

TeleClix™ SVG2MHP Plugin and SWF2MHP Plugin

MHP applications at the push of a button

SVG2MHP and SWF2MHP enable the development of MHP applications for interactive sizes out of the graphic programmes SVG and SWF.

SVG2MHP, for example, offers the option to create a fully functional MHP application out of a SVG document. The latter can be produced through a commercial graphic programme or through a specific SVG programme. Besides, purely static graphics, SVG is also capable to define complex animations as well as interactive logic. The functionality of SVG however exceeds the possibilities of currently available Set-Top-Boxes.

This is taken into account during the conversion process. From the input

format SVGDOM, specific filter-, colour- and animation functions are deleted. In return, SVG2MHP offers the possibility to add elements of one's own.

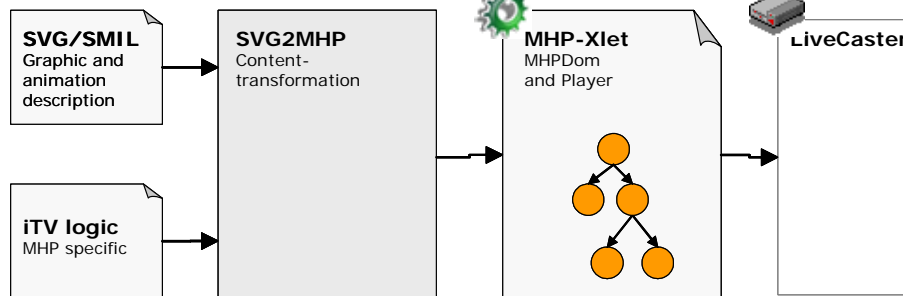
The actual transformation process occurs through a systematic conversion of each single node. Thereby, all graphic nodes and all grouped nodes become equivalent MHP

classes. Animations, which are defined as independent nodes in SVG, are assigned to those nodes, which they change.

During the conversion, a sequence of instructions is generated for every element, in order to enable the building of the node and the integration into the MHP-DOM-tree. As a consequence, on the one hand side, a "Build-Script" arises, that is executed on the MHP Set-Top-Box in order to generate the MHP-DOM. On the other hand, a player for the presentation of the graphic elements is created.

The product SWF2MHP has the same aim. In

contrast to SVG2MHP, a tree like structure is built from the binary graphic format, which analyses every single node. The central construct is thereby the actor. This is a data structure, which serves as a bridge between the generated nodes and their representation.



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