

WORKBENCH

WorkBench is Streamazzo's rich media authoring software, included in Streamazzo's Rich Media Software Suite comprising Streamazzo's Rich Media Server for service management and service delivery, and the Streamazzo's Rich Media Client for service rendering on handsets.

Streamazzo's Rich Media Software Suite is a complete set of tools for developing and deploying first-rate rich media services for any mobile device.

WorkBench can be used to create compelling rich media services for any handset, and to develop interactive mobile TV, music services, on-device portals, real-time multimedia services... whatever you need to enhance your service offer

Key benefits

Create complex, dynamic multimedia services with an integrated workbench for mobile devices

WorkBench enables designers and developers to create rich media services using intuitive, powerful tools that cover every stage of development from object design and business development through handset emulation, packaging and production.

Enhance productivity with intuitive, standardized tools

Graphic designers and Java developers with even very basic knowledge of mobile services can pool skills and resources, share scenes and work in tandem to create first-class multimedia services. A typical production process might include graphic and animation design, dynamic coding, testing and validation on multiple screen sizes, packaging, and publishing.

Rich media with Java for robust, versatile development

When building XML scene description files, developers can insert Java code and use Java libraries from Streamazzo's Rich Media plug-in for Eclipse IDE. In this way, rich media services developed with Streamazzo's Rich Media Software

Suite benefit from real-time and dynamic content imported from external legacy systems such as CMS or databases.

Emulate, test, debug, and fine-tune performance for total control

When testing services, WorkBench allows developers to choose screen size, font and network bandwidth, compile Java code, retrieve live data from backend systems, debug with error codes messages and validate user interactivity without ever having to deploy the service on a mobile device.

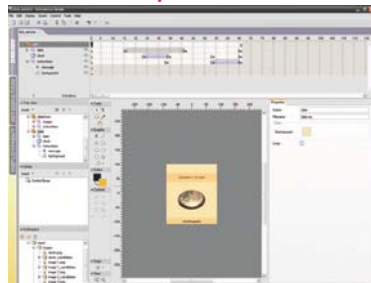
Develop once, deploy to multiple handsets in record time

WorkBench uses LASEr, a vector based technology that enables operators to develop a service without worrying about handset or operating system compatibility.

During emulation, the service is automatically resized and adapted to suit the font and screen size of any mobile device. When the service is deployed, the server-side pages are installed on Streamazzo's Rich Media Server and the mobile content is packaged with Streamazzo's Rich Media Client for multiple devices.

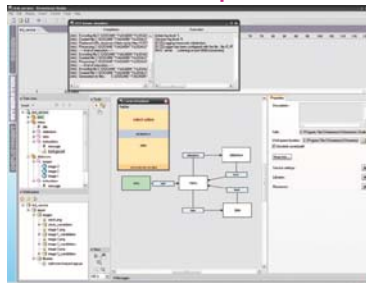
Quick tour

DESIGN workspace



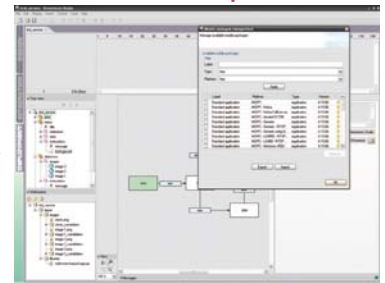
Create your project, use digital assets from design software, draw vector graphics, position the elements in WYSIWYG mode, animate along a timeline, and preview the service.

INTEGRATION workspace



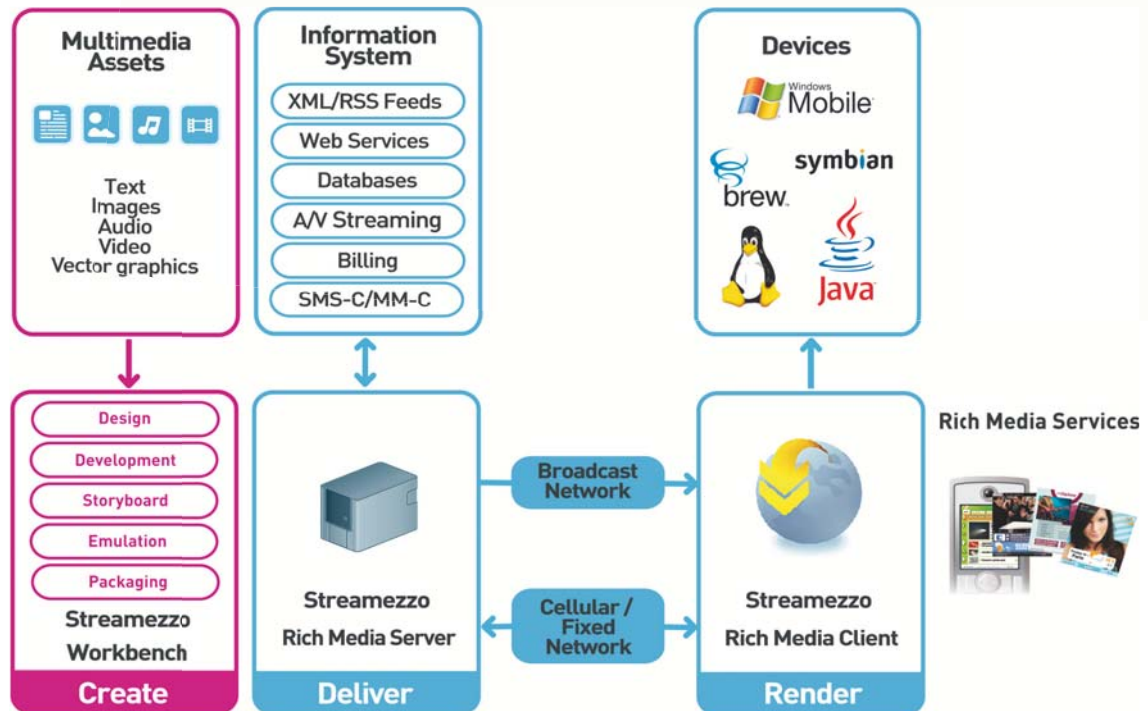
Implement your storyboard, customize device interaction, setup the business logic with conditions and actions, develop XML & Java code and libraries using Rich media plug-in for Eclipse IDE, integrate your back end systems connectors, and emulate the service.

DEPLOYMENT workspace



Setup the distribution of the project scene between the handset and Streamazzo's Rich Media Server, edit caching features, publish automatically to the server and package for targeted devices. Test the service live with real-time content adaptation.

Architecture



Key features

Studio

- Project Management: work on multiple projects, copy/paste scenes from different projects, create/reuse project templates
- WYSIWYG Design interface: scene structure, graphical layer setup, vector shape design, font selection, asset positioning, scaling, rotation, transformation and color management, asset properties, and copy/paste/share object on multiple scenes
- Imports: PNG images, SVG, Flash, 3GP audio (AMR-AAC-LC) and video (H.263, H.264) files
- Animation: timeline with key frame management, linear/non linear interpolation, fine grain play head management
- Business Logic: handset interactivity edition enabling multiple actions (position, interpolation, rotation, animation), scene storyboard edition, scene distribution from handset to server management
- Server-side coding: RSP Programming with XML tags and Java code in IDE workbench, code highlighting and completion with Streamezzo's Rich Media plug-in for Eclipse IDE, import Java libraries/methods and manage RSP includes
- Device and content adaptation: screen size, resizing engine and candidate content selection
- Test and emulation: preview for design and animation, full emulation with handset selection and error/log messages
- Deployment: mobile packaging for multiple handsets, server publishing and Rich Media Client database

System requirements

- 1GHz Intel® Pentium® IV processor, 256 MB RAM (512 MB recommended), 100 MB available disk space
- Operating Systems supported: Windows XP
- Java Virtual Machine supported: JDK 1.4.2