GkWare MHEG-5 Engine

The GkWare MHEG-5 Engine adds support for interactive applications and games to your receiver.

MHEG-5 requires significantly less resources than MHP and can be integrated easily even on low cost chipsets. The GkWare MHEG-5 Engine is UK MHEG-5 Profile 1.06 compliant.

SUPPORTED PROFILES

- UK Profile 1.06 / DTG D-Book, including extensions Freeview / Freeview HD / Freesat
- Australia / New Zealand
- CI+ MHEG-5 MMI
- Private operator profiles (EPG & Games)

FEATURES

- DSM-CC Object carousel engine included
- Interaction Channel and IC Streaming extension
- Suitable for SD & HD and STBs & IDTVs
- Full software renderer with optional support for hardware acceleration
- HDD-based carousel cache support for PVRs
- PC based reference software is available
- Can be coupled with a conditional access system for "pay per game" or other premium content business models

LICENSING

- Royalty based and Royalty-free licenses are available.
- Font license (Tiresias) included
- Can be licensed separately or together with our GkTV DVB Middleware

SUPPORTED PLATFORMS

- ARM
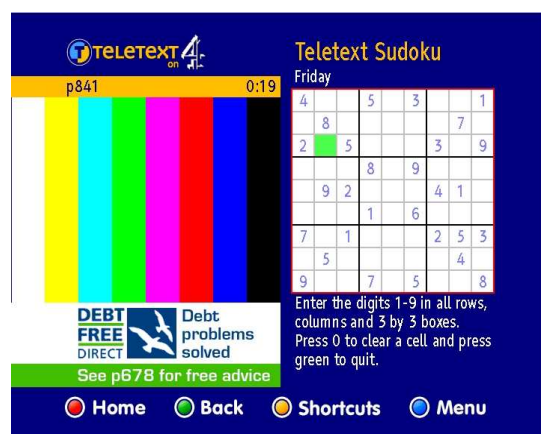- ST
- MIPS
- SH4
- x86

INTEGRATION REQUIREMENTS

- OSD Framebuffer (ARGB32, AYUV32 or Palette)
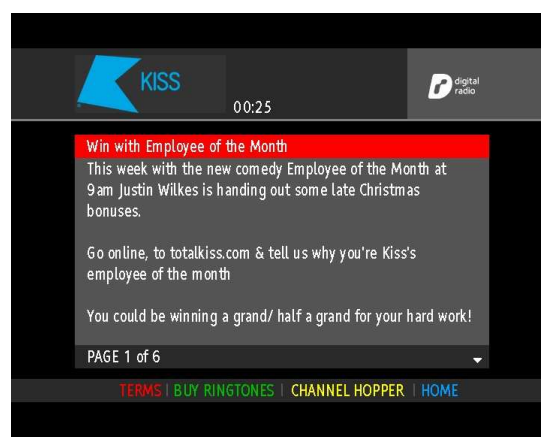- ANSI-C/C++ compiler (no STL/exception support required)

SUPPORTED CHIPSETS

- STi 51xx, 55xx, 71xx
- Fujitsu MB86H60 / MB86H61
- Trident / NXP / Conexant CX2249x, CX241xx, CX2417x
- NEC EMMA2 series
- **Please ask !
  We port to your chipset on request !**

BBC "Studio Runner" game

Teletext on 4 Sudoku game

Kiss digital radio pages

More information is available at http://www.mheg5.de/mheg5-engine/