

MediaWalker® Sweeten your eyes



WHAT IS MediaWalker®

Linux-Based Embedded Multimedia Platform Solution for Consumer Electronics Device

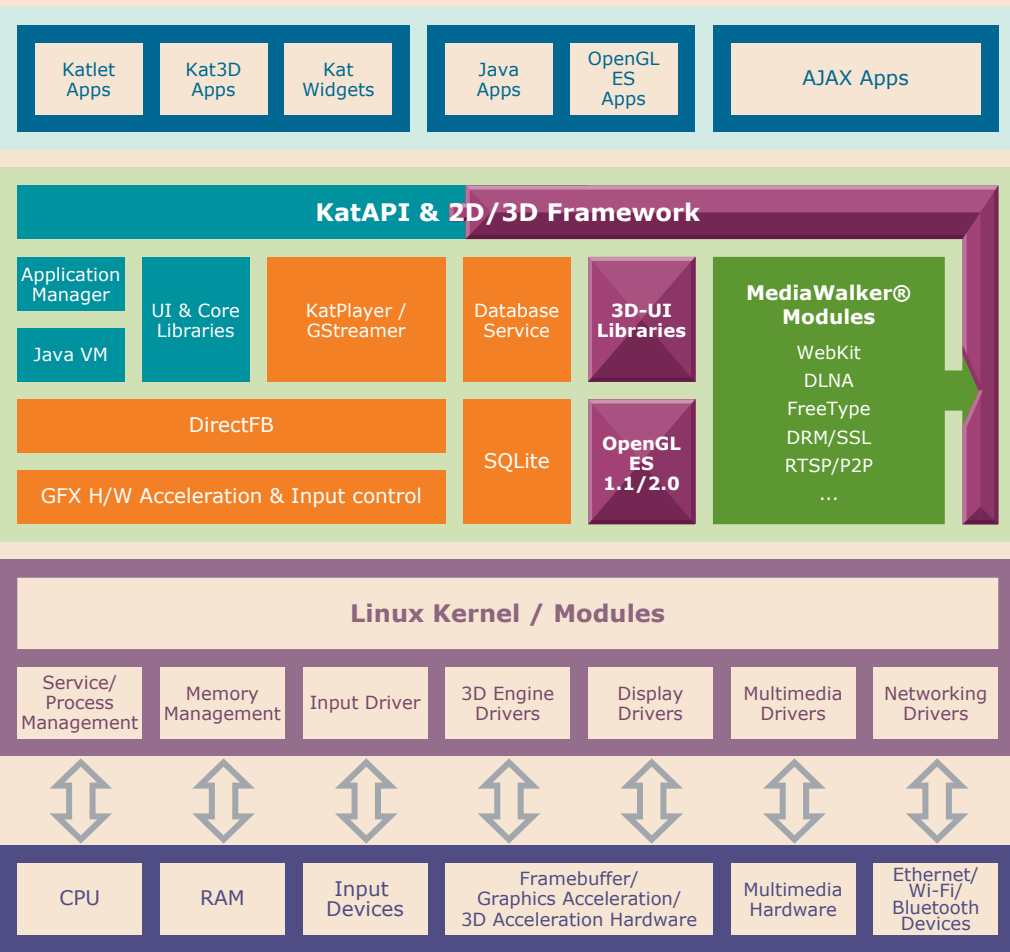
MediaWalker®, is an Open-Standard embedded multimedia platform solution that consists of a unique service aggregation environment and a Lego-like service creation framework for home and portable devices. MediaWalker® is designed to resolve the complexity of GUI development and minimize the integration effort when come to integrate with different service applications for product developers.



MediaWalker® PRODUCT INCLUDES

Multimedia Solution with Open Standard Middleware and 2D/3D Service Creation Framework

The middleware modules are fully compatible with industrial standards and are designed for Audio/Video media applications and unique design patterns to establish the seamless integration platform framework. The service creation framework to enables efficient development of rich user interface. The application portability across product/service aggregation allows customers to maximize their return on investment and requires minimum customization efforts during platform migration.



MediaWalker® Service Diagram

- MediaWalker®
- MW®|Architect
- MW®|Pilot
- MW®|Solutions
- MW®|AVG Core
- Application Layer
- Linux Kernel
- Hardware

MW® BENEFIT Benefit of Using MediaWalker®

Better Service Integration Flexibility

Open Standard compliance for better
1. Service line extensibility **2.** Service and Internet content accessibility **3.** Interoperability between devices (Such as DLNA, UPnP, etc) **4.** Reduce development time

Better GUI Presentation

Lego-like GUI component and optimized graphics powered by custom 2D graphics library; 3D graphics based on OpenGL ES2.0 Specification (Hardware acceleration)
 MediaWalker®'s modularized architecture enables the flexibility to easily adjust the components and modules such as GStreamer, OpenMAX, UHAPI, DirectFB, HAVI and OpenGL ES UI framework. The portable service creation framework designed by KatDC minimized the integration effort between the software layer and the hardware layer. We adopt Java and OpenGL ES technology. Developers can focus on the development of the application only.

MW® DESIGN MediaWalker® Are Designed for

- Customer who takes GUI presentation serious
- Customer who likes to minimize the integration effort
- Customer who likes to have better access to variety services and Internet content

MW® FEATURES MediaWalker® Features

- Optimized graphics powered by custom DirectFB 2D graphics library; 3D graphics based on OpenGL ES2.0 specification (w/ hardware acceleration)
- Graphics support for 24/32-bit RGB/ARGB color, alpha blending with multiple graphic planes
- 720p & above HD GUI quality and capability
- Extendable middleware API support for display/player/networking, etc.
- Application framework enabling reuse and replacement of components
- Supports Java, C++ and ANSI C library and implementation
- Media support for common audio, video, and still image formats. Supported formats: MPEG-1,2,4, H.264, WMV, MP3, AAC, etc. (platform dependency)
- File system: FAT/FAT32/HFS+ Journaling/NTFS (License dependency)
- IR remote control and key event mapping configuration
- HDMI/ Full HD output support (platform dependency)
- Integrated browser: WebKit/Opera
- Font engine for multiple language support
- Security framework for 3rd CA/DRM solution integration
- SQLite for structured data storage
- Bluetooth and Wi-Fi peripheral, etc (Hardware dependency)
- Rich development environment; including a device emulator, tools for debugging, memory and performance profiling, and a plug-in for Eclipse IDE

MW® PILOT 3D OpenGL ES Service Creation Framework

MW®|PILOT sets the standard for great 3D graphics performance and cross-platform application development. It is a comprehensive, flexible, modular, and extensible solution that enables developers to customize their user interfaces and meets the different requirement for event handling. It provides a more flexible GUI development environment through the seamless integration with graphics middleware capability.

OpenGL ES 2.0 SDK Tools

UI SDK

- OpenGL ES 1.1/2.0 UI Framework
- Reusable UI SDK & Documentations

Application Simulation

- 3D Emulator
- Sample code
- Developer guide

Development Tools

- UI Composer
- Code generator
- Code and transition editor

MW® PILOT MIDDLEWARE FOR MULTI-PROCESS SILICON

Open standard middleware combine with application framework, allow the developer who decided to use multi-process silicon could quickly enable Audio/Video/Graphic function on the hardware, and take the advantage of application framework to support the application they desire to develop.

SUPPORT

Middleware Support

- KatAPI with Player
- UHAPI (Optional for industrial standard)
- GStreamer Plugin
- GStreamer Core
- DirectFB Core
- LIRC
- SQLite
- BlueZ

UNIQUE

What Makes MediaWalker®Pilot Unique

- Advance Hybrid-Application design support
- 3D Graphics enabled
- OpenGL ES 2.0 support
- Multi-Core SoC support
- Touch Screen support
- Consolidate software system

APPLICATION

Major Application

- Player (Gracenote / Database / File Browsing)
- RSS Feed
- Widget
- Streaming (IPTV / VoD / DVB-T / IP Camera)
- HTML Viewer (WebKit)
- Home Networking (DLNA)

About KatDC

Founded in 2002, KatDC, provider of Linux-based embedded multimedia platform solutions for Home Device and Portable devices, is the answer to a shorter development time, better GUI presentation, and interactive experiences for Consumer Electronics vendor and Software developers. The scalability and the customizability of MediaWalker® are the ideal solution for CE devices that accelerate the product development process and time-to-market for our customers.



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