

Even better screencast with GNOME on Wayland

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With last week's release of PipeWire 3, and Mutter's subsequent adaptation to depend on it, I decided to revive something I have started to work on a few months ago. The results can be found in this merge request.

PipeWire 0.3 brings one very interesting and important feature to the game: it can import DMA-Buf file descriptors, and share it with clients. On the client side, one easy way to make use of this feature is simply by using the pipewiresrc source in GStreamer.

The key aspect of DMA-Buf sharing is that we avoid copying images between GPU and CPU memory. On a 4K monitor, which is what I'm using these days, that means it avoids needlessly copying almost 2GB of pixels every second.

[2]

[GNOME](#)

Source URL: <http://www.tuxmachines.org/node/134449>

Links:

[1] <http://www.tuxmachines.org/taxonomy/term/146>

[2] <https://feaneron.com/2020/02/24/even-better-screencast-with-gnome-on-wayland/>