Servo and GStreamer

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Servo

- Web engine in Rust
- Embeddable
- Parallel layout
- Focus on memory safety
- Mozilla 2012 → Linux Foundation Europe
- Multiplatform

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Servo's media stack

- `components/media/`
- No media or GPU process yet
- Web Audio
- No MSE, no EME yet

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GstPlay

- `ServoSrc`
- `appsink`

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Getting GStreamer into the build

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Before

	how you got GStreamer	version
Linux	21 distro packages (apt/dnf/xbps)	distro roulette
macOS	installed pkg at bootstrap	1.22.3
Windows	installed from MSVC at bootstrap	1.22.8

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Now

- Binary feature: easy and static compilation

```
[workspace.metadata.system-deps.gstreamer_1_0.'cfg(target_os = "macos")']
url = "https://gstreamer.freedesktop.org/data/pkg/macos/1.28.7/..."
checksum = "72a4...5e7a"
```

- cerbero
- system-deps
- gstreamer-rs
- servo

✓ `nm servoshell` → exactly 40 `gst_plugin_*_register` · `ldd servoshell` → no `libgst*`

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Consequences

- ~550 MiB downloaded, ~2.6 GiB extracted
- No distro security update reaches a statically linked GStreamer
- Rust plugins not linkable from the bundle
- LGPL static linking

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Thanks!

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