ODA:

ODA Short for Open Data-link Interface, an application programming interface (API) developed by Novell for writing network drivers. ODI separates the physical network layer (the Data-Link Layer in the OSI model) from the network protocol layer (the Transport Layer). As a result, the same network interface card (NIC) can be used to carry data for different protocols. For example, ODI allows a computer with just one NIC to be simultaneously connected to both an IPX/SPX network and a TCP/IP network.

ODI (Open Data-Link Interface) is a software interface that allows different Data-Link Layer protocols to share the same driver or adapter in a computer. ODI was introduced by Novell. For example, using ODI, both TCP/IP and IPX/SPX can share the same device adapter.

The Data-Link Layer, part of the Open Systems Interconnect (OSI) model, provides a way to move data across a physical link.

MHEG:

MHEG Stands for *Multimedia and Hypermedia Information Encoding Expert Group*. The development of MHEG arose directly out of the increasing convergence of broadcast and interactive technologies. It specifies an encoding format for multimedia applications independently of service paradigms and network protocols. Like Quick-time and OMFI it is concerned with time-based media objects, whose encodings are determined by other standards. However, the scope of MHEG is larger in that it directly supports interactive media and real-time delivery over networks.

There has been a progression of MHEG standards (much like MPEG) The current widespread standard is MHEG-5 but drafts standards exist up to MHEG-7.

Every design generally represents a compromise between conflicting goals. MHEG's design is no exception, especially if you consider that MHEG-5 (and later) targets a continuously growing and fiercely competitive market where broadcast and interactive technologies converge almost daily.

Converging technologies have often stimulated adopting standard solutions. Multimedia applications standards provide more than just the obvious objectives of portability and interoperability. A good multimedia standard can become a reference solution for system developers and application programmers. It also promotes the use of modular architectures that rely on common components that accomplish a specific functionality, such as interpreting and presenting MHEG applications to users. This task is performed by a compliant runtime engine (RTE), a resident software component that sched-uses delivery of an application to the user. It's aimed at a wide installation base within complete solutions, like a Video on Demand or an Interactive TV system. RTEs help improve a product's return on investment, abate a product's per unit costs, and provide high quality, robust products due to extensive product testing.

Multimedia