TriMedia Software Architecture: a 1-day class
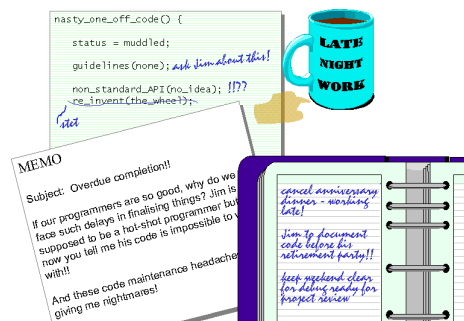
TriMedia Foundation
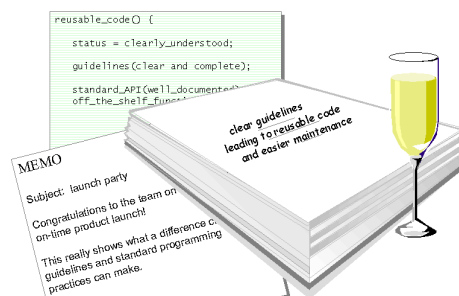
BORES Signal Processing
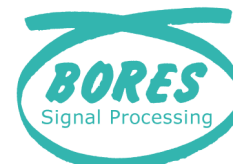
Benefits

- Apply the component model
- Use the media processing tool kit
- Design new components

Learn to build systems from components, make new components, and work effectively with TriMedia's software layers.

From un-usable...   ...to re-usable

Contents

This session describes and explains the TriMedia Streaming Software Architecture including software components, data packets, and connections. Sessions cover:

Software architecture

Learn the principles of the TriMedia software architecture 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
- Operating system
- Application Layer

Software components

Learn how to use, configure and identify software components and build complete systems.

- Component architecture
- Configuring components
- Component capabilities
- A/V synchronisation

Connections

Use connectors and components to build complete systems.

- Component connection
- Packet queues and pools
- Connection toolkit
- InOutDescriptors

Media processing tool kit

Understand the streaming Media Processing Tool Kit and be familiar with some example programs.

- Media Processing Tool Kit
- MPTK components
- DV decoder
- MPEG-2 decoding
- MPEG-2 transport stream
- MPEG-4 player

Data packets

Know how to define and use TriMedia software data packets.

- TriMedia data packets
- Audio and video data formats

Making components

Lean how to work at the Application Layer to make components that are efficient and that conform to the architecture rules.

- Purpose of the Application Layer
- Using the Default Layer
- Using Device Libraries
- Application Layer processing
- Component configuration

Development environment

Learn to organize, distribute and use component files and makefiles.

- Software environment
- Environment configuration
- Component file organization
- Building an application

Time and arrangements

This session takes 1 day.

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

Pic'N'Mix

You can design a class to suit your own specific needs. Each of the topics in this TriMedia Foundation class can be a self-contained session, from which you can "pic'n'mix" to make your own class.

Contact us:

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Booking and questions

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

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Foundation class

The 'TriMedia Foundation' is a 4-day class on all aspects of the TriMedia. It includes this class.

We recommend this be part of the 4-day TriMedia Foundation class but it can stand on its own or be part of a custom class.