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For information on this book, contact:

Prof. Paolo Nesi
Via S. Marta 3
50136 Firenze (Italy)
Tel: +39 055 4796523
Fax: +39 055 4796469
http://www.axmedis.com

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Table of Content

AXMEDIS COPYRIGHT NOTICE ................................................................. 2

COPYRIGHT ......................................................................................... 3

INTRODUCTION .......................................................... 5

OVERVIEW ....................................................................................... 5

SKIN PLAYER ......................................................... 6

MAIN FUNCTIONALITIES ...................................................... 6

RELATIONSHIP WITH OTHER TOOLS ..................................... 6

DETAILED DESCRIPTION OF THE FUNCTIONALITIES ......... 6

HOW TO WRITE THE XML FILE .............................................. 7

REFERENCES AND LINKS .................................................. 10

AXMEDIS TUTORIALS .................................................. 10

AXMEDIS TOOLS FOR FREE DOWNLOAD ................................ 10

AXMEDIS TECHNICAL NOTES ........................................... 11

AXMEDIS SOLUTIONS ............................................... 11

AXMEDIS SHOWCASES .................................................. 11

AXMEDIS FRAMEWORK SPECIFICATION ...................... 11

AXMEDIS FRAMEWORK DEMONSTRATORS, CASES, TRIALS, FOR DISTRIBUTION ETC. 13

BROCHURES AND PRESS CUTTING (A PART) ......................... 14

OTHER REFERENCES .................................................. 14
INTRODUCTION

Dear AXMEDIS user,
Welcome to AXMEDIS Skin Player User Manual, the official training workbook for the program that has as main aim to play rich and interactive content.

With this guide, the AXMEDIS team is hoping to help users to play easily AMEDIS objects to show how simple and powerful this tool is.

AXMEDIS is a very complex and complete world and it is very difficult to cover all the aspects in only one manual.

Remember to not hesitate to contact the AXMEDIS team if you need additional information or to point out mistakes in this manual. Also don’t hesitate to visit the AXMEDIS portal where you can find many other information regarding the AXMEDIS technology, with many real examples and objects.

OVERVIEW

This deliverable aim is to describe the User Manuals of AXMEDIS Skin Player.
SKIN PLAYER

The AXMEDIS Skin player allows creating and using personalised skins for the AXMEDIS player.

This section illustrates how to create a new skin, and how to change from a skin to another.

Different examples of AXMEDIS players skins

MAIN FUNCTIONALITIES

The AXMEDIS Player allows to:

- view the resources present inside the object
- view the metadata of the object
- view the SMIL presentation built
- view the AXMEDIS structure

RELATIONSHIP WITH OTHER TOOLS

None

DETAILED DESCRIPTION OF THE FUNCTIONALITIES

A skin is a graphical representation of the AXMEDIS player allowing to change the way it looks.

Also if many different skins are yet available and ready to be used, to create a new skin is an operation relatively simple.

Each skin is available as single file with .skn extension. If you change the .skn extension in .zip, you will see that the file is in fact formed by a number of different image files in bmp format. Also, the zip file will contain an xml file named skin.xml and containing some information regarding the positioning of each image in the skin and the definition of the clickable areas.

The image files available in a skin are the following:

- The background image that represents how the player looks
- The window buttons (close and minimize)
The play buttons (play, forward, backward, previous, next)

For each button, two different images are necessary: the first one is the normal image, the second is the image to be loaded when the mouse is over the button.

HOW TO WRITE THE XML FILE

When all the images are ready (the background image and all the buttons), they have to be organized in the final skins by using the xml file.

The xml file contains the information regarding the images of each button.

Particularly for each image, the xml file specifies:

- the coordinates representing where the image has to be showed
- the button “id”, i.e. the button name with the name of the image file
- the filename of the image to be loaded when the mouse is over the button
- the filename of the image to be loaded when the button has been clicked.

The background image needs also additional information. Particularly it is necessary to specify the background color that will be considered transparent when the skin will be loaded.

If for example, in the xml is specified as background color FF0000, each part of the background image in red color will be considered transparent.

The following is an example of xml file of a skin.

```xml
<?xml version="1.0" encoding="UTF-8" standalone="no" ?>
<skin xmlns="http://www.axmedis.org/skin">
  <background cutPointX="320" cutPointY="370" transparentColor="#ff0000">varback3.bmp</background>
  <playerArea x="60" y="40" width="728" height="486"/>
  <button id="play" x="150" y="560">
    <normalImage>play.bmp</normalImage>
    <hoverImage>play_f2.bmp</hoverImage>
    <selectedImage>play_f2.bmp</selectedImage>
  </button>
  <button id="stop" x="185" y="560">
    <normalImage>stop.bmp</normalImage>
    <hoverImage>stop_f2.bmp</hoverImage>
    <selectedImage>stop_f2.bmp</selectedImage>
  </button>
  <button id="preview" x="220" y="563">
    <normalImage>skip_back.bmp</normalImage>
  </button>
</skin>
```
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<button id="next" x="257" y="563">
    <normalImage>skip_fwd.bmp</normalImage>
    <hoverImage>skip_fwd_f2.bmp</hoverImage>
    <selectedImage>skip_fwd_f2.bmp</selectedImage>
</button>

<button id="rew" x="302" y="563">
    <normalImage>rew.bmp</normalImage>
    <hoverImage>rew_f2.bmp</hoverImage>
    <selectedImage>rew_f2.bmp</selectedImage>
</button>

<button id="ff" x="718" y="563">the button "id"
    <normalImage>ff.bmp</normalImage>
    <hoverImage>ff_f2.bmp</hoverImage>
    <selectedImage>ff_f2.bmp</selectedImage>
</button>

<button id="close" x="610" y="7">
    <normalImage>close.bmp</normalImage>
    <hoverImage>close_f2.bmp</hoverImage>
    <selectedImage>close_f2.bmp</selectedImage>
</button>

<button id="minimize" x="570" y="7">
    <normalImage>minimize.bmp</normalImage>
    <hoverImage>minimize_f2.bmp</hoverImage>
    <selectedImage>minimize_f2.bmp</selectedImage>
</button>

<button id="menu" x="100" y="10">
    <normalImage>menu.bmp</normalImage>
    <hoverImage>menu_f2.bmp</hoverImage>
    <selectedImage>menu_f2.bmp</selectedImage>
</button>

<togglebutton id="showhierarchy" x="540" y="47"
For the other functionalities, please refer to the section related to the AXMEDIS player per PC.
REFERENCES AND LINKS

AXMEDIS TUTORIALS

- General Tutorial and Overview (November 2007, Barcelona, Spain)
  - Video on [part 1](http://www.axmedis.org/documenti/view_documenti.php?doc_id=3716)
  - Video on [part 2](http://www.axmedis.org/documenti/view_documenti.php?doc_id=3715)
  - Video on [part 3](http://www.axmedis.org/documenti/view_documenti.php?doc_id=3717)
  - Video on [part 4](http://www.axmedis.org/documenti/view_documenti.php?doc_id=3718)
  - Video on [part 5](http://www.axmedis.org/documenti/view_documenti.php?doc_id=3719)
  - Video on [part 6](http://www.axmedis.org/documenti/view_documenti.php?doc_id=3717)
- Content Production Tutorial (AXMEDIS 2007 Conference)
- Content Distribution Tutorial (AXMEDIS 2006 Conference)
- Content Processing Tutorial (AXMEDIS 2006 Conference)
- Workflow Tutorial (AXMEDIS 2006 Conference)
- AXMEDIS general overview and content production tutorial, March 2008

AXMEDIS TOOLS FOR FREE DOWNLOAD

- AXMEDIS content production tools include:
  Free Download of AXMEDIS Content Production Tools (editor and GRID AXCP tools, PnP, DRM editor, etc.), all what you need to create AXMEDIS objects and process any kind of content automatically: SMIL, HTML, MPEG-21, content adaptation, fingerprint, crawling, indexing, cms, search, retrieval, control of P2P, etc. and much more. See documentation included
- AXMEDIS players for PC:
  AXMEDIS PC player version 1.2 January 2008. Free download, AXMEDIS player, MPEG-21 player, cross media player, SMIL, HTML, MPEG-4, etc
- AXMEDIS multiskin player for PC:
  AXMEDIS MultiSkin PC player version 1.2 January 2008. Free download, AXMEDIS player, MPEG-21 player, cross media player, SMIL, HTML, MPEG-4, with different skins available.
- AXMEDIS Active X Player for PC for Web Pages, AXMEDIS .Net Player, MPEG-21 player, SMIL, HTML, MPEG-4, cross media, more than 200 file formats:
- AXMEDIS player plus EUTELSAT OPENSKY client integrated
- AKEPTools: P2P client tool for establishing connection with the AXMEDIS P2P B2B network as Business User:
- AXMEDIA: P2P client tool for establishing connection with the AXMEDIS P2P B2B network as final users:
- AXMEDIS PDA player for Windows Mobiles 5 and 6:
  It is capable to play AXMEDIS objects based on SMIL, HTML, video, audio, MPEG-4 files, etc. AXMEDIS PDA player for AXMEDIS MPEG-21 content including resources with presentations layer based on MPEG-4, HTML and SMIL Unzip the file, copy the CAB file and execute it on the PDA
- Collection of Objects for AXMEDIS player for PDA (Jan 2008):
AXMEDIS TECHNICAL NOTES

- AXMEDIS Content Model and Tools, Authoring Tools, Players for MPEG-21, PC, PDA, Mobile, STB, PVR, HDR, etc. (in English)
- AXMEDIS Content Model and Tools, Authoring Tools, Players for MPEG-21, PC, PDA, Mobile, STB, PVR, HDR, etc. (in Italian)
- AXMEDIS Content Processing GRID all features listed (in English)
- AXMEDIS Content Processing GRID Tutte le caratteristiche descritte (in Italian)
- AXMEDIS P2P Controlled network all features listed with cases (in English)
- AXMEDIS P2P Controlled network tutte le caratteristiche, con alcune casistiche (in Italian)
- AXMEDIS DRM, MPEG-21 DRM, Interoperable DRM (in English)
- AXMEDIS DRM, MPEG-21 DRM, DRM interoperabile (in Italian)
- Technical note on how to integrate the AXMEDIS DRM into an e-commerce portal and content distribution solution for content on demand and subscription
- Come integrare AXMEDIS DRM in un portale per la distribuzione di contenuti digitali (in Italian)
- AXMEDIS Show Case, AXMEDIS Mpeg-21 Content distribution via satellite dta broadcast, EUTELSAT OPENSKY
- Technical note on the ELION AXMEDIS content on demand trial and solution, how to exploit AXMEDIS framework to create an cross media content distribution with DRM and automated production, and connection with P2P
- Technical note on the TEO IPTV AXMEDIS trial and solution, how to exploit AXMEDIS framework to create an IPTV with DRM and automated production, and connection with P2P.

AXMEDIS SOLUTIONS

- Content Management Automation, AXCP: http://www.axmedis.org/com/index.php?option=com_content&task=view&id=94&Itemid=33
- AXMEDIS controlled P2P: http://www.axmedis.org/com/index.php?option=com_content&task=view&id=97&Itemid=34
- FAQs: http://www.axmedis.org/com/index.php?option=com_content&task=blogcategory&id=7&Itemid=73

AXMEDIS SHOWCASES

- Content Distribution to Licensed Domains via DVB-T and P2P (BBC)
- Protected Video on Demand Distribution via P2P toward PC (Tiscali)
- Protected Video on Demand (VOD) Distribution to PC (ELION)
- Content Distribution via Satellite Data Broadcast (DVB-S) to PC and STB (EUTELSAT)
- Content Distribution to Kiosks (ILABS)
- Video on Demand (VOD) Distribution to Set Top Box (TEO)
- Content Posting Tool, for Final User content production/publication/DRM (SIAE)
- Variazioni: Enrichment of Cultural Content
- AXMEDIS Content and Tools: Automatic Production
- AXMEDIS Controlled P2P Network

AXMEDIS FRAMEWORK SPECIFICATION

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**AXMEDIS reports on basic enabling technologies**

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**Basic knowledge reports**

**Content Modeling and Test Cases**

**AXMEDIS FRAMEWORK DEMONSTRATORS, CASES, TRIALS, FOR DISTRIBUTION ETC.**
- Requirements and use cases of the 4HOME take up, demonstrators of BBC, TI, SDAE, including domains, AXMEDIS for broadcasting, and OMA integration and distribution [http://www.AXMEDIS.org/documenti/view_documenti.php?doc_id=2976](http://www.AXMEDIS.org/documenti/view_documenti.php?doc_id=2976)
- Content Posting Portal, Content Posting for Final User publication, SIAE Trial presentation:
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- VARIAZIONI project portal: http://www.variazionproject.org/

BROCHURES AND PRESS CUTTING (A PART)

- Digital Media in Italy presentation http://www.AXMEDIS.org/documenti/view_documenti.php?doc_id=1669

OTHER REFERENCES

- Open Mobile Alliance (OMA), http://www.openmobilealliance.com/
- OMA DRM Rights Expression Language version 2 (OMA DRM REL v.2), http://www.openmobilealliance.com/