

NOKIA 3660



SUPPORT GUIDE FOR REALONE PLAYER MEDIA STREAMING IN NOKIA 3660 IMAGING PHONE

NOKIA



Contents

- 1. INTRODUCTION 1
- 2. REALONE PLAYER SETTINGS 2
- 3. STREAMING MEDIA..... 5
 - 3.1 STREAMING VIA WAP 5
 - 3.2 STREAMING VIA REALONE PLAYER 6
- 4. TROUBLESHOOTING 7

Legal Notice

Copyright © Nokia 2003. All rights reserved.

Reproduction, transfer, distribution or storage of part or all of the contents in this document in any form without the prior written permission of Nokia is prohibited.

Nokia and Nokia Connecting People are registered trademarks of Nokia. Other product and company names mentioned herein may be trademarks or tradenames of their respective owners.

Nokia operates a policy of continuous development. Nokia reserves the right to make changes and improvements to any of the products described in this document without prior notice.

Under no circumstances shall Nokia be responsible for any loss of data or income or any special, incidental, consequential or indirect damages howsoever caused.

The contents of this document are provided "as is". Except as required by applicable law, no warranties of any kind, either express or implied, including, but not limited to, the implied warranties of merchantability and fitness for a particular purpose, are made in relation to the accuracy, reliability or contents of this document. Nokia reserves the right to revise this document or withdraw it at any time without prior notice.



1. INTRODUCTION

To obtain access to Real media streaming files

- You must be within the coverage of a network which supports data calls,
- A data service must be activated on your SIM card,
- You must have obtained a WAP and Internet access point (IAP) from a service provider,
- You must have entered the proper WAP and IAP settings to device, and
- You must have entered the proper RealOne Player settings.



Note: If you are not within the coverage area of your home network, availability may vary according to roaming agreements. For more information, contact your network service provider.

Before you can use media streaming with the RealOne Player, you need to configure your Internet access point settings. You can obtain the values for the IAP settings from Internet service provider (ISP).

In order to use RealOne Player, any valid Internet access point can be used. Most operators do not allow non-WAP traffic through their WAP gateways, so you should use operator's or service provider's generic Internet access point for RealOne Player, not WAP access point.

WAP access point is needed when you are using Services (WAP browser in Nokia 3660 based to xHTML) and opening Real streaming media from WAP pages or from the Internet.

Your service provider may be able to send all, or some, of the required WAP and Internet settings to you via a special short message called an Over The Air (OTA) message.

After you have received and saved the settings as default settings, you can use media streaming with RealOne Player

Typical RealOne media files are video clips, music, music videos and radio stations' live streaming.

2. REALONE PLAYER SETTINGS

First you need to define the access points to be used with Services (xHTML) and RealOne Player. You can find more information about WAP Service settings in the User's Guide of your phone.



Note: The necessary settings for RealOne Player configuration are available from your Network Service Provider or from WAP Service Provider. Depending on your Service Provider you may not need to fill in all of the settings. If your settings are incomplete or incorrect, please contact your Service Provider.

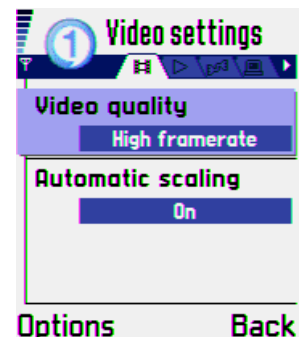
To enter RealOne Player settings:

1. Open RealOne Player
2. From **Options** menu select **Settings**



In Video settings:

3. **Video Quality:** This selection effects video quality. When selecting 'Sharp Image' RealOne Player uses more time for video picture quality and video frame rate is reduced. When selecting 'High Framerate' RealOne Player keeps the frame rate as high as possible but video quality is less sharp. Options are '*High framerate*' and '*Sharp images*'.

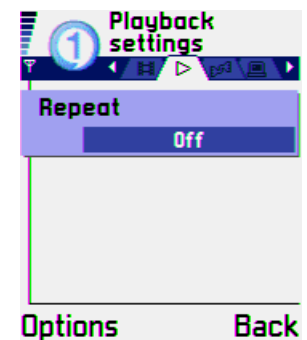


Note: Setting video quality to 'sharp images' may cause that no video is shown at all. This happens because the processor is running to its limit.

4. **Automatic Scaling:** Here you can enable or disable automatic video images resizing. When resizing is turned on RealOne Player shrinks the video to fit to the screen, if the original video resolution is too high. Options are '*On*' and '*Off*'.

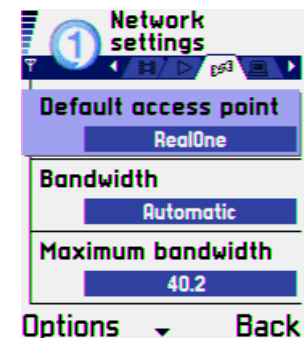
In Playback settings:

5. **Repeat:** When this selection is set to **Off**, the RealOne Player plays video only once. If you want RealOne Player to repeat the video continuously select On. Options are 'On' and 'Off'.



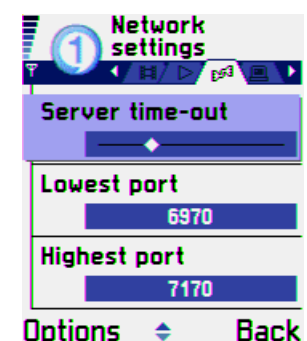
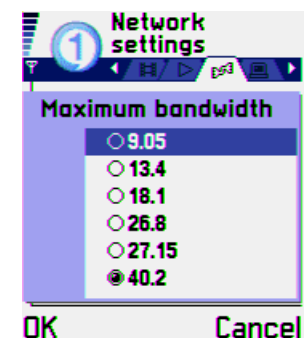
In Network settings:

6. **Default access point:** Here you can define the access point you are using when RealOne Player connects to the Internet. When you open this setting you will get list of all configured access points in the device. If you have not configured any access points you can define it here.
7. **Bandwidth:** When selection is Manual, RealOne Player tries to connect to the Internet with the bandwidth you have set as maximum. With Automatic, RealOne Player attempts to use the best delivery rate available, not exceeding the maximum bandwidth.



If user tries to stream 20kbps content when Max bandwidth is e.g. 13.4kbps he will receive not enough bandwidth notification. It is recommended to use automatic bandwidth. Options are 'Manual' and 'Automatic'.

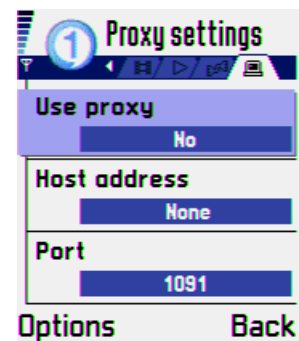
8. **Maximum bandwidth:** Here you can limit maximum bandwidth RealOne Player can use when streaming media from Internet. If used bandwidth is low, loading times are longer and media streaming quality decrease. Some ISP may limit the bandwidth you can use to stream media files. Options are '9.05', '13.4', '18.1', '26.8', '27.15' and '40.2'.
9. **Connection time-out:** With this setting you can set maximum time delay between network link and media server before disconnecting.
10. **Server time-out:** Here you can set the maximum time RealOne Player waits for a response from the media server before disconnecting.
11. **Lowest port:** Here you can set the minimum port address to be opened when playing streaming media from the Internet. There is no need to change this value unless your ISP requires it. The default value is '6970'.
12. **Highest port:** Here you can set the maximum port address to be opened when playing streaming media from the Internet. There is no need to change this value unless the ISP requires it. The default value is '7170'.





In Proxy settings:

13. **Use proxy:** If your WAP or Internet service provider requires proxy server usage to connect to the Internet, select Yes. Otherwise select No. This information should come from your internet service provider. Options are 'Yes' and 'No'.
14. **Host address:** Type here the proxy server address if you are using a proxy.
15. **Port:** Type here the proxy server port number if you are using a proxy.
16. Press **Back** as many times as is needed to get back to the main view of Real One player.

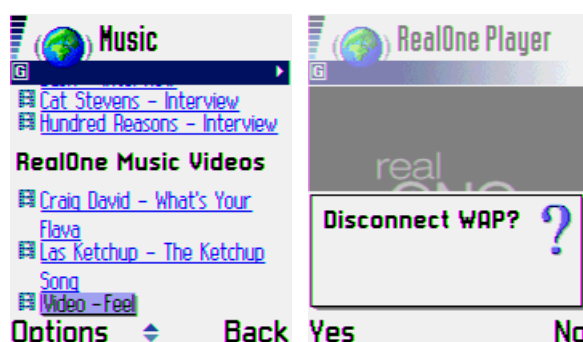


3. STREAMING MEDIA

You can start media streaming directly from RealOne Player or when you are using xHTML browser (Services).

3.1 STREAMING VIA WAP

When you find a file from the Internet that you want to stream, just activate the link to open RealOne Player.



Note: If your RealOne Player uses different access point than your xHTML browser (Services) you need to disconnect the browser connection before media streaming can start. After the browser connection is disconnected RealOne Player automatically tries to open the connection defined in RealOne Player settings.

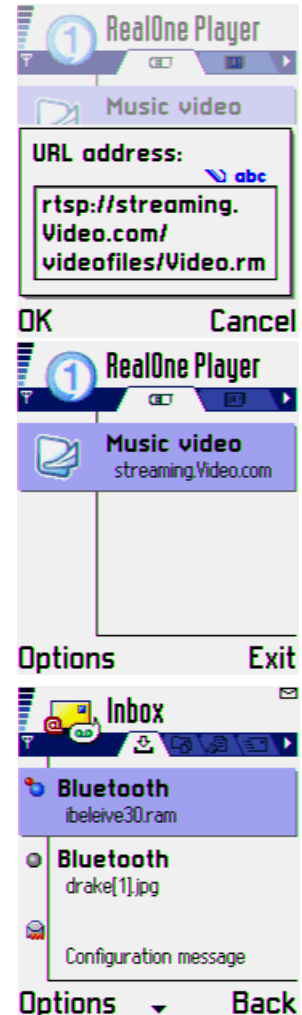


When you close RealOne Player the phone will automatically try to return back to the Internet page you were on. RealOne Player connection will automatically disconnect. When you open new page with xHTML browser (Services) WAP connection will be used again.

3.2 STREAMING VIA REALONE PLAYER

There are few ways to start streaming media in the device itself:

1. You can type an address to RealOne Player.
 - Open RealOne Player
 - From **Options** select **Open** and **URL address**.
 - Type streaming media file URL address and press **OK**.
2. You can open a saved link from RealOne Player
 - Open RealOne Player
 - Select right one link and press scroll key
3. If you have received a link in messaging application (over IrDA or BT)
 - Open messaging application
 - Select message item including link and open it



4. TROUBLESHOOTING

I can't get connection to a media server.

Create a new access point to in your device based on a WAP access point.

- Change Gateway IP address to 0.0.0.0
- Set authentication as Normal
- Replace access point name with Network operators internet access point name. Most common access point name is '**internet**'.

Set this new access point as default access point to RealOne Player Network settings.

GPRS symbol is just blinking few seconds and disappears.

Check from your Network operator that GPRS service is available and has been activated to your SIM card

I have received RealOne link via BT or IrDA. When I open it, a note appears in my screen.

From option select save. Then open Notes application (Extras). Open latest Note you have there. Copy the address and paste it to RealOne Player (Options – Open – URL address)

