

**AMENDMENTS TO THE CLAIMS**

**Listing of Claims**

1. – 23. (Canceled)

24. (Currently Amended) A computer-implemented method, comprising:

receiving, from a content provider, a request for at least one media stream for playback on a broadcast media channel, wherein the at least one media stream includes a plurality of multimedia items of different types;

obtaining content corresponding to the plurality of multimedia items from at least one source offering the content in at least one first format;

rendering a web page by a browser using the content;

generating a temporal sequence of screen captures of the rendered web page, where each screen capture defines all the content of the web page at a given time, and at least two adjacent screen captures illustrate a dynamic change of at least a portion of the content over time;

assembling the at least one media stream using the temporal sequence of screen captures;  
and

providing the at least one media stream to the content provider for broadcast on the broadcast media channel;

wherein the at least one media stream corresponds to at least one of an HTTP live stream (HLS), an HTTP playlist, and a Real-time Streaming Transport (RTSP) stream; and

wherein the web page is rendered in parallel in multiple threads.

25. (Previously Presented) The method according to claim 24, wherein the at least one media stream is interacted with MPEG two way control messages.

26. (Canceled)

27. (Previously Presented) The method according to claim 24, wherein MPEG messages are sent to a service provider via a unicast address.

28. (Currently Amended) A computer-implemented method, comprising:  
receiving, from a content provider, a request for at least one media stream for playback on a broadcast media channel, wherein the at least one media stream includes a plurality of multimedia items of different types;  
obtaining content corresponding to the plurality of multimedia items from at least one source offering the content in at least one first format;  
rendering a web page by a browser using the content;  
generating a temporal sequence of screen captures of the rendered web page, where each screen capture defines all the content of the web page at a given time, and at least two adjacent screen captures illustrate a dynamic change of at least a portion of the content over time;  
assembling the at least one media stream using the temporal sequence of screen captures;  
and  
providing the at least one media stream to the content provider for broadcast on the broadcast media channel;  
wherein assembling the at least one media stream comprises inserting at least one MPEG packet including metadata corresponding to the multimedia item; and  
wherein the web page is rendered in parallel in multiple threads.

29. (Previously Presented) The computer-implemented method of claim 28, wherein the at least one media stream is interacted with MPEG two way control messages.

30. (Canceled)

31. (Previously Presented) The computer-implemented method of claim 28, wherein MPEG messages are sent to a service provider via a unicast address.

32. (Currently Amended) A system, comprising:
- a multicast server configured to generate parameters relating to at least one of video content, image content and audio content, and configured to output the parameters via MPEG outputs;
  - a caching server communicatively coupled to the multicast server, and configured to receive and store the parameters,
  - create a temporal sequence of screen captures of a rendered web page, where each said screen capture defines content of the rendered web page at a given time, and at least two adjacent screen captures in the temporal sequence illustrate a dynamic change of at least a portion of the video content, image content or audio content over time,
  - assemble the temporal sequence of screen captures, and
  - provide at least one of the video content, image content and audio content to the multicast server for generating a multicast stream with MPEG encoded video and audio;
- and
- a monitoring system configured to maintain generation of video and audio files, even in failure cases.
33. (Previously Presented) The system according to claim 32, further comprising multiple servers for load balancing and fault-tolerance.
34. (Previously Presented) The system according to claim 32, wherein the multicast server is selected to communicate a multicast stream available for a broadband network.
35. (Previously Presented) The system according to claim 32, wherein the video content is encoded in a video streaming format so as to generate a unicast stream.
36. (Canceled)
37. (Previously Presented) The system according to claim 32, wherein the system generates audio MPEG files and add metadata in an MPEG frame.

38. (Previously Presented) The system according to claim 32, wherein the system generates MPEG metadata that is interacted with two way broadcast TV systems.

39. (New) A computer-implemented method, comprising:

receiving, from a content provider, a request for at least one media stream for playback on a broadcast media channel, wherein the at least one media stream includes a plurality of multimedia items of different types;

obtaining content corresponding to the plurality of multimedia items from at least one source offering the content in at least one first format;

rendering a web page by a browser using the content;

generating a temporal sequence of screen captures of the rendered web page, where each screen capture defines all the content of the web page at a given time, and at least two adjacent screen captures illustrate a dynamic change of at least a portion of the content over time;

assembling the at least one media stream using the temporal sequence of screen captures;

and

providing the at least one media stream to the content provider for broadcast on the broadcast media channel;

wherein the at least one media stream corresponds to at least one of an HTTP live stream (HLS), an HTTP playlist, and a Real-time Streaming Transport (RTSP) stream; and

wherein the web page is rendered in parallel in virtual instances or virtual machines.