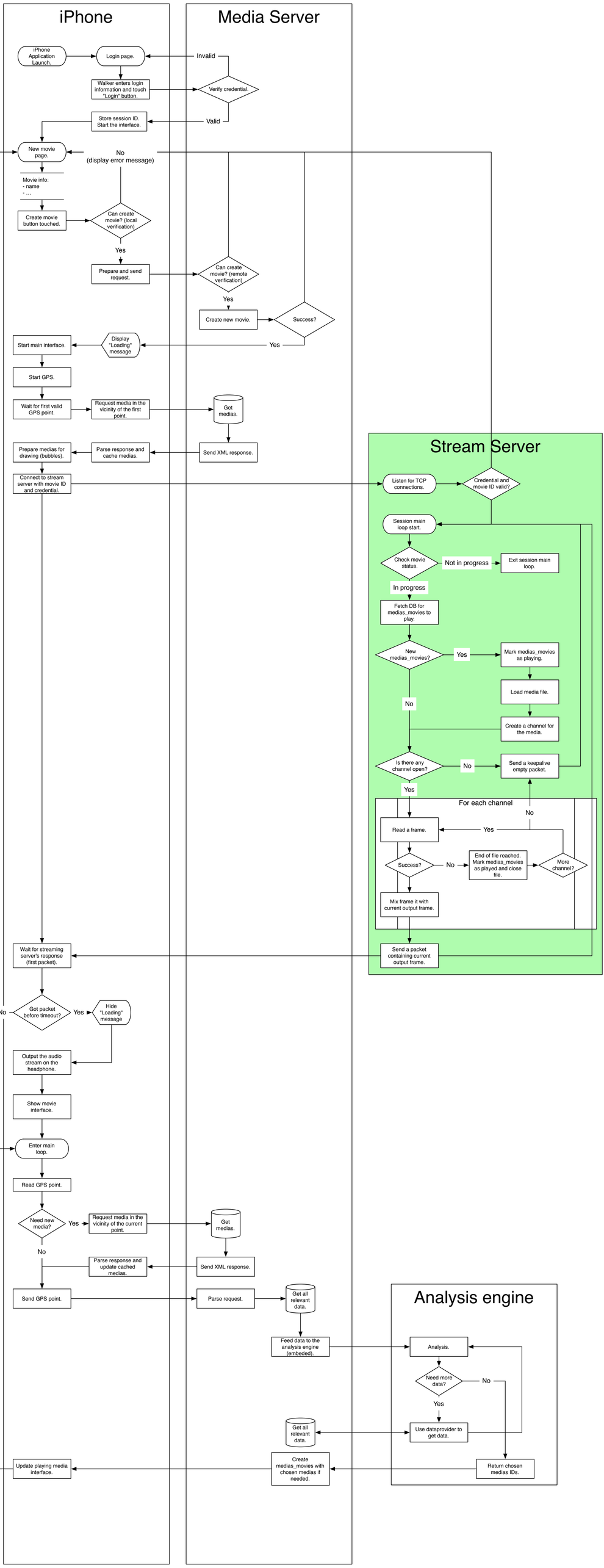
iPhone
Media Server
iPhone Application Launch.
Login page.
Invalid
Walker enters login information and touch "Login" button.
Verify credential.
Store session ID. Start the interface.
Valid
New movie page.
No
(display error message)
Movie info:
- name
- ...
Create movie button touched.
Can create movie? (local verification)
Yes
Prepare and send request.
Can create movie? (remote verification)
Yes
Create new movie.
Success?
Yes
Display "Loading" message
Start main interface.
Start GPS.
Wait for first valid GPS point.
Request media in the vicinity of the first point.
Get medias.
Send XML response.
Parse response and cache medias.
Prepare medias for drawing (bubbles).
Connect to stream server with movie ID and credential.
Stream Server
Listen for TCP connections.
Credential and movie ID valid?
Session main loop start.
Check movie status.
Not in progress
Exit session main loop.
In progress
Fetch DB for medias_movies to play.
New medias_movies?
Yes
Mark medias_movies as playing.
Load media file.
No
Create a channel for the media.
Is there any channel open?
No
Send a keepalive empty packet.
Yes
For each channel
No
Read a frame.
Yes
Success?
No
End of file reached. Mark medias_movies as played and close file.
More channel?
Mix frame it with current output frame.
Send a packet containing current output frame.
Wait for streaming server's response (first packet).
No
Got packet before timeout?
Yes
Hide "Loading" message
Output the audio stream on the headphone.
Show movie interface.
Enter main loop.
Read GPS point.
Need new media?
Yes
Request media in the vicinity of the current point.
Get medias.
No
Parse response and update cached medias.
Send XML response.
Send GPS point.
Parse request.
Get all relevant data.
Analysis engine
Feed data to the analysis engine (embeded).
Analysis.
Need more data?
No
Yes
Get all relevant data.
Use dataprovider to get data.
Update playing media interface.
Create medias_movies with chosen medias if needed.
Return chosen medias IDs.