

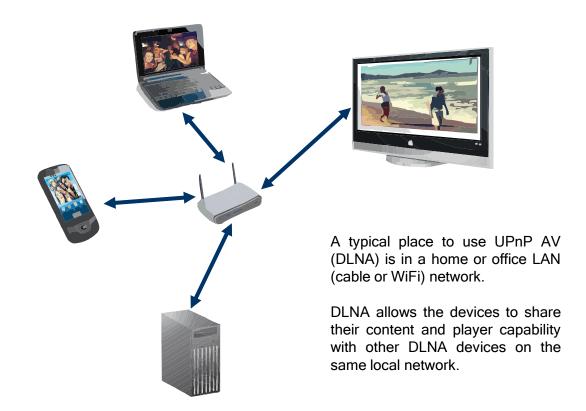




UPnP AV (and DLNA)

Digital Living Network
Alliance ("DLNA") is a
common way to control and
share multimedia on local
networks. Technically DLNA
is based on UPnP AV
(Audio/Video) "standard".

Winwap UPnP AV Stack is interoperable with most of the DLNA 1.5 (2.0 is planned) devices and Winwap can help customers with their DLNA Certification.



NOTE: DLNA is a registered trademark, DLNA disc logo is a service mark, and DLNA Certified is a trademark of the Digital Living Network Alliance. Digital Living Network Alliance is a service mark of the Digital Living Network Alliance. For more information: http://www.dlna.org/trademarks/



Winwap UPnP AV (DLNA) components

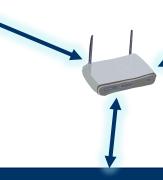
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DMS - Media Server

- Shares (publishes lists of) multimeida content stored locally. E.g. Media Library.
- Lets AV Clients play the content shared

DMR/DMP - AV Client (Media Player)

- Shares it's player on the network
- Lets Control Points tell it what content to play (from some Media Server on the network)



DMC - Control Point

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- Lists all found content (on Media Servers) on the network
- Lists all found Media Players on the network
- Acts as controller for selecting which media to play, and on which player to play it. Comparable to "Remote Control Device" for home multimedia appliances.

UPnP AV Control Example 1



How to from <u>SmartPhone memory</u> display a picture on <u>on the TV</u>

Using the SmartPhone as Control Point (DMC) and Media Server (DMS) and TV as Renderer/Player (DMR):

Step 1: Choose to select content from the SmartPhones Media Server Library

Step 2: Select the picture to display Step 3: Select to display it on the TV

Step 4: The SmartPhone "Controls" the TV by asking it to show the picture that is

located at the "SmartPhone Media Server"

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RESULT: The picture stored on the SmartPhone is is displayed on the TV screen



The TV shares it's Media **Player** (DMR) capability on the WiFi Network, so the Smart-Phone can discover it and "control" it.





UPnP AV Control Example 2



How to display on the TV (DMR) a video file stored on the PC memory (DMS), using the Smartphone as the Control Point (DMC).

Step 1: Choose to select content from the <u>PC</u> Media Server content Library

Step 2: Select the video file to play

Step 3: Choose to display it on the TV

Step 4: The SmartPhone "controls" the TV, and instructs it to download and

play the video file from the PC Media Server.

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RESULT: The video that is stored on the PC, is displayed on the TV screen instead of the SmartPhone screen, or PC screen. The selection of the media and playing is completely controlled from the SmartPhone.





The TV shares it's Media Player (DMR) on the WiFi Network, so the Smart-Phone can discover it and "control" it.



Winwap UPnP Target Devices

Target Devices

- SmartPhone devices
- Television screens
- Set-top-Boxes (digital TV receivers)
- Digital Photo Frame (DPF) devices
- Tablet computers
- Any other device with storage, control point or player purpose. <u>Implement any mix</u> of UPnP functionality that makes sense for the specific device type!

Requirements of target device

- WiFi or LAN network capability
- for Media Server: Storage capability
- for AV Client (Media Player): Suitable player capability (Audio/Video)
- for Control Point: Display and selection method. Input Method not required.



Winwap UPnP Stack SDK

How to add UPnP AV (DLNA) to your device?

- 1) Purchase Winwap's UPnP Stack SDK
 - Integrate with your device UI and platform player/renderer to our UAV framework.
 - Port the porting layer to your platform (porting layers exist for posix, linux, mac, win32, symbian, android, several proprietary OSs)
 - Let Winwap do the porting/integration for you or;
 - Let Winwap provide the complete application.
- 2) Apply for DLNA Certification, and use the logo: calling:
- 3) Launch your device to market.



Winwap UPnP Stack SDK

Available immediately for these platforms:

- Android
- Linux
- Symbian
- iPhone
- Windows (32bit/64bit)
- Brew/BrewMP available soon!

Winwap's UPnP Stack SDK is a highly portable solution, so if you are using some other operating system, please get in touch as we can surely port for your platform in a short time.



www.winwap.com

Head office

Winwap Technologies Oy Melkonkatu 16 B

FIN 00210 Helsinki

Finland

Phone: +358-207-661868 Fax: +358-9-6822187

Email: winwap@winwap.com

Winwap China

Finland Trade Center
Technology Center, Embassy of Finland
Kerry Centre, South Tower, Level 14
Guanghua Road, Chaoyang District
BEIJING 100020, PEOPLE'S REPUBLIC OF CHINA

Tel: +8610-60870079 Fax: +8610-87754479

Email: china@winwap.com

