

Codec load

Broadcasting the desktop to a streaming service requires capturing the desktop, converting the video and transmitting it over the Internet.

Suggested codec: [H.264](#)

Tests with ffmpeg / avconv

Aims

1. Don't spend too much on hardware (try low-end)
2. 720p@30fps
3. Render, convert and broadcast on a single device
4. (1080p@60fps in the long run)

Codec

- Test H.264 configurations
- Look one that's fast on the CPU
 - Some programs may support GPU
- In a second step mind the network usage

Reading

- [FFmpeg wiki: Encode H.264](#)
- [Calculating CPU usage of a process in Linux](#)

From:

<https://wiki.chrpaul.de/> - **ChrisWiki**

Permanent link:

https://wiki.chrpaul.de/projects:ideas:streamgames:codec_load?rev=1433898254

Last update: **2015/12/06 11:33**

