Abstract

* In real-time playing of audio-video-image playing .
* On a multimedia digital home an audio player may be separated from the video player and both of them are connected
* Due to forwarding, rewinding,, it may make the video player and the audio player asynchronous.
* An MPEG audio video player in software is implemented on a commercial operating system and is detailed evaluated. The primary purpose of this work is to explore new system technologies in Quality-of service (QoS) support for advanced multimedia applications.
* The effective data caches processing and audio-video-image synchronization control must be carried out to resume time connection among data.
* The new scheme is applied more steadily in real-time streaming media transmission system, which got better effect.