

Title (en)
COMPUTER METHOD AND APPARATUS FOR OBJECT STREAMING

Title (de)
RECHNERVERFAHREN UND EINRICHTUNG FÜR OBJEKTSTRÖME

Title (fr)
PROCEDE ET APPAREIL INFORMATIQUE POUR L'ENREGISTREMENT ET LA LECTURE D'OBJETS EN CONTINU

Publication
EP 0916217 A2 19990519 (EN)

Application
EP 97926667 A 19970522

Priority

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Abstract (en)
[origin: WO9744942A2] In a distributed computing environment, a data stream is formed of a sequence of requested objects. The defined order of the sequence of objects is determined from a client request for data. The order may be a default order, or, alternatively, the server may track client criteria to determine the order. For example, the server (17) may track objects previously transmitted in the stream to the client (13) such that there is no duplication of objects. In other instances, the server may select an object from a class of objects, depending upon object quality, bandwidth, client location, and other client-specific criteria. The server compiles and transmits the object data stream in real-time (on-the-fly) based on the criteria. Buffering of data with pausing to rectify buffer debt is provided by the client.

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