

OpenTV Streamer Tools and Environment

Class Description:

This class provides the OpenTV Streamer architecture, including GUI and command-line Remote Management Systems, the Broadcast Streamer, SNMP and Console Debug. After this class, students will be able to create, manipulate and debug data flows, troubleshoot projects, and administer the Broadcast Streamer.

Target Audience:

Targeted to OpenTV partners who will be managing and monitoring OpenTV application streams, this class is also a pre-requisite for attending the OpenTV Streamer Application Development class.

Pre-Requisite:

- * Participants must have a good knowledge of Windows NT and the broadcast industry.
- * The course and materials will be provided in English.

Agenda:

Day One:

Chapter 1 OpenTV Streamer

- General Architecture
- Environment Overview
- Components
- Hardware and Connections
- Configuration Management

Chapter 2 FlowMaster

- Overview
- Dataflow and Nodes Definitions
- Nodes
- Lab 1

Chapter 3 FlowController

- Syntax
- Commands
- Lab 2

Chapter 4 Console

- Lab 3

Day Two:

Chapter 5 Monitoring

Chapter 6 Troubleshooting

Chapter 7 Environment Tools (Optional)

