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Multimedia Project Overview#

Welcome to the QNX Multimedia project. Our team develops software that lets you integrate media devices and content easily so that you can play audio and video, and display photos from a myriad of different devices with as little work as possible.

The main features that the software provides are:

- Finding devices that are plugged into the system (iPod, CD changers, USB sticks, etc.)
- Synchronizing the content from these devices to a database so that you can browse them with advanced user interfaces
- Playing the content on these devices
- Copying the content from these devices to local storage, such as a hard drive

Like other groups in QNX, our focus is embedded systems, so we've paid attention to memory and CPU usage, as well as allowed you to integrate hardware acceleration such as DSPs. There are many extensible points in the software to add codecs, playlist parsing plugins, metadata source plugins, multimedia device drivers, etc. We share our development environment with you on this site — you even have access to the source code where you can find all these extensible points.

An important key to the success of this project is open two-way communication. Please tell us what you think, and ask questions! Just go to the Multimedia Forum. Developers at QNX and who are part of this project elsewhere will be monitoring the forum and will post responses to the threads you create.

Downloads#

This section explains what you can download, and where you can find it.

Source Code#

For instructions on how to download and build the source code, see the Multimedia Source Guide .

Milestone Binary Downloads#

You can download our milestone builds here.

As you know, in the world of multimedia there are many technology stakeholders that must be respected. This means that we can't openly share all of the different binaries that we have with you unless you first sign agreements with the relevant technology suppliers. Further information is provided below. If you would like access to those additional packages, please contact the Sales department at QNX.

Want to Know More?#

- See our multimedia wiki.
- See our product page.

Read The Legal Stuff: License(s)#

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The Multimedia project seeks to integrate a variety of commercially released and experimental QSS proprietary, open source and third party technologies in order to deliver a broad range of multimedia capabilities to embedded developers. In order to develop, use and ship devices that offer such functionality it is necessary to understand the various technology and content stakeholders and how to obtain the requisite intellectual property license rights. This can be a complicated picture. It will depend on a number of factors, including the device's capabilities, its intended use(s), and the markets in which the device is to be manufactured, distributed and sold.

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