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4.3.1 Delivery Reports 4.3.2 Read Reports; 4.4 Message Forward; 4.5 Reply Charging; 4.6 Addressing Modes; 4.7 Settings of MMS Mobile Devices; 4.7.1 Connectivity Settings; 4.7.2 User Preferences; 4.7.3 Storing and Provisioning MMS Settings; 4.8 Storage of MMS Settings and Notifications in the (U)SIM; 4.9 Multimedia Message Boxes; 4.10 Value-added Services; 4.11 Capability Negotiation; 4.12 Streaming; 4.12.1 Example of MMS Architecture for the Support of Streaming; 4.12.2 Streaming Protocols: RTP and RTSP; 4.13 Charging and Billing; 4.14 Security Considerations; 5 The Multimedia Message
5.1 Multipart Structure 5.1.1 Message Envelope; 5.1.2 Encapsulation of Media Objects; 5.2 Message Content Domains and Classes; 5.2.1 Message Content Domains; 5.2.2 Message Content Classes; 5.2.3 MMS Client Conformance to Message Content Classes; 5.3 Media Types, Formats and Codecs; 5.3.1 Text; 5.3.2 Bitmap and Still Images; 5.3.3 Vector Graphics; 5.3.4 Speech; 5.3.5 Audio and Synthetic Audio; 5.3.6 Video; 5.3.7 Personal Information Manager Objects; 5.4 Scene Description; 5.4.1 Introduction to SMIL; 5.4.2 Organization of SMIL 2.0; 5.4.3 Spatial Description with SMIL
5.4.4 Temporal Description with SMIL

Sommario/riassunto

The Multimedia Messaging Service (MMS) is regarded as the best-of-the breed of proven messaging technologies, surpassing SMS and electronic mail to offer a truly multimedia experience to mobile users. The first commercial solutions appeared on the market in 2002 and the penetration rate of MMS is now quickly approaching the required level for mass-market adoption. By leveraging accessible technologies, MMS has gained wide acceptance from major market players and provides great business opportunities for the whole telecommunications industry. Introduces usage scenarios