

FAQ



TwonkyMedia™ server

Frequently Asked Questions for Device Manufacturers

Q: What's the relationship between TwonkyMedia and TwonkyVision?

A: PacketVideo acquired TwonkyVision, maker of TwonkyMedia, in 2006. The direct to consumer TwonkyMedia manager is sold on www.TwonkyMedia.com.

Q: What devices are compatible with TwonkyMedia?

A: The list of devices is continuously growing. For a current list, please visit www.TwonkyMedia.com and click *Learn, Compatibility*.

Q: What operating system platforms does TwonkyMedia server support?

A: Windows® XP, Windows Home Server®, Windows Mobile®, Windows Vista, Mac™ OS, Linux

Q: Can the branding of the TwonkyMedia server be changed?

A: The look and feel of the configuration pages can be completely customized. The remote access pages are CSS-driven. It is also possible to easily re-structure the individual options to customized groups.

PV's RPC-based API enables you to integrate the TwonkyMedia configuration options into any web-based configuration pages. This is actually the most common way to customize the configuration user interface (UI).

Q: Does the TwonkyMedia server support content uploading from another UPnP® client?

A: Yes, our server supports upload to "ANY_CONTAINER" as defined by DLNA® 1.5 guidelines. Therefore, it is possible to push content to the server, but you need to have an upload controller in the client stack as well. The upload implementation on the server is ready and has been tested in recent DLNA plugfests.

Q: If I use TwonkyMedia server in my device, will my product automatically be DLNA-certified?

A: To certify a device with the DLNA, a manufacturer must become a member of the DLNA and the UPnP Implementers Corporation. The certification process consists of the following steps:

1. Pass an online test provided by the UPnP Forum
2. Pass an online test provided by the DLNA
3. Submit logs from both tests to a DLNA Independent Certification Vendor (ICV) and register for a test
4. Provide a test device to the ICV

The TwonkyMedia server is a DLNA Technology Component, and will help you pass the test, but it does not provide automatic certification. The device test also includes other tests, such as TCP/IP stack tests in the device. If the device is WLAN-enabled, a further test is also necessary.

Q: Does the TwonkyMedia server scan for new content?

A: TwonkyMedia can scan for new content in several ways. The options are time-based auto-scan, manually triggered re-scan or event-based automatic content update. The desired option can be pre-selected by the manufacturer or by the end-user through the web-based configuration pages of the server. If time-based auto-scan is selected, the user can define the time interval also. The default and preferred method is event-based automatic update.

Q: How many objects can the TwonkyMedia server handle at once?

A: To enable fast browsing, some of the metadata items are kept in memory. The number of content items that can be served, therefore, depends on the available memory, as well as on the implementation of the swapping mechanism. With 16 MB of memory, the TwonkyMedia server can handle 15,000-60,000 content items.

Q: What is the minimum CPU requirement for the media server?

A: The media server is deployed in several embedded devices running at 200MHz.

Q: Does the TwonkyMedia server pre-scale photos to specific sizes, or are they scaled on the fly?

A: Pictures are transcoded according to device destination as part of our client adaptation. Different clients will be provided with different photo sizes. This means that users will enjoy optimal viewing of their photos—for example, they will see a large photo on their TV, but the photo will be sized smaller to fit on a digital photo frame.

Q: How many HD streams can the media server support at the same time?

A: That depends on the platform. On a 250 MIPS CPU, TwonkyMedia uses just 10 percent of the CPU to stream one HD stream. The bandwidth of the home network, not the TwonkyMedia server, determines the number of streams supported simultaneously.

Q: What languages are currently supported?

A: English, French, Italian, German, Dutch, Spanish, traditional and simplified Chinese, Korean and Japanese.

Q: Can I download a free trial of the TwonkyMedia server?

A: Yes. You can download a 30-day trial version of TwonkyMedia server for PC, Mac and various Linux platforms at www.TwonkyMedia.com.

Visit www.pv.com to learn more about the TwonkyMedia product suite, or contact PV today for a demonstration: email info@pv.com.



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