

RDK-V Use Cases

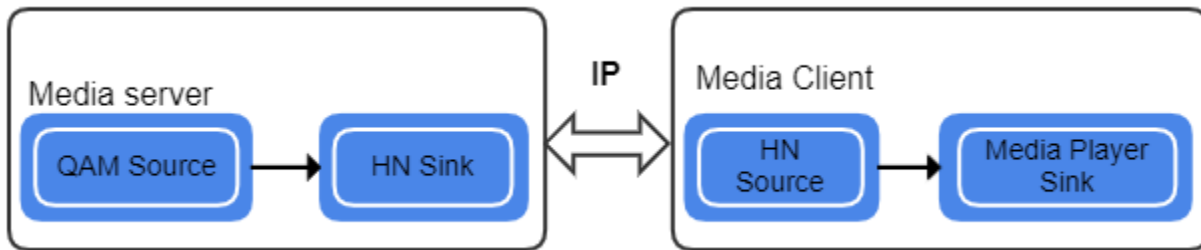
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All streaming will be done by the Media Streamer in the Gateway (Hybrid) device. The RMF source element in the Client box will receive the data and do the processing.

Live Streaming to Client Device

Here all the data is streamed from the media streamer through Home networking sink. HNSrc in the Client will receive the data from HNSink and playback using the RMF pipeline.

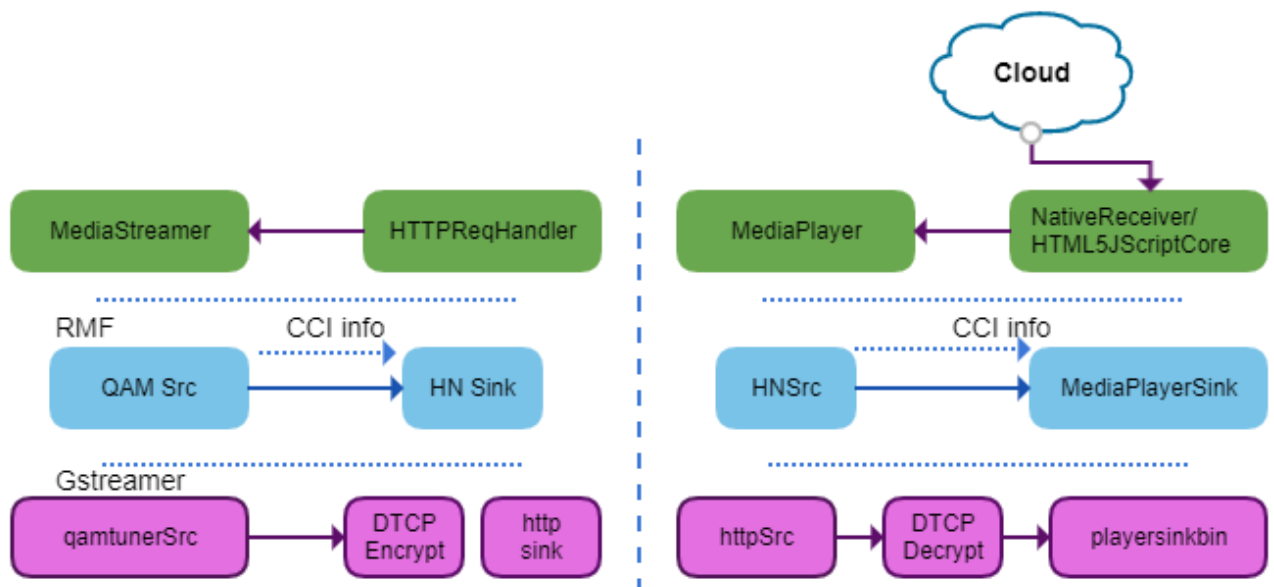
- Here SPTS (Single Program Transport Stream) data is streamed from the media streamer through Home networking sink. HN Src in the Client device will receive the data from HN sink and playback using the RMF pipe line.
- After receiving the request URI, the media server creates an RMFQAM source element and HN Sink element.
- RMFQAM source tunes to a particular program, starts pumping clear SPTS stream.
- Media Server connects the QAM Source to the HN Sink. HN Source receives the media at the client side for play out.
- In the case of encrypted media play out, the stream data is decrypted using the POD manager which is invoked by the QAM source. QAM Source sends the clear SPTS to the HN Sink.
- Media server registers to get events from QAM Source. Through the event mechanism QAM Source will send user authorization related information to the Media Server.
- The Media Server sends this information to client device.
- DTCP encryption and decryption are used for protecting contents over network.



Live Streaming to Client Device : Use Case

- The right side of the figure is considered for client boxes.
- The left side of the figure is considered for gateway box.
- In case of live stream the HTTPReqHandler will receive a request from client box and the MediaStreamer will set a pipeline between QAM Source and HN Sink.
- QAM Src element receives the data from the tuner and sends to the HN Sink.
- In the client side another pipeline has created between HNSrc and MediaPlayerSink.
- HNSrc receives the incoming data from HNSink and feeds to the MediaPlayerSink for live playback.
- DTCP encryption and decryption are used for protecting contents over network.

The Block diagram for the live streaming is as follows:



Live Streaming to Client Device : Seq Diagram

Live streaming

