



i-MHP Training

MHP 1.1.2 Presential courses over Internet

What is i-MHP Training ?

i-MHP Training (aka i-MHPTE or i-MHP) stands for Internet Multimedia Home Platform Training Environment. It consists on presential MHP courses where everyone assists, including the teacher, using an Internet connection and a Browser.

How does i-MHP Training work ?

There are four areas to cover: Communication between alumns/teacher, On-site support, Practicing and Resources Sharing.

Communication: There are plenty of tools there to talk/chat/see each other, we'll use one of the most common...

"on-site" support : When the alum needs help "at home", the teacher "jumps" to his computer to fix/explain anything. We do that in a really easy way, using free and professional tools.

Resources: We shall all have access to a common code4tv FTP Server where we will share files, resources...

Practicing: The alum will develop and compile the xlets in is own machine, and then by accessing the i-MHPT Web Application (which is NOT a remote solution like VNC, Terminal Services...) he will be able to:

- Upload the Xlets to the **MHP 1.1.2 Set-Top-Box interactive profile with ethernet and smartcard support** and manage their lifecycle...
- See the **STB execution log**, also will be able to download it.
- See the **STB Video/Audio Output**.
- Manage the **STB Remote Control**.

Target audience

Companies that need to learn MHP from scratch, or have a bit of theoretical knowledge and definitively want to learn the technology deeper

Methodology

All courses are **presential through Internet**.

The methodology is the following, applied for each chapter:

We go over the theory understanding it and applying it in exercises during the process. Generally, depends on the chapter, we do not wait to see it all to start practicing.

In the exercises: each alum will solve the problem alone, while the teacher walks around solving the doubts. Finally we all share the results, the problems, the solutions...

Requirements

Mid-level of the Java Language. It is not necessary any special knowledge of any concrete API.

We will work with a special Java version derived from JSDK 1.4.2. There will be Threads, Interfaces, call-backs...nothing strange.

**INTERACTIVE CONTENT FOR TV MAKES THE DIFFERENCE
GO FOR IT!**



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Ad-Hoc Courses & Seminars for Private and Public entities

Ad-hoc Course

The client chooses the content.

Seminaries

It is possible to perform 1-2 days seminars on MHP, over the same internet infrastructure, but having an auditorium as audience.

Please contact us, and we'll help you to define your solution.

Material

Each alumn will receive the course content in a digital personalised format.

A private Diploma in digital format is given to each alumn at the end of the course.

Alums per course

The course provides 2 i-MHP desktops and the maximum number of alums is 2.

Prices

MHP 1.1.2 Course A (check-out the content following pages)

This course covers the full content.

It's duration is 72h, containing **more than 80 practices**.

Price: 2850€ (Taxes not included)

MHP 1.1.2 Course B (check-out the content following pages)

This course covers the most commonly used APIs.

It's duration is 40h, containing **more than 50 practices**.

Price: 2000€ (Taxes not included)

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course content. 1 / 2

Chapter	Description	Practical	B	A	Chapter	Description	Practical	B	A
INTRODUCTION	History of DTV Middleware: Let's put ourselves in situation MPEG-2 signal transmission: Let's have a base of digital Broadcasting. Information in the Stream: Descriptors & DSMCC		X	X	GRAPHICS II WIDGETS	Graphics II: Havi, User Input, Transparencies...	X	X	X
WHAT IS MHP	What is it: APIs, profiles, versions, restrictions...		X	X	EXPENSIVE RESOURCES	A competitive execution environment		X	X
STUBS 112	MHP 1.1.2 libraries. The stubs to compile against MHP 1.1.2 specs. Its definition, configuration and packages		X	X	SI-DVB	DVB System Information. Accessing to the System Information	X	X	X
JAVA MEDIA	Presenting content with JMF...is there any other way ?	X	X	X	SECURITY	Signed vs Unsigned Apps. The permissions model.		X	X
PERSISTENT STORAGE	A small "shared" Hard Drive in your STB	X	X	X	DSMCC FILES & DIRECTORIES	DSMCC Object Carousels, Domains....	X	X	X
PRIVILEGED PERMISSIONS	Really useful. We'll see and use a code4tv "remote xlets HTTP download framework"	X	X	X	SERVICE CTX JAVATV SELECTION	The Service Context and JavaTV Selection API. Broadcast & interactive. Making HTTP/SSL/HTTPS calls not so straight forward with https...	X	X	X
RC CONN	Let's connect to internet using a Modem!	X	X	X	PROTOCOLS		X		X
INTER-XLET	Inter-Xlet Communication. Xlets accessing to other Xlets	X	X	X	XML PROCESSING	XML Parsing in MHP	X		X
1.1.3 vs 1.1.2	What's coming....		X	X	PLUG-INS	Why are them necessaries. How they work			X
XLETS LIFE- CYCLE	Xlets. Life cycle	X	X	X	TUNING	Tuning to other Transport Streams...	X		X
FORMATS	What kind of data MHP supports ?		X	X	USER PREFS	Managing the User Preferences	X		X
GRAPHICS I: DEVICES & SCENES	Graphics I: undstanding the architecture, the Devices and Scenes	X	X	X	DSMCC STREAM EVENTS & NPT	Synchronizing Content with Applications: GOAL !!!! Do you want a Pizza ?			X



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Chapter	Description	Practical	B	A
STORED SERVICES & CACHED APPS	Application Channels coming from.....your own STB!. Apps get cached	X		X
SI-SECTION FILTERING	Accessing MPEG-2 Sections bytes. No classes, just bytes!	X		X
NON CA SMARTCARD. SATSA	Current situation regarding SATSA: MHP 1.1, 1.1.2, 1.1.3... In the practice we shall make the connection to the smartcard using MHP 1.1.3 new APIs	X		X
APP LISTING & LAUNCHING	Managing other applications life cycle.	X		X
INTERNET CLIENTS	Email, Usenet, Web Browser....			X
SI-JAVATV	JAVATV System Information. Accessing to the System Information in a different way.	X		X
APP SIGNALLING	Lets see in detail how the applications are downloaded	X		X
INTERACTION CHANNELS	Application Channels coming from the net!! We will test if our STB supports this functionality			X

the Company

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