impossible to learn in advance. Therefore, a player version after testing and modifying may still not be able to solve problems of all the users. Thus, to solve the problem of poor playing effect, player version needs to be frequently modified, because of requirements for player put forward by different user machines.

Summary of the Invention

Embodiments of the invention provide a system and method for playing a media file, to establish a rendering line applicable to various media files, so as to achieve a better media playing effect.

The technical solution provided by an embodiment of the invention is as follows.

A system for playing a media file, wherein the system includes a rendering rule library and a player unit, the rendering rule library stores rendering rules, wherein a rendering rule defines to execute which action under each condition, the player unit includes a rule managing module, a rendering strategy service environment module and a playing module,

the rule managing module is to obtain a rendering rule from the rendering rule library, and analyze the rendering rule obtained;

the rendering strategy service environment module is to generate a rendering line, according to the rendering rule analyzed by the rule managing module; and

the playing module is to play the media file utilizing the rendering line.

A method for playing a media file, including:

A, obtaining a rendering rule from a rendering rule library previously established, analyzing the rendering rule obtained, wherein the rendering rule library stores rendering rules, and a rendering rule defines to execute which action under each condition;

B, generating a rendering line, according to the rendering rule analyzed; and

C, playing the media file by applying the rendering line.

From above technical solution, it can be seen that in the above system and method for playing a media file, rendering rules may be established and centralized stored in a rendering rule library. When playing a media file, a player may traverse rendering rules in the rendering rule library, execute actions defined in a rule

Claims

1, A system for playing a media file, wherein the system comprises a rendering rule library and a player unit, the rendering rule library stores rendering rules, wherein a rendering rule defines to execute which action under each condition, the player unit comprises a rule managing module, a rendering strategy service environment module and a playing module,

the rule managing module is to obtain a rendering rule from the rendering rule library, and analyze the rendering rule obtained;

the rendering strategy service environment module is to generate a rendering line, according to the rendering rule analyzed by the rule managing module; and

the playing module is to play the media file utilizing the rendering line.

2, The system according to claim 1, wherein the rule managing module is further to obtain a condition node and an action node from the rendering rule, send descriptions about the condition node and descriptions about the action node to the rendering strategy service environment module ~~for identifying~~to be analyzed.

3, The system according to claim 2, wherein the rendering strategy service environment module comprises:

a condition generating module, which is to obtain descriptions about a ServiceAtomCondition in the condition node, analyze the descriptions about the ServiceAtomCondition and create a ServiceAtomCondition class instance;

an action generating module, which is to obtain descriptions about a ServiceAtomAction in the action node, analyze the descriptions about the ServiceAtomAction, and create a ServiceAtomAction class instance; and

an action executing module, which is to execute actions created by the action generating module corresponding to an established condition, according to a notification about the established condition sent by the rule managing module, wherein the condition is created by the condition generating module.

4, The system according to claim 3, wherein the rendering strategy service environment module further comprises:

a condition determining module, which is to obtain media file information and machine parameters, determine true and false value for the ServiceAtomCondition according to the media file information and the machine parameters, and send the true and false value to the rule managing module;

the rule managing module comprises:

a condition binary tree generating module, which is to generate a condition binary tree according to the condition node in the rendering rule; and

a condition binary tree computing module, which is to recursively compute the true and false value of root node in the condition binary tree, according to the true and false value of the ServiceAtomCondition returned by the condition determining module, when the computed true and false value of the root node is true, send the notification about the established condition to the action executing module.

5, The system according to claim 1, wherein the rendering rule library is stored in player program code, or in an installation catalog of player with a script file, or located in a centralized database of network.

6, A method for playing a media file, comprising:

A, obtaining a rendering rule from a rendering rule library previously established, analyzing the rendering rule obtained, wherein the rendering rule library stores rendering rules, and a rendering rule defines to execute which action under each condition;

B, generating a rendering line, according to the rendering rule analyzed; and

C, playing the media file by applying the rendering line.

7, The method according to claim 6, wherein step B comprises:

B1, obtaining descriptions about ServiceAtomCondition of all the condition nodes in the rendering rule, calling rendering strategy environment to analyze the descriptions about the ServiceAtomCondition and create a ServiceAtomCondition class instance;

B2, obtaining descriptions about ServiceAtomAction of all the action nodes in the rendering rule, calling the rendering strategy environment to analyze the