

WHAT IS GINGA.GO?

The Digital TV standard adopted by most of the countries in South America includes Interactivity as one of its distinguished features. The specification of the middleware for interactivity is called Ginga.

Ginga.Go is a mobile implementation of Ginga NCL specification (ABNT NBR15606-2/5/7) developed by Digital Stream.



FEATURES

Ginga.go was designed for portability abstracting the code from vendor or chipsets API's. It is a high performance implementation of Ginga middleware. Developed using Android NDK and OpenGL ES 2.0 native code brings up many benefits.



TELLY

Digital Stream developed an integrated solution that includes both DTV Player and Ginga.Go. Telly turns notebooks, smartphones and tablets in HD Digital TV screens. Telly is a proven solution that allows a quick-to-market solution, including the interactive aspect of the ISDB-T standard.



EASY INTEGRATION

Integration of Ginga.go with a DTV Player can be done in two ways: Ginga.go can process the MPEG transport stream or depend on the TS processing done by the DTV Player and just execute interactive applications. Ginga.go implementation supports object carousel decoding, AIT signaling, and stream events.



CROSS - PLATFORM

Digital Stream is specialized in embedding Ginga into different platforms. Digital Stream can be part of a project by: porting the integrated solution to a given platform or helping a Third Party to integrate an existing Player with the Ginga.Go.