# Programming the STB810 IP-TV platform

# TriMedia training

#### **Benefits**

- Build new VideoProviders
- Add components to STB810
- Leverage platform features

When you complete this class you should be ready to start productive work implementing or extending your own STB810 platform..

# SDRAM 32-64 MB TUNER NEXPERIA PIX8510 READER HOME ENTERTAINMENT ENGINE SDRAM 32-64 MB UDA1334 AUDIO DAC NEXPERIA PIX8510/11 VIDEO OUTPUT USPLAY ISP1561 USB2.0 DISCRETES FLASH 24-32 Mb AUDIO DAC NEXPERIA PIX8510/11 DISPLAY FLASH 24-32 Mb DRIVE Dras49

# Waiting on the platform?

# Take the train(ing).

# Target audience

This class is aimed at engineers and managers involved in implementing or adding to an STB810 platform.. It is especially relevant tothose who wish to add components to the standard set.

#### **Contents**

In this class we explain and clarify the software architecture of the STB810 platform,, especially in the oontext of building new Videoproviders and adding new streaming media components. Class topics include:

- Concepts of architecture
- DirectFB implementation
- The resource model
- Standard resources
- Making VideoProviders
- Adding new components

#### **Overview**

Learn the concepts behind, and functions of, STB810, in the context of implementing or adding to a platform.. This overview also puts STB810 in the proper context with the DirectFB and VideoProvider programming models.

- The STB810 platform
- The DirectFB model
- VideoProviders
- The STB810 resource model
- Resources as components
- Media processing components

#### **DirectFB**

We explain how the DirectFB model relates to the STB810 streaming media components and rendering.

- DirectFB
- STB810 video rendering
- VideoProviders
- STB810 streaming networks

#### Software architecture

We explain the software architecture of the STB810 platform, illustrated with programming examples.

- The resource model
- Streaming media components
- Connecting resources
- Configuring resources
- VideoProviders

#### Components

We review some STB810 resources, their functionality and interfaces: and we show how to add your own new resource and Videoprovider.

- video and audio compression
- video enhancement
- video scaling and rendering
- adding a new resource
- making a new VideoProvider

#### **Building systems**

We show how to build components, VideoProviders and applications.

- The build environment
- building components
- building VideoProviders
- building applications

### Time and arrangements

This class takes 4 days.

It is presented 'on-site' by arrangement - the material can be adapted if you have specific needs (at extra cost).

Sometimes we arrange 'public' classes: schedules are posted on the Internet:

http://www.bores.com/schedule.htm

#### **TriMedia Foundation**

An in-depth class on the TriMedia processor is also available:

• TriMedia Foundation

Contact us for details and advice.

# **Booking and questions**

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

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#### About us

BORES Signal Processing train managers, engineers and programmers to understand and use DSP and streaming media processing.

- established 19 years
- excellent reputation
- worldwide activities
- www.bores.com