



## DLNA Protocol Stacks and Applications



## Line of Product Description

V1.0  
June 2011

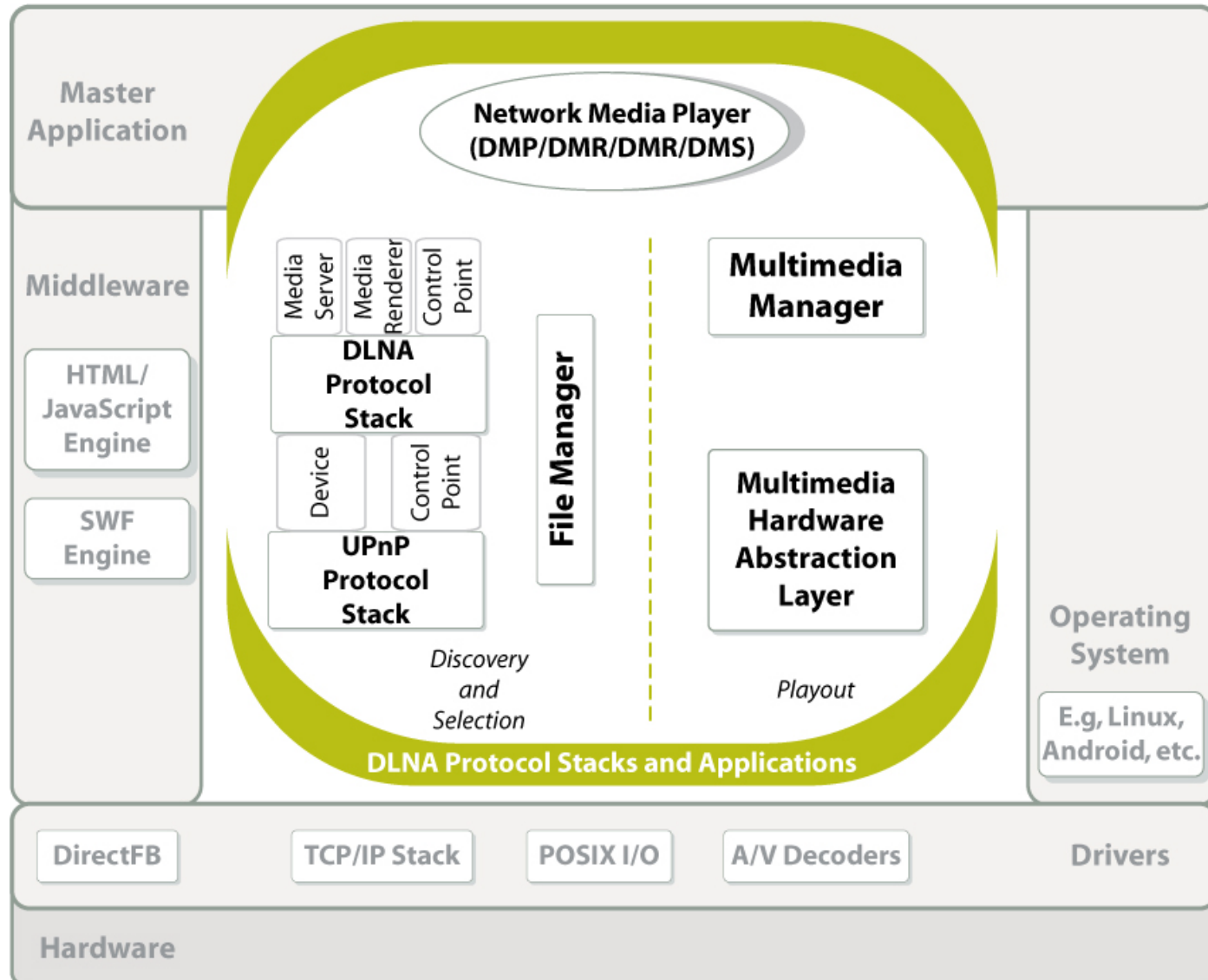
# Why DLNA?

- Leveraging the rapid deployment of Ethernet, Wi-Fi, power line communication, and coax within households, the adoption rate of IP connectivity within Consumer Electronics devices is booming
- The key issue of interoperability has been efficiently addressed by DLNA on the basis of UPnP
- The DLNA consortium has reached a consensus: as of December 2010, more than 9 000 devices have received DLNA certification
- Over 300 million DLNA-certified devices will ship in 2012; cumulatively, nearly 1 billion products will have been sold at that date (source: ABI Research)
- 119 million Connected TV units will ship in 2014, 42% of the worldwide market (source: DisplaySearch); 100 million hybrid STB will ship in 2014 (source: IMS)

- **A Network Media Player:** an end-user application with a Flash- or Web-based user interface that allows for browsing through and rendering of local (e.g. over USB) and remote (i.e. over DLNA) multimedia contents
- **A Multimedia Manager:** the multimedia engine responsible for the discovery and rendering of multimedia contents
- **A full-fledged implementation of the DLNA protocol for Digital Media Server (DMS), Player (DMP), Renderer (DMR), and Controller (DMC) device classes**
- **Based on customized UPnP open source software (libupnp)**
- **Available for Linux and Android**



# DLNA Protocol Stacks and Applications Architecture Overview



- **Compliant with DLNA 1.5**
  - **Certified within devices in the field: DMS and DMP**
  - **Ready for certification: DMR and DMC**
- **Aggressive roadmap towards “2.0 features”:**
  - **RVU support**
  - **DTCP-IP support**

- **Containers: avi/divx, mp4, mov, MPEG2 TS/PS, Avchd, Matroska, flv, ogg**
- **Video formats: MPEG1/2, MPEG4 part 2 (Xvid, DivX, Nero Digital), MPEG4 part 10 (h264), VC1**
- **Audio formats: PCM, WMA, MP3, AC3, AAC**
- **Image formats: BMP, JPEG, PNG, GIF, TIFF, SVG**

- **The DLNA products are delivered in source code together with:**
  - **The full documentation of APIs**
  - **The integration guidelines**
  - **The Validation Test Plan (VTP)**

- **Delivering a training and getting started session to Customer team**
- **Handling the integration of the DLNA components on Customer platform in the course of a fixed price program to be quoted**
- **Providing technical support to Customer during its DLNA integration project on a time and material basis**
- **Using the DLNA Conformance Test Tool (CTT), handling at iWedia's labs the DLNA pre certification of Customer device, in the course of a fixed price program to be quoted**
- **Providing technical support to Customer during its DLNA certification process on a time and material basis**

- **Reducing risks by leveraging state of the art DLNA software components which are robust, reliable, deployed, and certified**
- **Accelerating time-to-market by integrating off-the-shelf DLNA software components with efficient porting, integration, and validation tools and processes**
- **Preparing for the future by relying on the DLNA offering of a software publisher committed to ensuring its solutions remain compliant with changes to the relevant standards and to guaranteeing interoperability with the various (existing and to be released) DLNA devices**
- **Minimising the DLNA learning curve by sharing iWedia expertise in the field of IP-connected Consumer Electronics devices**
- **Managing the DLNA integration project thanks to access to “à la carte” iWedia professional services**



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