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Record Nr.	UNINA9910830164803321
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Titolo	Multimedia messaging service [[electronic resource]] : an engineering approach to MMS / / Gwenael Le Bodic
Pubbl/distr/stampa	Chichester ; ; Hoboken, NJ, : J. Wiley, c2003
ISBN	1-280-27156-6 9786610271566 0-470-34047-9 0-470-86251-3 0-470-86252-1
Descrizione fisica	1 online resource (271 p.)
Disciplina	621.3845
Soggetti	Multimedia systems Mobile communication systems Personal communication service systems
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Description based upon print version of record.
Nota di bibliografia	Includes bibliographical references (p. [235]-240) and index.
Nota di contenuto	Multimedia Messaging Service; Contents; Preface; About the Author; 1 Introduction to MMS; 1.1 MMS Success Enablers; 1.2 Commercial Availability of MMS; 1.3 MMS Compared with Other Messaging Services; 1.3.1 SMS and EMS; 1.3.2 Electronic Mail; 1.3.3 J-phone's Sha-mail and NTT Docomo's i-shot; 1.3.4 RIM's Blackberry; 1.4 MMS Added Value and Success Factors; 1.5 Billing Models; 1.6 Usage Scenarios; 1.6.1 Person-to-person Messaging; 1.6.2 Content-to-person Messaging; 1.6.3 Further Applications; Further Reading; 2 Standardization of MMS; 2.1 MMS Standards; 2.2 Third Generation Partnership Project 2.2.1 3 GPP Structure 2.2.2 3 GPP Specifications: Release, Phase and Stage; 2.2.3 3 GPP Specifications: Numbering Scheme; 2.3 Third Generation Partnership Project 2; 2.4 WAP Forum Specifications; 2.5 Internet Engineering Task Force; 2.5.1 IETF Documents; 2.5.2 Internet Standard Track; 2.6 World Wide Web Consortium; 2.7 Open Mobile Alliance; 2.7.1 OMA Organization; 2.7.2 OMA Specifications; 2.7.3 Available Documents; 2.8 Standardization Roadmap for MMS; Further Reading; 3 Service Architecture; 3.1 MMS Architecture; 3.2 MMS

Interfaces; 3.3 MMS Client; 3.4 MMS Centre

3.5 Wireless Application Protocol 3.5.1 Introduction to WAP; 3.5.2 WAP Architecture; 3.5.3 Push Technology; 3.5.4 User Agent Profile; 3.5.5 WAP 1.x Legacy Configuration; 3.5.6 WAP HTTP Proxy with Wireless Profiled TCP and HTTP; 3.5.7 Direct Access; 3.5.8 WAP Configurations for MMS; 3.5.9 WTP Segmentation and Reassembly; 3.6 OMA Digital Rights Management; 4 Service Features; 4.1 Message Sending; 4.2 Message Retrieval; 4.2.1 Immediate Retrieval; 4.2.2 Deferred Retrieval; 4.2.3 Retrieval When Roaming; 4.2.4 Automatic Rejection of Unsolicited or Anonymous Messages; 4.3 Message Reports

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