

## Re: ANN: Kamaelia 0.2.0 released!

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*Source:* <http://coding.derkeiler.com/Archive/Python/comp.lang.python/2005-08/msg00925.html>

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- *From:* [zen19725@xxxxxxxxxx](mailto:zen19725@xxxxxxxxxx) (phil hunt)
  - *Date:* Wed, 3 Aug 2005 19:48:00 +0100
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On Wed, 03 Aug 2005 16:57:34 +0100, Michael Sparks <[michaels@xxxxxxxxxxxxxx](mailto:michaels@xxxxxxxxxxxxxx)> wrote:

>  
>> Is the audience programmers or  
>> less technical people? A project that allows non-technical people  
>> to build complex network applications is an ambitious one, but not  
>> impossible (I'd find it very impressive and very exciting,  
>> particularly if it runs on devices such as mobile phones).  
>  
>It's a little ambitious at this stage, yes.

But it couldbe there eventually?

>>> \* Ogg Vorbis streaming server/client systems (via vorbissimple)  
>>> \* Simple network aware games (via pygame)  
>>> \* Quickly build TCP based network servers and clients  
>>  
>> What sort of servers and clients?  
>  
>Whatever you feel like. If you want a server to split and serve audio,  
>you could do that.

This is streaming audio, right? For non-streaming I can just use an ftp or http server.

>>> \* Quickly build Multicast based network servers and clients  
>> Serving what? Could I use it, for example, to build an n-player  
>> encrypted VoIP server to allow people to do conference calls over  
>> the Internet?  
>  
>You could do that probably. (Though we don't have a component  
>for audio capture (though a read file adaptor reading from /dev/audio  
>might work depending on your platform I suppose) and audio  
>encoding at the moment, so those would probably be the core  
>components to integrate.

That's a slightly worrying answer for me, worrying because it seems I've misunderstood the nature of the project. I assumed that components for audio capture, and related activities, would be at the heart of the project.

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> If you want to use multicast over the wide  
>area internet you'd also have to convince all the people using the  
>system to use ISPs that support multicast.....)

(or just sent the signal out multiple times)

>> (I mean proper encryption here, the sort GCHQ or the NSA can't break)  
>  
>I'd be impressed if that could be written, using anything really. (Can't  
>imply never)

What -- good encryption? That's pretty much a well-known technique  
these days (unless the NSA has some \*very\* advanced hardware in  
their basement, which I strongly suspect they don't).

>>>The basic underlying metaphor of a component us like an office worker  
>>>with inboxes and outboxes, with deliveries occuring between desks,  
>  
>> That metaphor brings up an image (at least to me) that the sorts of  
>> data that can be communicated are things like documents,  
>> spreadsheets, business graphs, memos.  
>  
>They could indeed. The underlying framework doesn't differentiate  
>between data nor have any realtime aspect embedded in the system  
>at present. Just because we're focussing on systems that have a realtime  
>element and are multimedia based, this does not mean the system is  
>limited to that.

Again, this makes me think I've misunderstood the project.

>> OK, I get the straming part of it. But what asbout non-streaming  
>> stuff? What other protocols are necessary?  
>  
>One example is peer to peer mesh setup. People normally  
>think of P2P as a distribution mechanism. However, the underlying  
>approach also very good at setting up communications meshes.

When you say a mesh, what do you mean?

>This could be of use in many areas, such as GRID based systems  
>for distributed rendering, application layer multicast, and network  
>multicast island joining.

Unpack, please.

>Due to the illegal /uses/ of P2P, much work in this area is difficult to  
>reuse due to defensive coding.

Oh. Could you give an example?

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>We also have to be able to demonstrate system to other people  
>inside the BBC in a way non-technical people understand. That means  
>showing structures in a friendly dynamic way, showing pictures,  
>playing sounds (hence visualisation – looking inside running systems).

Visualisation, if done properly, ought to be useful to technical people too.

>That means we need ways of integrating with systems like pygame &  
>other toolkits. If however I'm talking outside the BBC I'll try to give  
>examples which people might find interesting – such as building a  
>presentation tool. The blocks are very much like Lego & K'Nex and  
>adding in a new block enables all sorts of new applications.

That's kind of the impression that I've got.

>For example, we could take the text ticker, combine that with a text  
>feed and have a personal autocue/teleprompter. Alternatively someone  
>could use it to have subtitles (say) at the opera displayed on a Nokia  
>770 (maemo) based device.

That would be useful.

Or you could have subtitles in different languages, and the user gets to choose which one to display...

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• *Follow-Ups:*

- ◆ **Re: ANN: Kamaelia 0.2.0 released!**  
◇ From: Michael Sparks

• *References:*

- ◆ **ANN: Kamaelia 0.2.0 released!**  
◇ From: Michael Sparks
- ◆ **Re: ANN: Kamaelia 0.2.0 released!**  
◇ From: phil hunt
- ◆ **Re: ANN: Kamaelia 0.2.0 released!**  
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- Prev by Date: **Re: Art of Unit Testing**

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Re: ANN: Kamaelia 0.2.0 released!

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