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Multimedia home server systems – Digital rights permission code

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INTERNATIONAL ELECTROTECHNICAL COMMISSION

**MULTIMEDIA HOME SERVER SYSTEMS –
DIGITAL RIGHTS PERMISSION CODE**

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International Standard IEC 62227 has been prepared by technical area 8: Multimedia home server systems, of IEC technical committee 100: Audio, video and multimedia systems and equipment.

The text of this standard is based on the following documents:

CDV	Report on voting
100/1287/CDV	100/1374/RVC

Full information on the voting for the approval of this standard can be found in the report on voting indicated in the above table.

This publication has been drafted in accordance with the ISO/IEC Directives, Part 2.

The committee has decided that the contents of this publication will remain unchanged until the maintenance result date indicated on the IEC web site under "<http://webstore.iec.ch>" in the data related to the specific publication. At this date, the publication will be

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INTRODUCTION

The common ID system is used to systematically identify every entity, device and content that would be involved in the course of digitally distributing content. The permission code can express various sets of permission information and permission conditions necessary for content transmission in a remarkably short code form. The permission code is not defined from a technical perspective, but rather on the basis of permission information that rights holders actually employ in the field, even if the permission code is recognized for its technical effectiveness with respect to digital distribution of content.

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MULTIMEDIA HOME SERVER SYSTEMS – DIGITAL RIGHTS PERMISSION CODE

1 Scope

This International Standard defines the permission code, a set of permission related information in short code form, primarily intended for home server systems. The permission code is comprised of a common ID system (content ID, issuer ID, receiver ID, device ID, etc.) and a narrowly-defined permission code.

The common ID system is used to systematically identify every entity, device and content that would be involved in the course of digitally distributing content. The permission code can express various sets of permission information and permission conditions necessary for content transmission in a remarkably short code form. The permission code is not defined from a technical perspective, but rather on the basis of permission information that rights holders actually employ in the field. Even after, the permission code is recognized for its technical effectiveness with respect to digital distribution of content.

2 Normative references

The following referenced documents are indispensable for the application of this document. For dated references, only the edition cited applies. For undated references, the latest edition of the referenced document (including any amendments) applies.

ISO 3166-1:2006, *Codes for the representation of names of countries and their subdivisions – Part 1: Country codes*

3 Terms, definitions and abbreviations

3.1 Terms and definitions

For the purposes of this document the following terms and definitions apply.

3.1.1

permission

act by a certain issuing entity to authorize use for content to a certain receiving entity under a certain set of permission classifications and usage conditions

NOTE The issuing entity and/or the receiving entity may not only be human, but also a device, storage medium, organization, domain or another entity.

3.1.2

permission management server

a server that issues a permission code based on a permission agreement

NOTE The server is equipped with a

- a) license server,
- b) a function that forwards the permission code to a distribution server, and
- c) a function that receives a content usage report from the license server and the distribution server.

3.1.3

compliant license server

a server that issues a license based on a permission code

NOTE The server is equipped with

- a) a server system (including home server),
- b) a function that generates necessary keys for content access based on a permission code, and
- c) a function that forwards the license to a client device. A license contains information about the content's permitted scope of use based on a permission code.

3.1.4

license server

a compliant license server (unless otherwise specified, a compliant license server is simply referred to as a license server)

3.1.5

compliant license

license issued by a compliant license server

3.1.6

license

a compliant license (unless otherwise specified, a compliant license is simply referred to as a license)

3.1.7

home server

client device that serves as a gateway for a home domain

3.1.8

client device

device that becomes the actor of content access and is compliant with permission code terms

3.1.9

compliant device

device that possesses the function to control content access based upon a compliant license

3.1.10

domain

set of actors to which a common set of rules apply in the context of content management

3.1.11

home domain

home-based content usage environment, permitted by rights holders

3.1.12

legacy device

non-compliant device that does not control content access based upon compliant licenses

3.1.13

disclosure type

permission classification that specifies the disclosure class for the permission, including open permission and closed permission

3.1.14

open permission

permission under disclosure type that is received according to previously arranged default conditions

3.1.15

closed permission

permission under disclosure type that is received through a separate, individually negotiated contract

3.1.16**application type**

permission classification that specifies the application class for the permission, including ad hoc permission and blanket permission

3.1.17**ad hoc permission**

an application type that grants permissions on a per usage unit basis

3.1.18**blanket permission**

an application type that grants permissions in aggregate for use within a given time period

NOTE Time periods may include monthly, annual or other time increments.

3.1.19**billing type**

permission classification that specifies the billing class for the permission, including ad hoc billing and blanket billing

3.1.20**ad hoc billing**

billing type that bills on a per content basis

3.1.21**blanket billing**

billing type that bills on monthly, annual or other time-based increments

3.1.22**usage purpose type**

permission classification that specifies the usage purpose class for the permission, including commercial, public, not-for-profit, promotion

3.1.23**commercial permission**

usage purpose type that permits use for commercial purposes

3.1.24**public permission**

usage purpose type that permits use for public purposes

3.1.25**not-for-profit permission**

usage purpose type that permits use for non-profit purposes

3.1.26**promotion permission**

usage purpose type that permits use for promotional purposes

3.1.27**charge model type**

permission classification that specifies the charge model class for the permission, including pay and free, etc.

3.1.28**pay permission**

charge model type that permits use for charge

3.1.29

free permission

charge model type that permits use free of charge

3.1.30

pay per use

pay permission that charges per use

3.1.31

subscription

pay permission that charges per time period

3.1.32

coupon

pay permission that uses coupons, a form of pseudo-currency that can be exchanged with a given piece of content

NOTE A coupon is distributed to users by the content's sponsor in order to increase user contact with said sponsor.

3.1.33

sponsor type

permission classification that specifies the sponsor class for the permission, including advertising model, premium model, coupon model and personal information disclosure model

3.1.34

advertising model

a sponsor type that specifies the advertising reception mode

3.1.35

time synchronized forced viewing

advertising model that forces the synchronization of advertising viewing and content access

3.1.36

pre/post viewing

advertising model that forces advertising viewing pre/post access

3.1.37

arbitrary time

advertising model that allows for arbitrary advertising viewing, a kind of viewing in which users are allowed to choose their favorite timing to view advertising

3.1.38

blanket

advertising model that forces advertising viewing across the board, whereby the terms of advertising viewing and content access will apply to a broad scope of services associated with the content

NOTE Under blanket, advertising viewing is a condition upon which content access is allowed. However, the timing in which advertising is viewed is not limited to those that are synchronized with content. For example, a user may be allowed to access content after viewing a special advertising channel.

3.1.39

premium model

sponsor type that uses content for premium purposes, whereby, "premium" refers to a promotional practice in which a sponsor provides content access to a user as reward for the user's contact with said sponsor