experience of working with video in MeeGo, save time on operations of opening and closing several applications.

Functions realized in the current program version:

- Start and stop capturing video from a mobile device display by pressing hotkeys
- Opening GUI by pressing a hotkey
- Recording video with a video camera
- Adjusting frame frequency and video and audio codecs
- Playback of the resulting video
- Sending video to social networks

B. ARCHITECTURE

The program's basic elements are global hot keys (QxT), capturing and saving video (GStreamer) and work with social networks. Their interaction is shown in the following scheme:



C. FUTURE FEATURES

We want to implement:

- Capturing a chosen window from a screen
- Capturing a chosen piece of the display
- A codec choice for coding video and audio streams
- Increase in the number of supported social networks

III. CONCLUSION

The presence of different means for work with multimedia is a great opportunity for expansion of MeeGo devices market. It is important that these programs provide ready-made solutions for the users to obtain new experience of interaction with devices.

Video capturing service with social networks functionality for MeeGo is a ready-made program for creating visual video manuals, recording snippets and achievements from mobile games, video recording with camera and sending it to social networks. This solution allows to use all opportunities to work with resulting video at a mobile device.

REFERENCES

- [1] GStreamer, <http://www.gstreamer.net/>
- [2] FFmpeg, <http://www.ffmpeg.org/>
- [3] QxT, <http://www.libqxt.org/>