

Real time graphics with cefsrc

Sid Sethupathi

Home Run Report
@homerunreport

Shohei Ohtani! HR (1)

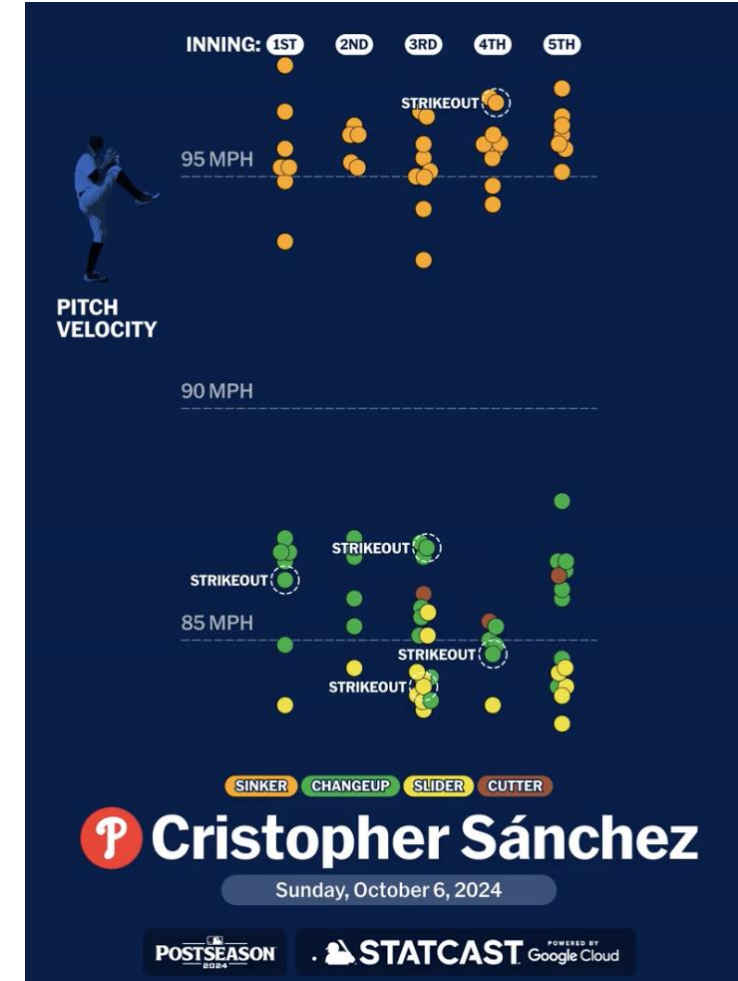
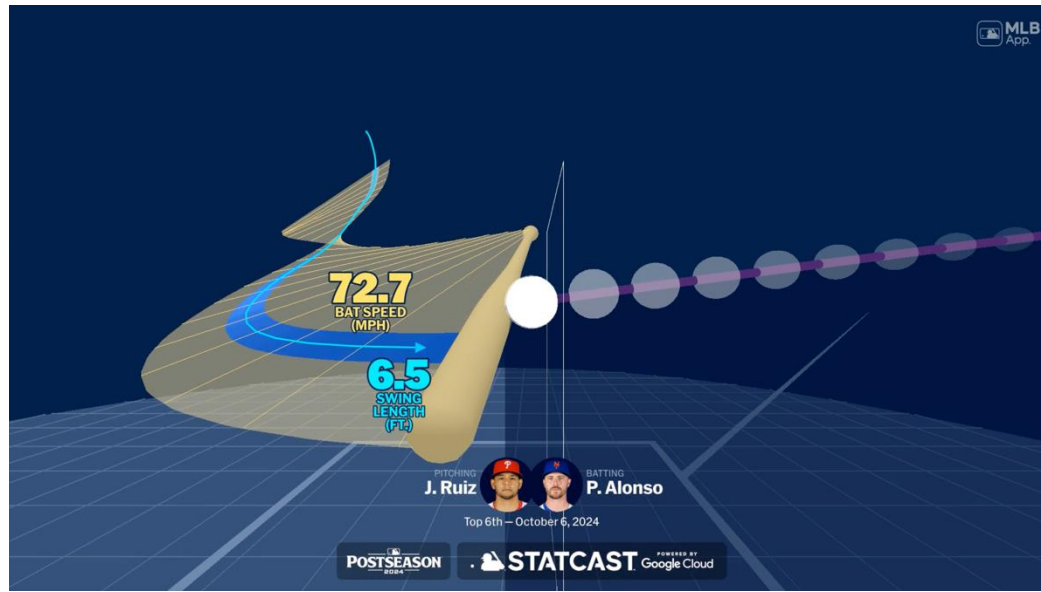
10/5/24 @ LAD, 2nd
vs RHP Dylan Cease

111.8 MPH / 25° / 372 ft to RF
Off a 96.9 MPH four-seam fb

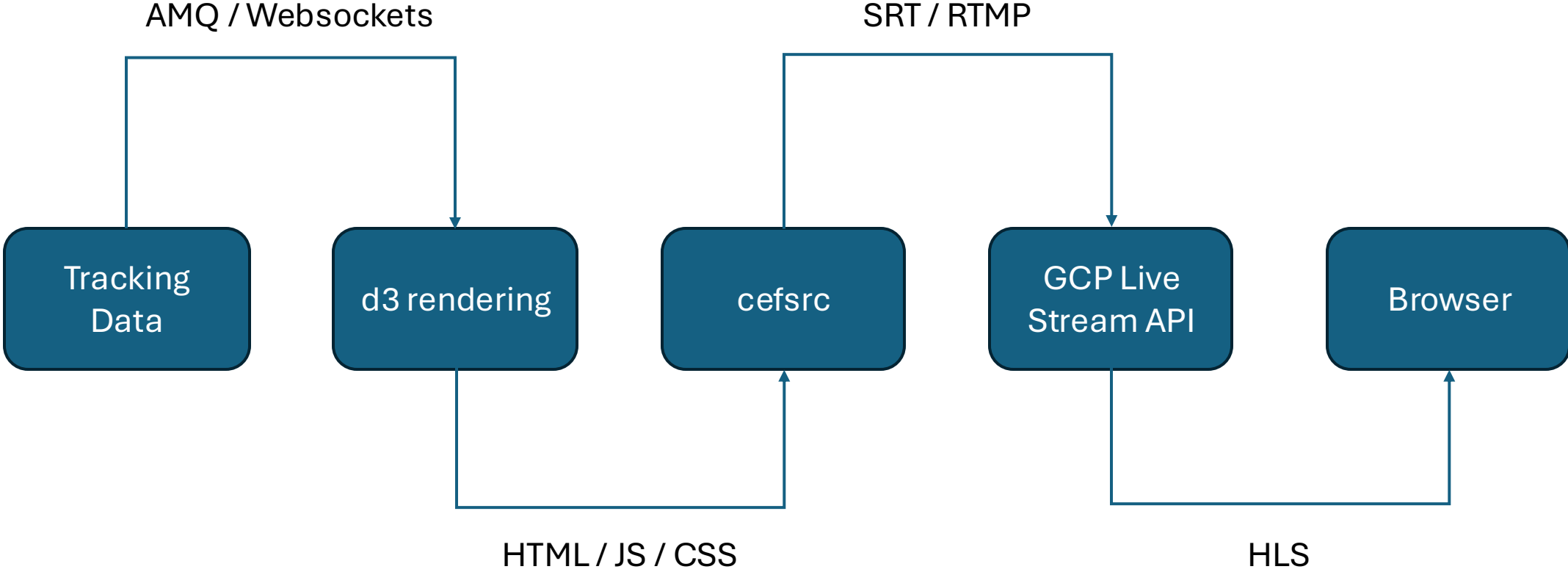
It's a home run in 26/30 parks.

(Not in BOS, CHC, COL, KC.)

mlb.com/gameday/padres...



Can we in real time generate a live feed of player positions during a game?





Gameday

< OCT 06 >
TOP 7
FS1
8:03 PM EDT
FS1

NYM
SD

PHI
LAD

Viewing

Live Summary Video

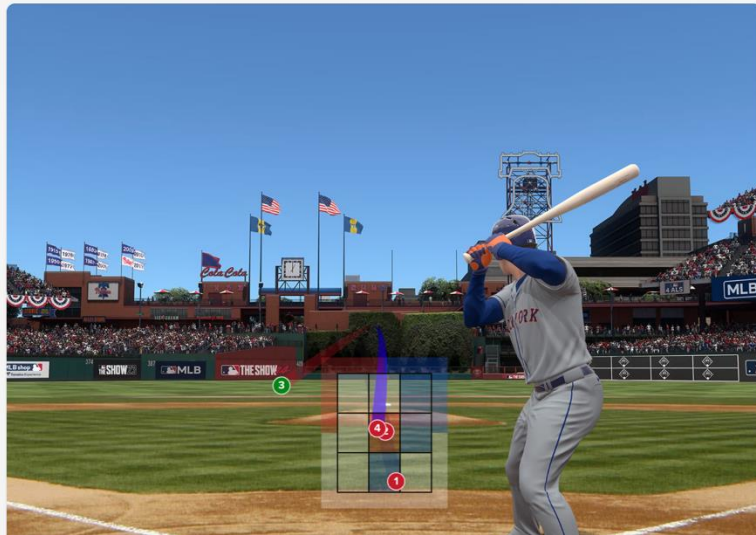
Citizens Bank Park

Hide



BETA

- 4 Foul 97.1 mph Sinker 1 - 2
 - 3 Ball 97.8 mph Four-Seam Fastball 1 - 2
 - 2 Foul 87 mph Sweeper 0 - 2
 - 1 Called Strike 86.6 mph Sweeper 0 - 1
- Pitching Substitution



Gameday

☰

NYM 1-0

4

TOP 7

3

PHI 0-1

Live Summary Box Video

Batter Field BETA

Citizens Bank Park



Kerkering RHP
17 P | 0.2 IP, 2 K, 1 ER



Alonso 1B
1-3 | HR, K, RBI

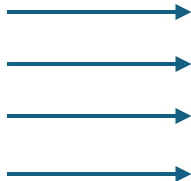
On deck: Iglesias, J 1-3, In the hole: Martinez, J 1-3

1

Ball 97.2 mph Sinker

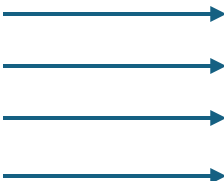
1 - 0

connecting data teams...

- d3
 - three.js
 - vanilla HTML / JS
 - etc...
- 

cefsrc router

... with video teams

- 
- SRT
 - RTMP
 - SDI
 - etc...

connecting data teams...

d3



cefsrc router

... with video teams



SRT

connecting data teams...

three.js



cefsrc router

... with video teams



SDI



Noah Bieniek ✓

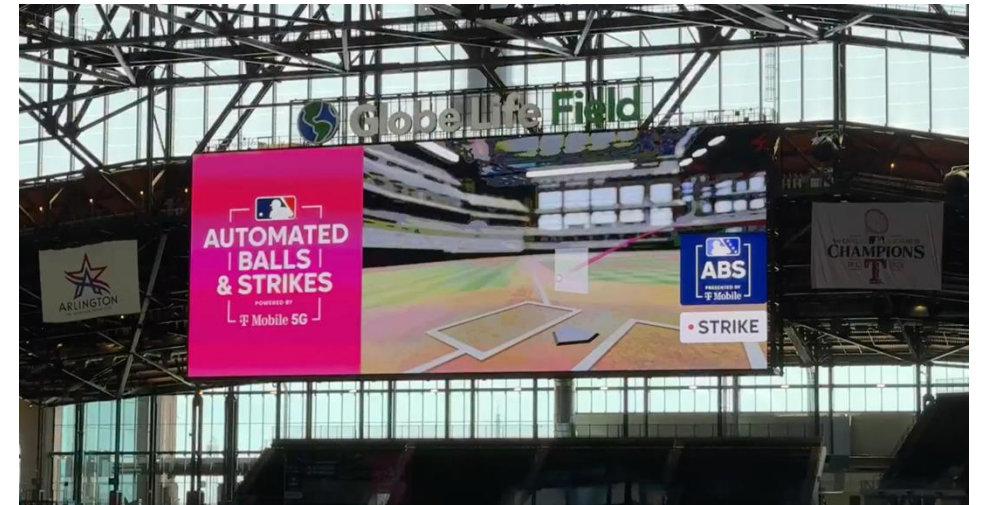
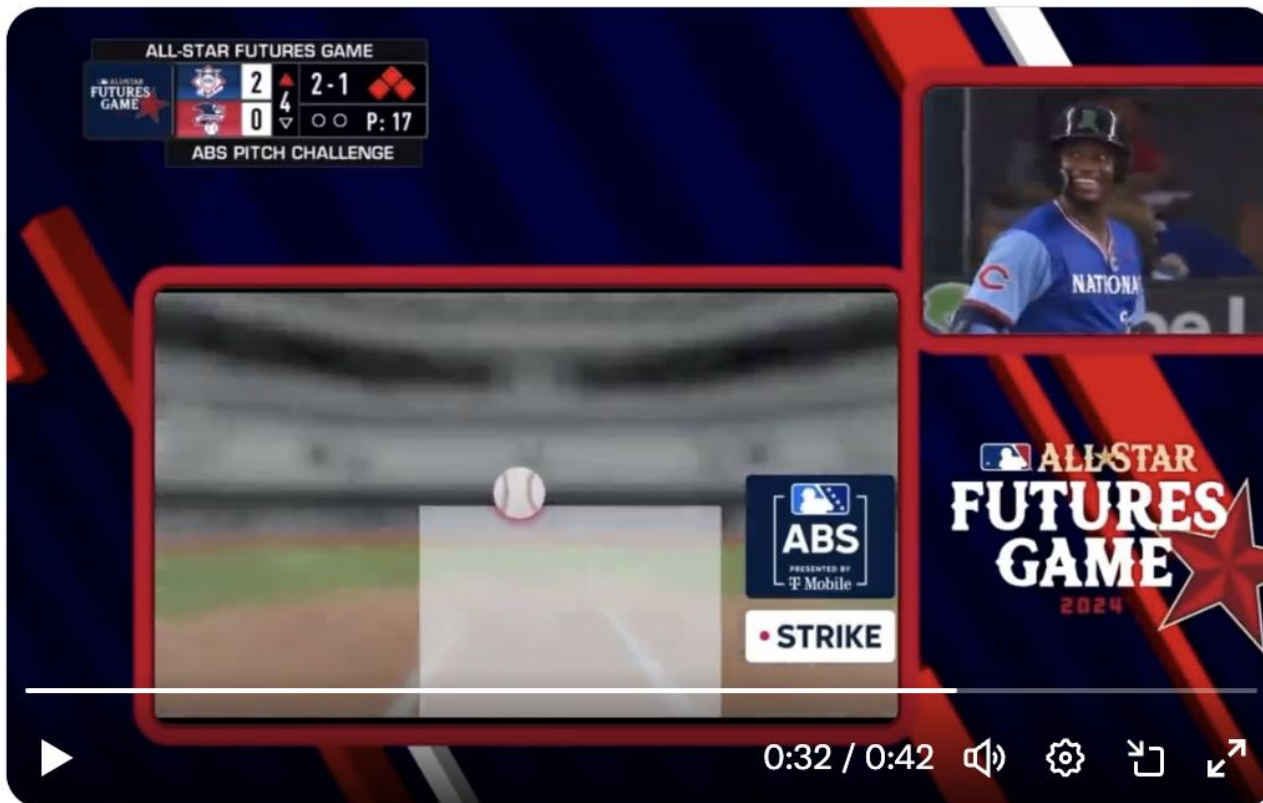
@NoahB77_



Cam Collier uses an ABS PITCH CHALLENGE against Noah Schultz in the Futures Game inside an MLB stadium! (Globe Life Field)

This is huge. Each team gets three challenges per game. Let's see this in the MLB!



#FuturesGame



What's next?

Add javascript signalling #88

 Merged MathieuDuponc... merged 9 commits into `centricular:master` from `aiden-jeffrey:aiden/signal`  2 weeks ago

 Conversation **61**  Commits **9**  Checks **1**  Files changed **5**



aiden-jeffrey commented on Aug 22 · edited ▾

Contributor ⋮

Based on [this sample](#), this adds a way to signal in javascript (from the webpage) a couple of things:

- "ready" - page is ready for rendering, so enable cefsrc to go to a PAUSED/PLAYING state
- "eos" - page doesn't have any more content, so push an EOS event onto cefsrc

This is useful for pages that have non-trivial load times and may run out of content (webgl pages, pages with videos, etc).