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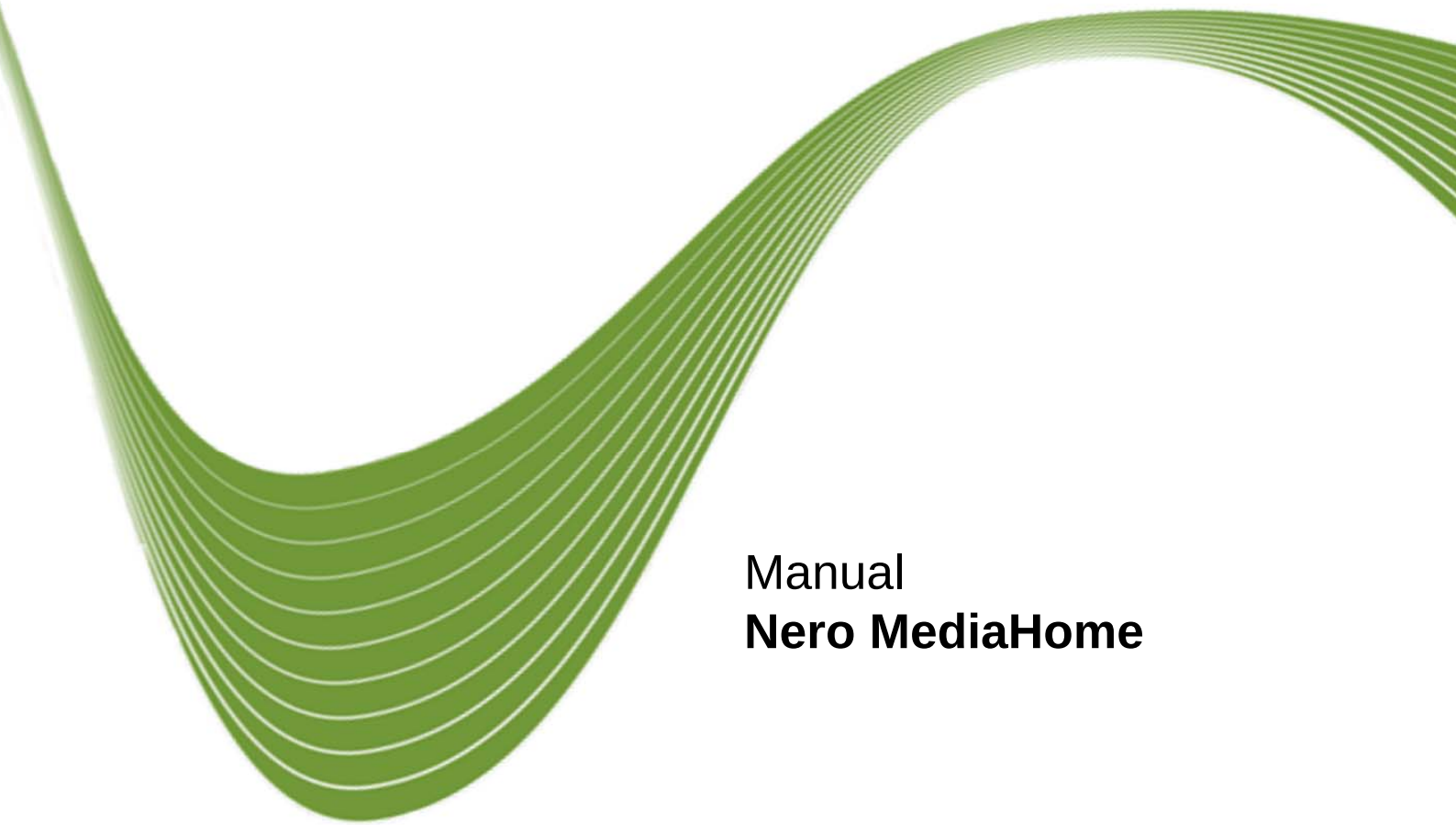
MediaHome 4



Manual

Nero MediaHome

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1 Start Successfully

1.1 About the manual

This manual is intended for all users who want to learn how to use Nero MediaHome. It is process-based and explains how to achieve a specific objective on a step-by-step basis.

In order to make best use of this documentation, please note the following conventions:

	Indicates warnings, preconditions or instructions that have to be precisely followed.
	Indicates additional information or advice.
1. Start …	A number at the beginning of a line indicates a request for action. Carry out these actions in the order specified.
→	Indicates an intermediate result.
➔	Indicates a result.
OK	Indicates text passages or buttons that appear in the program interface. They are displayed in bold print.
(see...)	Indicates references to other chapters. They are executed as links and are shown in red and underlined.
[…]	Indicates key combinations for entering commands.

1.2 About This Application

Nero MediaHome is a certified UPnP (Universal Plug and Play) AV (Audio/Video) media server which automatically recognizes UPnP devices within a network.
Using Nero MediaHome you can share media files (audio, picture, and video files). This means that all users in the local network have access to the files. Players that are compatible with the UPnP standard can use, play and display shared media files. Television channels and radio stations as well as Internet services (web TV, web radio, audio/video/image casts) can also be transmitted.

Thanks to Nero MediaHome, your PC can link up to other consumer electronics devices (e.g. television sets) to create a unified media center. This gives you the option of viewing transmitted television programs via Nero MediaHome on two players simultaneously. Nero MediaHome automatically supplies the files in the appropriate format for the player in question. Transcoding is performed in real time.

1.3 Installing Nero MediaHome

An installation wizard will walk you through the quick and uncomplicated installation process. To install Nero MediaHome, proceed as follows:

1. Close all Microsoft Windows programs and exit any anti-virus software that may be running.
2. Start the installation process with a double click on the downloaded installation file.
   → The files are automatically unzipped and stored on drive C in a temporary folder from which they are automatically deleted once they have been used.
   → The installation is prepared and the installation wizard appears.
3. Click the **Next** button.
   → The **Installation of Nero Ask Toolbar** screen is displayed.
4. If you want to use the Ask Toolbar, please read the licensing agreement carefully and select the first option button.
   If you do not want to use the Ask Toolbar, activate the second option button.
5. Click the **Next** button.
   → The **License Conditions (EULA)** screen is displayed.
6. Please read the license agreement carefully and select the appropriate check box if you agree to the terms of the agreement. Installation is not possible without this agreement.
7. Click the **Next** button.
   → The **Personalize Your Nero MediaHome** screen is displayed.
8. Enter your name and serial number in the input fields. Corporate customer should also include their company's name.

   The serial number can be found on the back of the disc jacket. If you are using the download version you will have received the serial number per e-mail.
9. Click the **Next** button.
   → The **Select Installation Type** screen is displayed.
   Here it is possible to choose between **Default**, meaning standard installation, or **User Defined** installation. In the user-defined installation you can determine the languages and choose the installation path.
10. Enter the desired installation type and click the **Next** button.
    → If you choose default installation, the **Optional Settings** screen is displayed. If you choose custom installation, the **User-defined Installation** screen is displayed.
11. If you have chosen the user-defined installation:
    1. Select the desired folder and click the **OK** button.
    2. Click the **Next** button.
       → The **Select Application Language** screen is displayed.
    3. Select the check boxes for the languages you wish to install and click the **Next** button.
       → The next screen is displayed.
    4. If you wish to define the installation folder, click the **Change** button.

→ The **Browse Folder** window is displayed.
→ The **Optional Settings** screen is displayed.

If applications are found on your computer that could conflict with the software to be installed, the screen will display **Uninstallation of the Products Required**. It is recommended that these applications be removed before proceeding with the installation.

Nero MediaHome checks the availability of required components, such as DirectX on your PC. If applications are missing, then the **Missing Components** screen is displayed. Select the components that need to be downloaded and installed.

12. If you want to adapt optional settings, select or clear the desired check boxes.
13. Click the **Next** button.
    → The **Ready to Start Installation Process** screen is displayed.
14. Click the **Next** button.
    → The installation process is started. Nero MediaHome is installed in the selected folder, and a progress bar informs you of the progress of the installation process.
15. Click the **Next** button.
    → The **Help Us to Improve Our Software** screen is displayed.
    In order to offer a better service, Nero is collecting anonymous data to determine which features are used and what problems, if any, occur.
16. If you want to take part in the anonymous collection of data, select the check box and click the **Next** button.
    → The final screen of the installation wizard is displayed.
17. Click the **Exit** button.
    → The installation wizard closes.
    → You have now installed Nero MediaHome. The Nero MediaHome link is now available on the computer's desktop.

Nero ControlCenter

The Nero MediaHome application is installed with Nero ControlCenter.

With Nero ControlCenter, you can determine whether new updates are available for your Nero products and can download them if required. In addition, you can select an installed language and enter or remove serial numbers. You can find further information in the Nero ControlCenter manual.

See also:

Working with Nero MediaHome→ 7
Main window→ 9

1.4 Working with Nero MediaHome

In order to use Nero MediaHome you must share folders with media files and start the server. Then clients can access the server and use Nero MediaHome.
As there is no shared folder in your share list yet immediately after the installation, Nero MediaHome will greet you upon initial startup with the **Shared Folders** window. By clicking **Yes**, you can make your personal music, videos and pictures available. Nero MediaHome indexes the files.

By sharing your files over the network you enable everybody throughout the LAN (local area network) to browse and download your shared media files. Please take care not to share any private or confidential files!

Changes to the settings of the first shares can naturally be carried out at any time in the **Share** screen. In addition, all further sharing can be undertaken here as well as starting of the Server.
In the default settings, when restarting the computer, both the Nero MediaHome and the active Server are restarted. The application becomes available via the icon in the system tray. A double click opens Nero MediaHome in the **Status** screen.

If you have not activated these default settings or you wish to deactivate them, then the corresponding check boxes are available in the **Options** screen.

See also:

- Share Files and Folders→ 7
- Starting the Server→ 8
- Main window→ 9

1.4.1 Share Files and Folders

To share audio, video and picture files, proceed as follows:

1. Click the **Share** menu icon in the main window.
   → The **Share** screen is displayed.
2. Open the **Local Folders** tab.
3. Click the **Add Share** button.
   → The **Browse Folder** window opens.
4. Mark the folder you wish to share and click the **OK** button.
   → The folder is indexed and added to the list of shared folders, meaning that not only the files of the folder but also any existing subfolders are shared.
5. To share more folders, repeat the last two steps.
6. If you want to adapt the transcoding settings, select the desired option in the **Transcoding** screen.
   → You have shared the folder with audio, video and picture files. All playback devices and other PCs in the network can now list these files and play them back.

See also:

- Share Screen→ 11
- Transcoding Screen→ 19
- Working with Nero MediaHome→ 7

1.4.2 Starting the Server

In order to use Nero MediaHome, you need to manually start the Server once.

To start the server, proceed as follows:

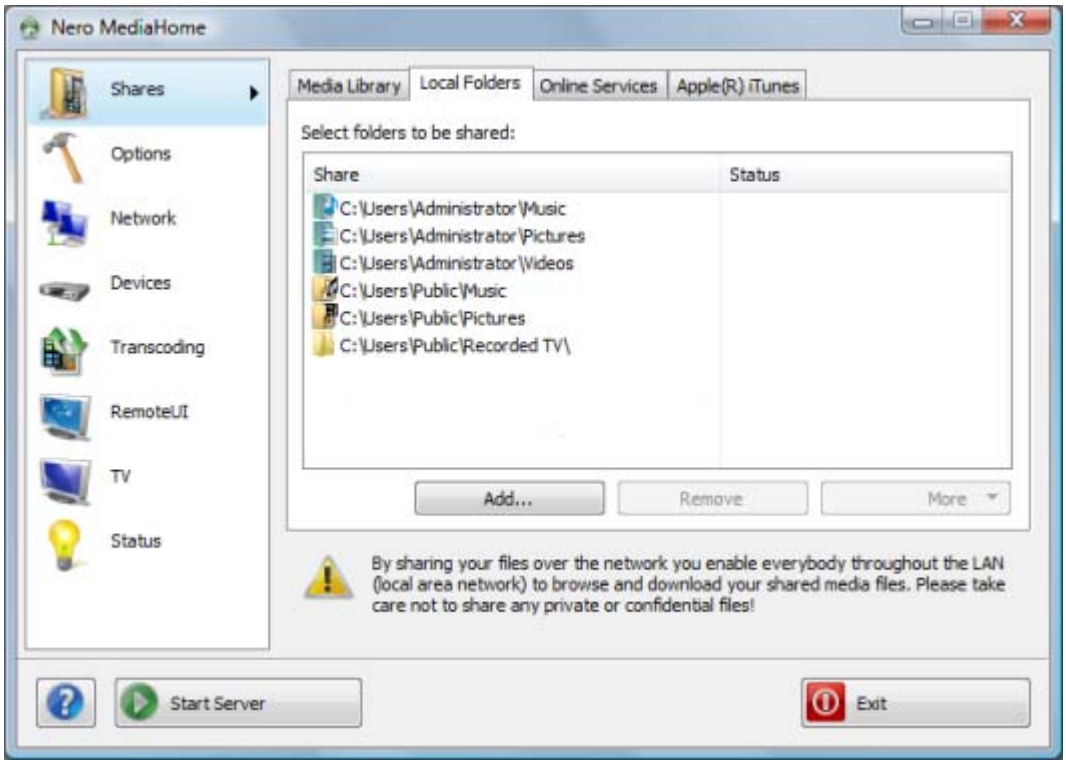
1. Click the **Start Server** button in the bottom area of the main window.
   → The **Security Information** window opens.
2. Click the **OK** button.
   → Nero MediaHome automatically configures the Windows firewall so that connections to the server are allowed.
   → The Nero MediaHome server is started and the **Status** screen is displayed. The files currently being used by a client are shown here. The players found in the network are shown in the **Devices** screen.
   → In the default setting each new start of the computer will also start Nero MediaHome and the active Server.
   If you do not wish to use the automatic server start, clear the **Automatically Start Nero MediaHome When the Computer is Started** check box in the **Options** screen in the **Autostart and Tray Settings** area.
   → You have successfully started the server.

See also:

- Options Screen→ 14
- Working with Nero MediaHome→ 7

2 Main window

The main window is the starting point for using Nero MediaHome.
Menu icons are shown in the left area of the window. When one of the menu icons is clicked, the corresponding screen will open in the right hand area.



Main window

The following menu icons are available in the selection list in the left hand area:

Shares	Displays the **Share** screen, where you can select the folders containing the media files for sharing.
Options	Displays the **Options** screen, where you can define the setting options for the server and autostart.
Network	Displays the **Network** screen, where you can define the setting options for the network.
Transcoding	Displays the **Transcoding** screen, where you can define the setting options for transcoding.
Remote UI	Displays the **Remote UI** screen, where you can activate Remote UI.
Devices	Displays the **Devices** screen, which shows the players found in the network.

TV	Displays the **TV** screen, where you can define the setting and selection options for TV streaming.
Status	Displays the **Status** screen, which shows the status of the server and the media files currently being used by players.

In addition, the following buttons are available in the main window:

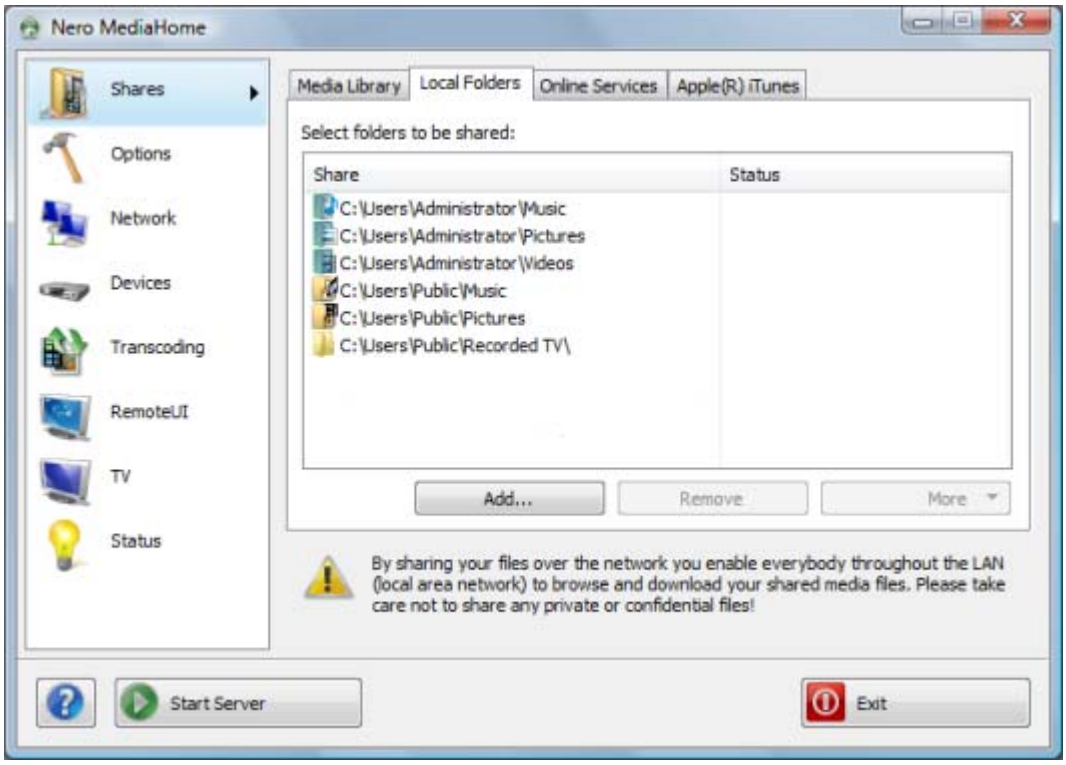
?	Displays a context menu where you can call up the Help and open the windows **About Nero MediaHome** and **Nero on the Web**.
Starting the Server	Starts the Nero MediaHome server. The **Stop Server** button is displayed while the server is running.
Stop Server	Stops the Nero MediaHome server. The **Start Server** button is displayed while the server is stopped.
Exit	Terminates the Nero MediaHome server and closes Nero MediaHome.

See also:

- Share Screen→ 11
- Options Screen→ 14
- Network Screen→ 16
- Devices Screen→ 17
- Transcoding Screen→ 19
- Remote UI Screen→ 21
- TV Screen→ 23
- Working with Nero MediaHome→ 7

3 Share Screen

Available on the **Shared** screen are the **Media Library**, **Local Folders**, **Internet Services**, as well as the **Apple iTunes** tabs.



Share screen

The **Media Library** tab gives an overview of the already installed files. Nero MediaHome arranges the files in a clear navigation tree such as video or photos. Here the files are further sorted into subcategories such as the music according to artists, album or genre. The same file, for instance, will be sorted both under the name of a well known artist such as Mozart as under the genre Classics

Audio, video and picture files can be defined for sharing on the **Local Folders** tab. In addition, you can see how many files have already been indexed and the status of the indexing process. Final sharing will take place with the server start. The following setting options are available:

Button **Add**	Opens the **Browse Folder** window. Here you select the folder containing the files you want to share. The selected folder is added to the list of shared folders.
Button **Remove**	Removes the selected folder from the list of shared folders. Only available if at least one folder has been marked in the shared list.

Button **More**	**Rescan Folder** - carries out indexing for the marked folder again. **Open in Explorer** - shows the selected folder in the navigation tree of Windows Explorer. Only available if at least one folder has been marked in the shared list.

On the **Internet Services** tab it is possible to enter, save and update the URL (Uniform Resource Locator) of various media (web radio stations, web TV stations, audio casts, video casts and image casts).

Subscribe	Opens the **Dialog** window. A new subscription can be created here.
Unsubscribe	Deletes a selected entry from the **Internet Services** tab. Only available if at least one entry has been marked.

If you have Apple iTunes installed on your computer, you can import the Apple iTunes library into Nero MediaHome. The following buttons are available for this purposes on the **Apple iTunes** tab.

Importing iTunes library	Imports the media data from Apple iTunes into Nero MediaHome.

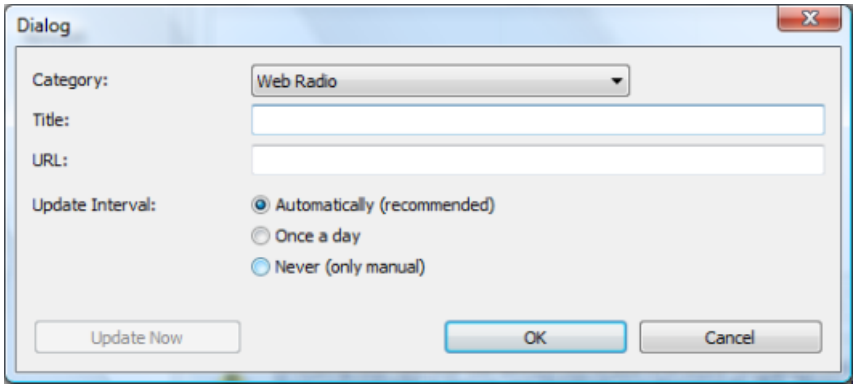
After importing the Apple iTunes library into Nero MediaHome, the files must still be indexed. Depending on the size of the library, this may take a while. The files are fully available to you only after the indexing is completed.

See also:

Window Dialog→ 12
Main window→ 9

3.1 Window Dialog

In the **Dialog** window you can create a new entry for Internet Services.



Window Dialog

The following setting options are available:

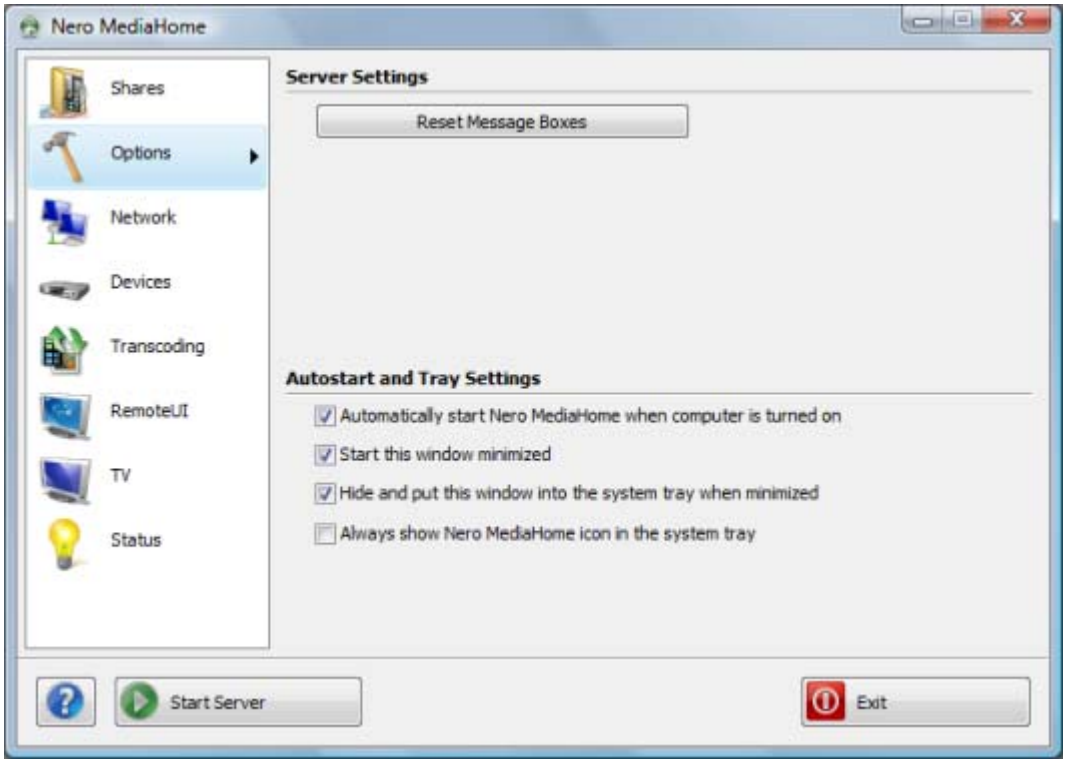
Drop-down menu **Category**	Defines the category of the entry.
Input field **Title**	Defines the name of the subscription.
Input field **URL**	Defines the URL of the subscription.
Option button **Automatically (recommended)**	Automatically updates the subscription.
Option button **Once a day**	Updates the subscription once each day.
Option button **Never (only manually)**	Updates the subscription only when an update is manually initiated.
Button **Update now**	Initiates the update manually. Only available when the input fields of the window have been completely filled in.

See also:

Share Screen→ 11

4 Options Screen

In the **Options** screen you can make server and autostart settings.



Options screen

The following setting options are available in the **Server Settings** area:

Button **Reset Message Boxes**	Shows all messages and warnings that you had previously disabled.

The following setting options are available in the **Autostart and Tray Settings** area:

Check box **Automatically start Nero MediaHome when computer is turned on**	Starts Nero MediaHome automatically as soon as the PC is switched on.
Check box **Start this window minimized**	Starts Nero MediaHome minimized.
Check box **Hide and put this window into the system tray when minimized**	Shows the window as an icon in the system tray when it is minimized rather than in the taskbar.

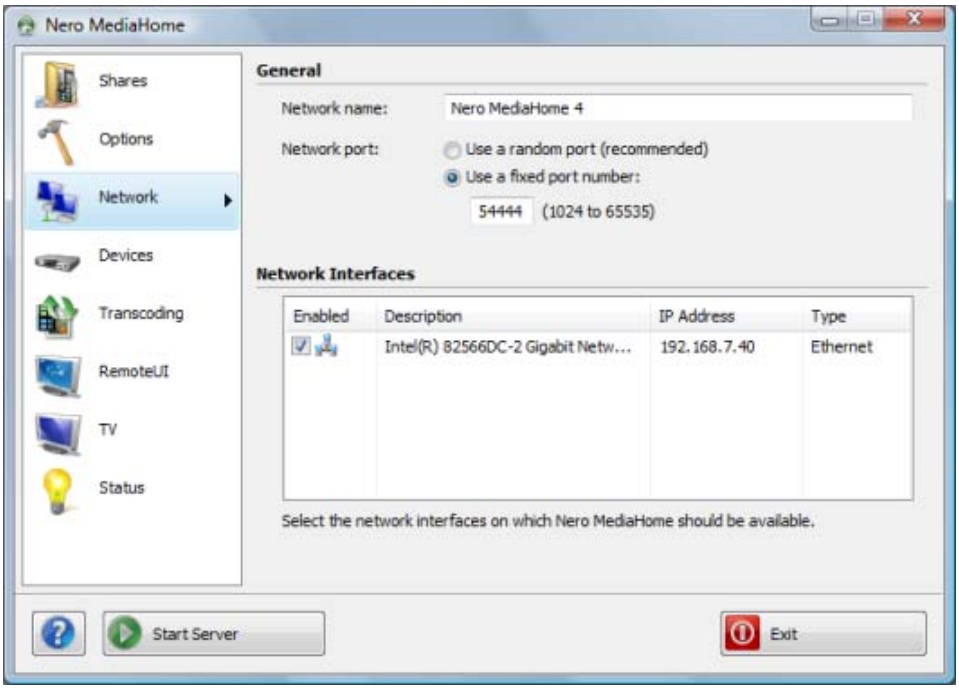
Check box **Always show Nero MediaHome icon in the system tray**	Always displays the Nero MediaHome icon in the system tray, even when the window is open.

See also:

Main window→ 9

5 Network Screen

In the **Network** screen you can define network settings.



Network screen

The following setting options are available:

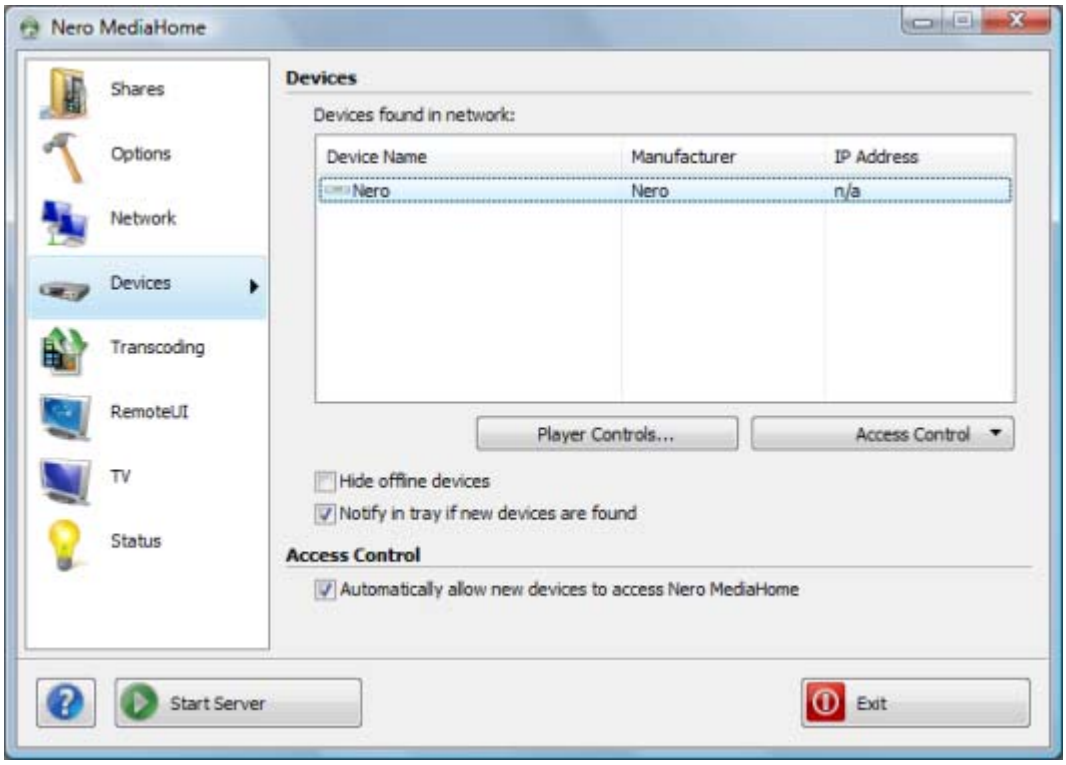
Input field **Network name**	Defines the network name for the server.
Option button **Use a random port number**	Selects a random port number for the Nero MediaHome network port.
Option button **Use a fixed port number**	Defines a port number for the network port that stays the same each time Nero MediaHome is launched.
List box **Network interfaces**	Shows all installed network connections with their status, the name of the respective network adapter, the assigned IP address as well as the type of network connection. If you select the **Activated** check box, the server can be accessed from this network connection.

See also:

Main window→ 9

6 Devices Screen

In the **Devices** screen you can define how players access the server and even control them with the remote control.



Devices screen

The following setting options are available:

List box **Playback devices found in network:**	Displays the players detected in the network.
Button **Operate player controls**	Opens a remote control for the selected player. Only available when a player was marked in the selection list.
Button **Access control**	Defines the server access for the selected player. You can **allow** or **refuse** access or **remove** the player from the list. Only available when a player was marked in the selection list.
Check box **Hide offline devices**	In the **Players Found in the Network** selection list only the players that are available online are shown.

Check box **Provide notification in the system tray if new devices are found**	Displays in the system tray when a new player has been recognized in the network.
Check box **Automatically allow new devices to access Nero MediaHome**	Allows new players access to the server and adds them to the **Players found in the network** list.

See also:

Control device remotely→ 18
Main window→ 9

6.1 Control device remotely

With the Player Control you can remote control players that have been found in the network. UPnP capable DMR devices are supported.

To remotely control a player, proceed as follows:

1. Mark the desired device in the **Players found in the network** selection list.
2. Click the **Operate Player** button.
   ➔ The remote control is opened. The status message and the status of the **Browse** button (enabled/disabled) tell you whether the device is ready.
   A remote control has the name of the selected device. You can have any number of player controls open at the same time.

Remote control

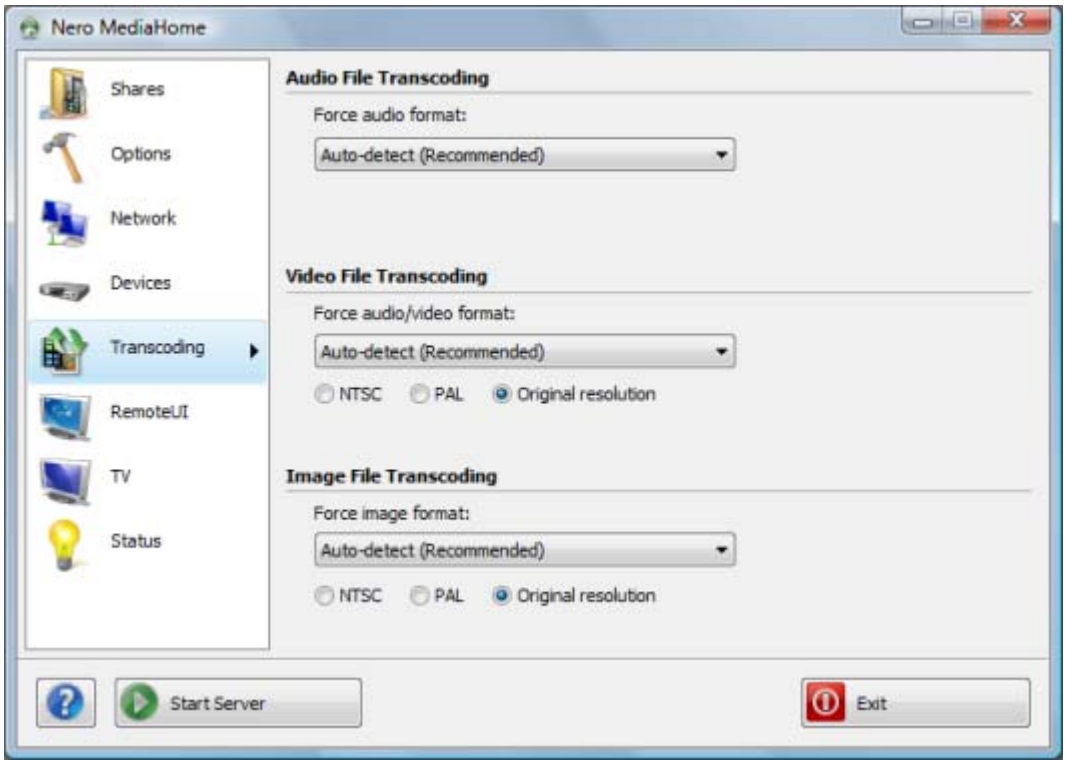
3. Click the **Browse** button and select an audio or video file, depending on the device. You can also drag & drop audio and video files to the remote control.
   ➔ The selected device plays the selected file. Nero MediaHome transcodes the file automatically to the appropriate playback format. You can use the control buttons to control playback, e.g. to play the next selected file.

See also:

Devices Screen→ 17

7 Transcoding Screen

In the **Transcoding** screen you can define transcoding settings for audio, video, and picture files in the **Transcoding Audio, Video and Picture Files** areas.



Transcoding screen

Other than the entries for the relevant formats, the following entries are available in the drop-down menus for the **Transcoding Audio, Video and Picture Files** areas:

Retain original format	This means the original file is always retained. There is no check to see whether the client can play the relevant file in its original format. This may mean that the client is unable to play the file.
Auto-detect	Checks whether the client can play the format. If this is the case, the original format is retained. If the client cannot play the file in this format, Nero MediaHome asks which formats are supported and transcodes the file accordingly. This procedure calls for computing capacity and may possibly impair the playback quality. The **Auto-detect** option is selected by default.

The following option buttons are available in the **Transcoding of Video Files** and **Transcoding of Picture Files** areas:

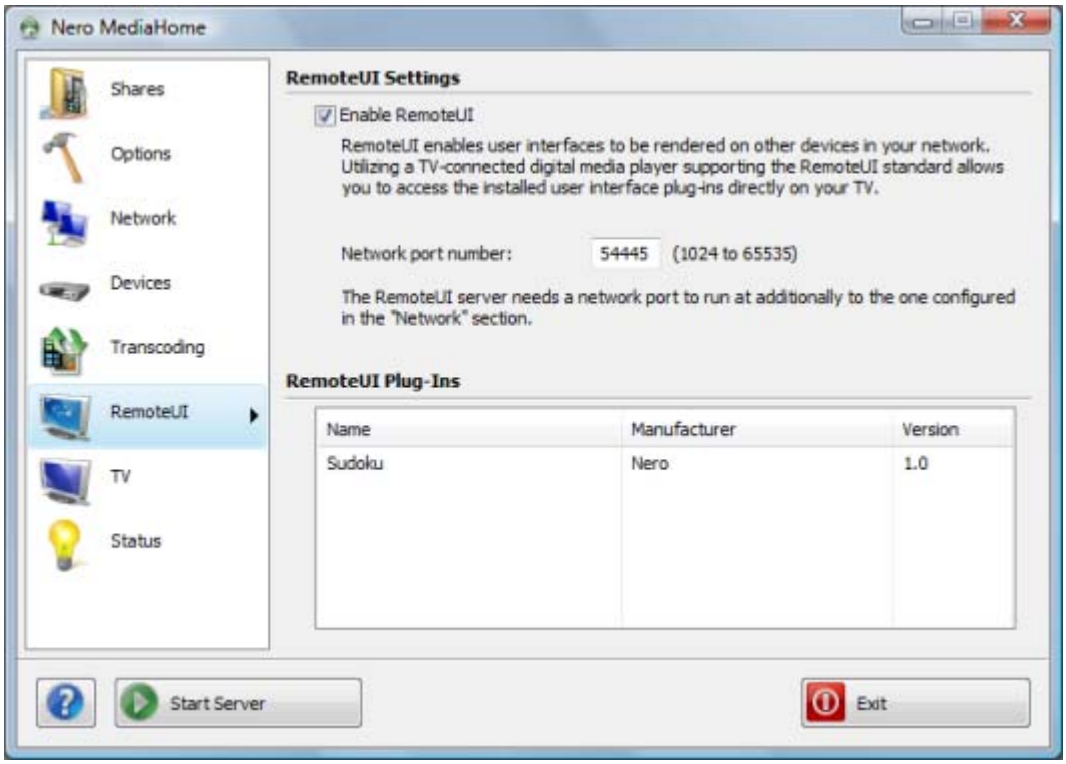
PAL	Selects the television mode **PAL** (Phase Alternating Line), which is used in Europe, but also in Australia, South America, and many African and Asian countries.
NTSC	Selects the television mode **NTSC** (National Television System Committee), which is used in extensive parts of America and some East Asian countries.
Original resolution	Retains the original resolution. The **Original resolution** option is selected by default.

See also:

Main window→ 9

8 Remote UI Screen

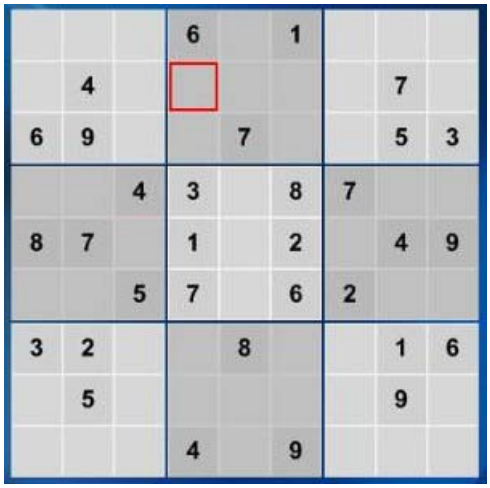
In the **Remote UI** screen you can enable Remote UI and have the available Remote UI plug-ins displayed. Remote UI is an open UPnP standard that makes it possible to display a graphic interface on devices. With Remote UI you can use applications such as the included Sudoku game on your television and thereby expand the capabilities of your television.
You can also program applications yourself for Remote UI; basic programming knowledge in JScript is sufficient. The application must be in the Nero MediaHome folder to be detected by Nero MediaHome.



Remote UI screen

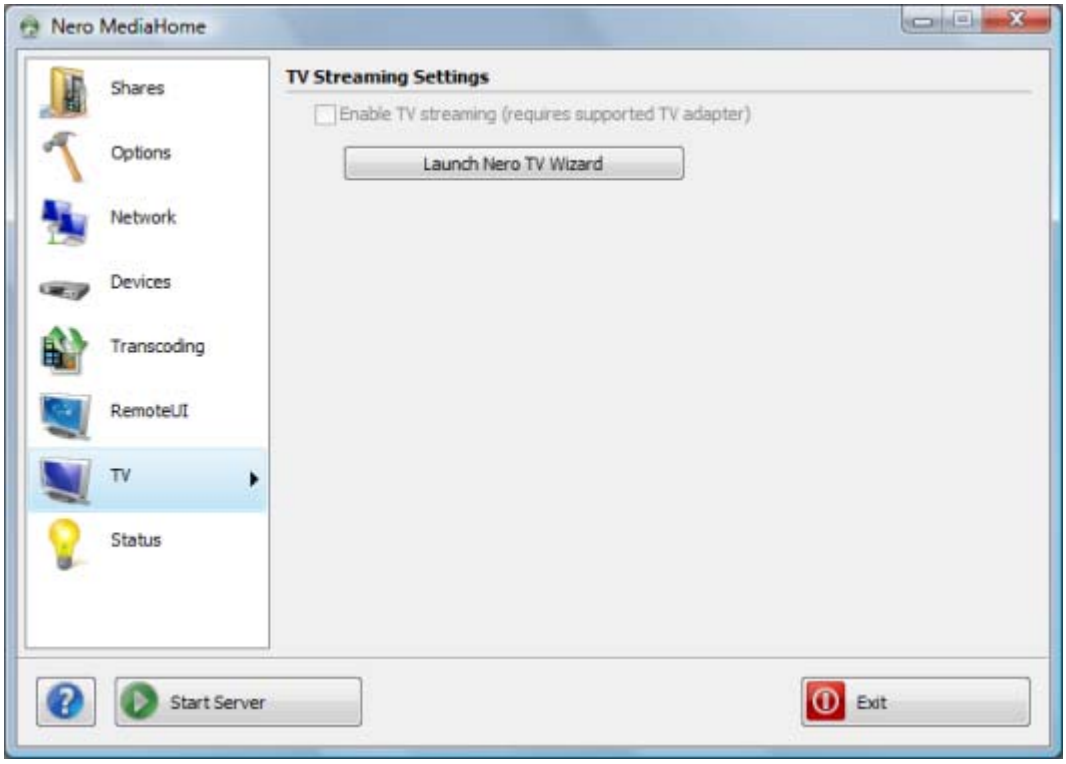
The following setting options are available:

Check box **Enable Remote UI**	Enables Remote UI.
Input field **Network port number**	Assigns a port number. Please note: The port number entered here must differ from the one you entered in the **Options** screen.

Display list **Remote UI Plug-ins**	Lists the available plug-ins for Remote UI. The **Sudoku** application is included. 

9 TV Screen

In the **TV** screen you can make settings for TV streaming.



TV screen

The following setting options are available:

Check box **Enable TV streaming**	Enables TV streaming and the **Launch Nero TV Wizard** button. Only available when the server is stopped and when a TV card is configured.
Button **Launch Nero TV Wizard**	Opens the **TV Wizard** window, where you can define settings for the TV card and select channels for TV streaming. Only available when the server is stopped.

See also:

Selecting and Setting TV Channels for Streaming→ 24
Main window→ 9

9.1 Selecting and Setting TV Channels for Streaming

The following requirements have to be fulfilled:

- The server is stopped.
- A supported TV card is connected to and installed on your computer.

Using Nero MediaHome you can choose and set TV channels for streaming. To do this, proceed as follows:

1. Click the **TV** menu icon.
   → The **TV** screen is displayed.
2. Click the **Launch Nero TV Wizard** button.
   → The **TV Wizard** window is opened with the **Device Selection** screen.
3. Select the entry for your TV card in the **Video Device** drop-down menu.
4. If your TV card has several video inputs, select the entry you want in the **Video Input** drop-down menu.
5. Select the entry for the audio device in the **Audio Device** drop-down menu. In most cases, the correct entry is **Use audio from video device**.
6. If your TV card has several audio inputs, choose the entry you want in the **Audio Input** drop-down menu.
7. Select the recording profile you want in the **Recording Quality** drop-down menu.
8. If you want to change the path where recordings are stored:
   1. Click the **...** button.
      → The **Browse Folder** dialog box is opened.
   2. Select the required folder and click the **OK** button.
      → The dialog box is closed and the chosen path is accepted.
9. Click the **Next** button.
   → The **TV Channel Search** screen is displayed.
10. In the **Select Country** drop-down menu, select the country you are in at the moment.
11. Click the **Start Search** button to find TV channels.
    → The search is started. You can follow the progress of the search in the **Search Status** area based on the progress bar. The number of channels found is shown in the Search Status area.
12. When the channel search is finished, click the **Next** button.
    → The **TV Channel Edit** screen is displayed. The channels found are shown in the selection lists on the **TV Channels** and **Radio Channels** tabs.
13. If you want to rename a channel:
    1. Highlight the channel you want in the selection list.
    2. Click the **Rename** button.

→ The **Rename Channel** dialog box is opened.

3. Enter the required name in the input field and click the **OK** button.

→ The dialog box is closed. The relevant channel is renamed.

14. To remove a channel:
    1. Select the desired channel.
    2. Click the **Remove** button.

    → The channel is removed from the selection list.
15. To change the position of a channel:
    1. Select the desired channel.
    2. Click the **Up** or **Down** button.

    → The channel changes its position accordingly.
16. Click the **Next** button.

    → The **Manage TV Channel Groups** screen is displayed.
    Channel groups are useful for managing TV channels. For example, you can group all sports stations into one channel group "Sport".
17. If you want to manage TV channel groups, click the **TV Channel Groups** tab.
18. If you want to create a new channel group:
    1. Click the **Add** button.

    → The **Add Group** dialog box is opened.

    2. Enter the required name in the input field and click the **OK** button.

    → The dialog box is closed and the group is added to the selection list.
19. To change the position of a channel group:
    1. Select the desired channel group.
    2. Click the **Up** or **Down** button.

    → The channel group changes its position accordingly.
20. If you want to view and manage TV channels, click the **TV Channels in Groups** tab.

    → The **Available Channels** selection list shows the channels that have not yet been allocated to a group.
21. Select the entry for the group to which you want to add channels or from which you want to delete channels in the **Change Groups** menu.
22. Select the channels you want to add to the group from the **Available Channels** selection list.
23. Click the **>>** button.
24. Repeat the last three steps for each group to be allocated channels.
25. To change the position of a channel:
    1. Select the relevant channel in the **Modify your groups** area.
    2. Click the **Up** or **Down** button.

    → The channel changes its position accordingly.
26. To delete a channel from the group:

1. Select the relevant channel in the **Modify your groups** area.
2. Click the **<<** button.
   → The channel is removed from the group and moved to the **Available Channels** selection list.

27. Click the **Finish** button.
    → The information is saved. The **TV** screen is displayed.

28. Select the **Enable TV streaming** check box.
    ➔ You have defined the TV settings and selected TV channels for streaming. Suitable players can receive the TV channels from the server and play them.

See also:

TV Screen→ 23

10 Technical Information

10.1 System Requirements

- Windows XP (SP2 or higher), Windows Server 2003 (SP2005 or higher), Windows XP Media Center Edition 2 or higher, Windows Vista
- Windows Vista x64 (the product functions in the x86 emulator that makes it possible to carry out 32-bit applications)
- DirectX 9.0c Revision 30 (August 2006) or higher
- Windows Internet Explorer 6.0 or higher
- 1.2 GHz Intel Pentium III processor, AMD Sempron 2200+ or equivalent
- Minimum 256 MB RAM
- 200 MB hard drive space for standard installation.
- Graphics card with at least 32 MB video memory and a minimum resolution of 800 x 600 pixels and 16-bit color settings. However, we recommend 24-bit or 32-bit for true color.
- Network environment with 100 Mbit/sec Ethernet, WLAN (IEEE 802.11g) or faster.
- To install Nero MediaHome you need administrator rights for all operating systems.

System Requirements

- Supported UPnP devices for streaming from the Nero MediaHome server.

  A list of the certified UPnP devices can be found in http://www.upnp-ic.org/certification/default.asp#devices.

- Analog or digital TV card (DVB-T, DVB-S, DVB-C, and ATSC) that complies with the BDA driver standard

  For supported cards see www.nero.com

- Broadband Internet connection (e.g. with DSL-1000 or higher speed) for registering, for updating of Nero MediaHome, the help file and other features. This activation is free of charge. The costs for the Internet connection are carried by the user.

  We recommend that you install the latest WHQL-certified drivers. WHQL stands for Windows Hardware Quality Labs and means that the device driver certified by Microsoft is compatible with Microsoft Windows and the relevant hardware.

10.2 Formats supported

10.2.1 Audio formats and codecs

The following formats can be played and transcoded on the fly in the transmission if they are not supported by the target device (streaming & transcoding):

- Audio Interchange File Format (AIFF, AIF)
- Moving Picture Experts Group-1 Audio Layer 1 (MP1)
- Moving Picture Experts Group-1 Audio Layer 2 (MP2)
- Moving Picture Experts Group-1 Audio Layer 3 (MP3)
- Moving Picture Experts Group - 1 Audio Layer 1/2/3 (MPA)
- Nero Digital (MP4)
- Dolby Digital (AC3)
- Advanced Audio Coding (AAC, M4A, MP4)
- Recource Interchange File Format WAVE (WAV, WAVE)
- Windows Media Audio (WMA)
- OGG Vorbis (OGG, OGM)
- Linear Pulse Code Modulation (LPCM, PCM, L16)

The following formats can only be played (streaming):

- Audible Audiobook (AA)
- Atrac3 (AT3P)
- Sun Audio Format (AU, SND)
- Digital Theater System (DTS)
- Musical Instrumental Digital Interface (MIDI, MID)
- Real Audio (RA)
- X-Twinvq (VQF, VQL)
- Adaptive Multirate Codec (AMR)
- Adaptive Multirate Wide Band (AWB)

10.2.2 Video formats and codecs

The following formats can be played and transcoded on the fly in the transmission if they are not supported by the target device (streaming & transcoding):

- 3rd Generation Partnership Project (3GP)
- Audio Video Interleave (AVI)
- Digital Video Express (DIVX)
- Advanced Streaming Format (ASF)
- Digital Video (DV)

- Moving Picture Experts Group-2 (MPEG, MPG, MPE, M1V, DAT, MPEG2, MPG2, M2V, PVA, MOD, TOD, VOB, MP2P, PS, MP2T, TS)
- H.263/H.264/ASP/AVC Video with AAC/HE-AAC Audio (MP4, M4P, MOV, QT)
- Windows Media Video (WMV)
- Microsoft Digital Video Recording (DVR-MS)
- Flash Video (FLV)
- Nero Digital (MP4)

The following formats can only be played (streaming):

- Motion Joint Photografic Expert Group (MJPG)
- OGG Vorbis (OGG, OGM)
- Real Media (RM)

10.2.3 Image formats

- Bitmap (BMP)
- Graphics Interchange Format (GIF)
- Joint Photografic Expert Group (JPEG, JPG, JPE)
- Portable Network Graphics (PNG)
- Tagged Image File Format (TIFF, TIF)
- Windows Media File (WMF)

10.2.4 Formats for Playlists

- Moving Picture Experts Group Audio Layer 3 Uniform Resource Locator/MP3 URL (M3U)
- Playlists File Format (PLS)
- Rich Site Summary (RSS)

10.2.5 Metadata

- Advanced Streaming Format (ASF)
- Audio Video Interleave (AVI)
- Moving Picture Experts Group-1 Audio Layer 3 (MP3)
- Nero Digital (MP4)
- OGG Vorbis (OGG, OGM)
- Recource Interchange File Format WAVE (WAV, WAVE)
- Windows Media Audio (WMA)
- Windows Media Video (WMV)
- Joint Photografic Expert Group (JPEG, JPG, JPE)
- Portable Network Graphics (PNG)

- Bitmap (BMP)
- Graphics Interchange Format (GIF)
- Tagged Image File Format (TIFF, TIF)
- Moving Picture Experts Group-1 Audio Layer 1 (MP1)
- Moving Picture Experts Group-2 (MPEG)
- Moving Picture Experts Group-1 Audio Layer 3 (MP3)

11 Glossary

Audio Cast
An audio cast is a series of audio contributions on the Internet that you can subscribe to using a news feed.

Client
A client is a computer, program or device that utilizes the services of a server in a network.

Image Cast
An image cast is a series of pictures on the Internet that you can subscribe to using a news feed.

NTSC
The national television system Committee Standard is a standard for video and TV in the USA and Japan. NTSC has more individual frames (29.97 frames per second) than PAL, but has fewer horizontal lines (525 lines).

PAL
The Phase Alternation Line procedure is the TV standard applicable for Europe. PAL possesses 625 lines per screen and the film transmission speed is 25 pictures per second. These are transmitted in the so-called line-jump procedure where a picture with all the odd lines and then a picture with all the even lines are created. This corresponds to a half-picture frequency of 50 Hz.

Port
A port is an interface, in other words, an input and output channel used by a server to communicate with the network. The server on which a data package is received uses the port number to identify the service for which the data package is intended (e.g. WWW or FTP); some services run on fixed ports, e.g. Webserver on Port 80. A port can be open or closed. Thus, for example, certain ports must be opened with a router and forwarded to the target computer in order for server applications and online updates to work.

Remote UI
Remote UI is an open UPnP standard that makes it possible to display a graphic interface on devices, which means that operating surfaces can be depicted on other devices of the network. If a digital playback device connected to the TV that supports the UI standard is used, then the TV can be used for direct access to the installed operating surface plug-ins.

Server
A server is a software program that allows other software (clients) access to certain services. A computer running one or more server programs is also known in short as a server. For instance, in a network, the server provides its access to data and resources to other clients linked in the network.

Streaming

Streaming refers to the continuous transmission of data that can already be played during the transmission procedure. This means that it is not necessary to wait until a media file has been transmitted completely before it can be played back. A TV channel can be received and displayed at the same time without it first having to be saved to the hard drive.

Transcoding

Transcoding denotes a conversion process from one media format (video/audio) into another such as the conversion of WAV files into MP3 files.

UPnP

The purpose of the Universal Plug and Play is to control devices in a local network. UPnP-capable devices such as printers, routers or other computers in a network can easily be combined into a network.

Video Cast

A video cast is a series of video contributions in the Internet that you can subscribe to using a news feed.

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