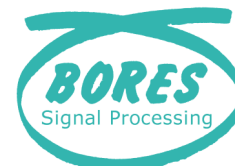


TriMedia Streaming Software Architecture

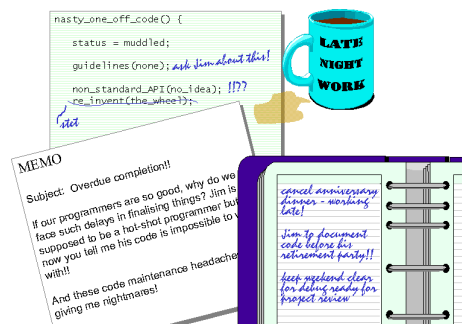


TriMedia foundation series

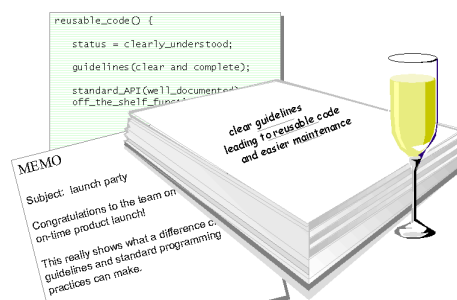
Benefits

Programmers who follow this seminar will be able to create and use TriMedia software components that follow clear, well-understood guidelines and that are easier to maintain and re-use.

The TriMedia Streaming Software Architecture promotes rapid development of streaming media systems, and re-use of software components. Understanding the TSSA in depth is essential to developing streaming media systems quickly and well.



From un-usable...



...to re-usable

Contents

This seminar describes and explains the TriMedia Streaming Software Architecture including the concepts of software components, of data packets, of configuration and control through a standard API, and of connections to produce complete systems..

TSSA overview

Careful explanation of TSA layers and component models including the evolution of different versions and their consequences for the programmer.

- TSSA 1.6, 1.5 and 1.4
- Operating Layer
- Operating System Abstraction Layer
- pSOS+ operating system
- Application Layer

TSSA software components

The Operating Layer is the level at which programmers work to connect components into systems. We explain what components are, how they are configured, how they identify themselves and what they can do.

- TSSA Software components
- TSSA 1.6 components
- TSSA 1.6 interfaces
- TSSA 1.6 tmCOM
- TSSA 1.5 components
- Component setup

Connecting TSA components

Making and managing connection between components to build complete systems uses concepts of data packets in queues, pools, and connection components. We explain the different models used in TSSA 1.6 and 1.5 and clarify the mechanisms used and the reasons behind them.

- Component connection
- TSSA 1.6 packet queues and pools
- TSSA 1.5 Connection Toolkit
- TSSA 1.5 and 1.4 InOut descriptors

TSSA data packets

The use and formatting of TSA data packets. Clear explanation of standard audio and video data formats and packet structures.

- TSSA 1.6 and 1.5 data packets
- Data formats
- Video data format
- Audio data format

MPTK

The Media Processing Tool Kit.: components, connection, and example systems.

- MPTK and IADK
- MPTK and IADK Components
- Data packets
- DV decoder
- MPEG-2 decoding
- MPEG-2 transport stream
- MPEG-4 player

Application Layer

The Application Layer is the level at which programmers work to create components. We explain how to program at this level, and how to provide the required API for higher layer programmers.

- Application Layer
- Default Layer
- Device Library Layer
- Board Support Library
- AL components
- AL processing
- Component configuration structures
- Component configuration functions

SDE

The Software Development Environment manages files and build procedures.

- Software Development Environment
- SDE configuration
- Making a component
- Making an application

Time and arrangements

This 1-day seminar is presented 'on-site' by arrangement - the material can be adapted if you have specific needs (at extra cost). We recommend that it be presented as part of the 4-day 'TriMedia foundation' seminar series which gives a thorough grounding in TriMedia core, cache, optimization, peripherals and software architecture.

Class schedules are posted on the Internet from time to time:

- <http://www.bores.com/schedule.htm>

TriMedia TSA class

- 1-day seminar presentation
- £350 (€600, \$600) per person
- on-site by arrangement

TriMedia 'foundation' series

- 4-day seminar series
- £1,200 (€2,000: \$2,000) per person
- on-site by arrangement

To book or find out more

Call us by 'phone or send email to book or to ask questions.

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- email: chris@bores.com

TriMedia foundation seminars

The 'TriMedia foundation' is a series of four 1-day classes designed to give a thorough understanding of all aspects of the TriMedia. The series can be followed as a single series of four 1-day classes or by taking separate 1-day classes.

- TriMedia Software Architecture
- Nexperia peripheral architectures
- TriMedia CPU cores
- TriMedia software optimization