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Information technology — Multimedia framework (MPEG-21) —

Part 10: Digital Item Processing

AMENDMENT 1: Additional C++ bindings

Technologies de l'information — Cadre multimédia (MPEG-21) —

Partie 10: Traitement d'élément numérique

AMENDEMENT 1: Liaisons C++ additionnelles

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Foreword

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Amendment 1 to ISO/IEC 21000-10:2006 was prepared by Joint Technical Committee ISO/IEC JTC 1, *Information technology*, Subcommittee SC 29, *Coding of audio, picture, multimedia and hypermedia information*.

This Amendment defines normative C++ bindings for Digital Item Base Operations, informative security and platform dependence considerations, an informative example of a safe DIP profile and an entry to be appended to the Bibliography.

Information technology — Multimedia framework (MPEG-21) —

Part 10: Digital Item Processing

AMENDMENT 1: Additional C++ bindings

In Clause 1, Scope, second paragraph, replace the text:

three normative annexes

with:

four normative annexes

In Clause 1, Scope, add at the end:

— C++ bindings for Digital Item Base Operations:

Annex E specifies the C++ bindings for the Digital Item Base Operations described in 5.4.

In Clause 2, Normative references, insert the following normative reference before the reference to ISO/IEC 16262:2002:

ISO/IEC 14882:2003, *Programming languages — C++*

Add a new subclause 5.6:

5.6 Security and platform dependence considerations (informative)

5.6.1 Security considerations

5.6.1.1 Execute DIBO

The use of the `DIP.execute` DIBO can potentially result in security issues, because the DIBO provides means to execute arbitrary code.

5.6.1.2 C++ bindings

The use of the C++ DIBO bindings can potentially result in security issues.

5.6.1.3 DOM Load and Save

The DOM Load and Save API exposes potential security issues, because they provide access to the file system.

5.6.2 Platform dependence considerations

5.6.2.1 Execute DIBO

The use of the `DIP.execute` DIBO can result in the use of platform dependent code. It is possible to avoid those issues by creating a profile removing `DIP.execute`. This can be done using profiles as demonstrated in subclause Annex I.8.

5.6.2.2 C++ bindings

The use of the C++ DIBO bindings will result in the use of platform dependent code. It is possible to avoid those issues by creating a profile removing the C++ bindings. This can be done using profiles as demonstrated in subclause Annex I.8.

Adjust numbering clauses:

"5.6 Digital Item eXtension Operations" numbering change to "5.7 Digital Item eXtension Operations" numbering.

And change following (sub)clauses numbering accordingly.

Add a new Annex E:

Annex E
(normative)
C++ bindings for Digital Item Base Operations

E.1 Introduction

C++ bindings for DIBOs are specified so that C++ executables can interact with the DIP environment. The way in which C++ executables are executed and the reference to the bindings are obtained, is done in an implementation specific way.

E.2 C++ data type bindings for DIML object types

E.2.1 DIPError

See 5.4.3.2


```
#ifndef DIPERROR_H
#define DIPERROR_H

/**
 * C++ interface for the DIPError.
 */

class DIPError {
  public:
        /**
         * General DIP error not covered by other defined error codes.
         * The value of this property is 1.
         */
        static const int GENERAL_EXCEPTION;

        /**
         * A parameter provided to a DIBO or other DIP function is invalid.
         * The value of this property is 2.
         */
        static const int INVALID_PARAM;

        /**
         * Permission to execute this operation is unavailable in the host environment.
         * The value of this property is 3.
         */
        static const int INVALID_PERMISSION;

        /**
         * Something needed to complete the operation is not found.
         * The value of this property is 4.
         */
        static const int NOT_FOUND;

        /**
         * An error occurred during an attempt to adapt a resource.
         * The value of this property is 5.
         */
        static const int ADAPTATION_FAILED;

        /**
         * An error occurred during an attempt to play.
         * The value of this property is 6.
         */
        static const int PLAYBACK_FAILED;

        /**
         * An error occurred during an attempt to execute.
         * The value of this property is 7.
         */
        static const int EXECUTE_FAILED;

        /**
         * An error occurred during an attempt to print.
         * The value of this property is 8.
         */
        static const int PRINT_FAILED;

        /**
         * Returns the code of an error caused by an exception.
         * @return int value representing DIPErrorCode or other value specified in ISO/IEC
         *          21000.
         */
        virtual int getDIPErrorCode() const = 0;
};

#endif
```

E.2.2 ObjectMap

See 5.4.3.3

```
#ifndef OBJECTMAP_H
#define OBJECTMAP_H

#include <DOMElement.h>

/**
 * C++ interface for the ObjectMap DIML Object Type.
 */
class ObjectMap {
  public:
       /**
        * Returns a pointer to succeeding char pointers representing the
        * Arguments Types of an argument list.
        * @param index The index of the Argument list in the Object Map.
        * @return array of char pointers or null pointers if no such index exists. The
        *          last element of the array must be a null pointer.
        */
       virtual char** getArgumentList(int index) const throw (DIPError) = 0;

       /**
        * Returns the number of unique argument lists with arguments in a specific order.
        * @return int value indicating the number of unique argument lists.
        */
       virtual int getArgumentListCount() const = 0;

       /**
        * Returns the number of DIMs taking arguments of given Argument Types.
        * @param argumentList An array of char pointers representing the Arguments names.
        *                     The last element of this array shall be a null pointer.
        * @return int value indicating the number of DIMs.
        */
       virtual int getMethodCount(char** argumentList) const throw (DIPError) = 0;

       /**
        * Returns a pointer to a DOMElement representing Components containing the DIM
        * declarations of DIMs taking arguments of given Argument Types.
        * @param argumentList An array of char pointers representing the Arguments names.
        *                     The last element of this array shall be a null pointer.
        * @return pointer to DOMElement.
        */
       virtual DOMElement* getMethodWithArgs(char** argumentList) const
                                                                    throw (DIPError)= 0;

       /**
        * Returns an array of pointers to DOMElements representing Components containing
        * the DIM declaration of a DIM taking arguments of given Argument Types.
        * @param argumentList An array of char pointers representing the Arguments names.
        *                     The last element of this array shall be a null pointer.
        * @param index An int value indicating the index of the DIM in the list of DIMS
                      that accept the char pointers of the argumentList parameter as
                      parameters.
        * @return array of pointers to DOMElements. The last element of this array shall
        *          be a null pointer.
        */
       virtual DOMElement** getMethodsWithArgs(char** argumentList, int index) const
                                                                    throw (DIPError)= 0;

       /**
        * Returns a DID object corresponding to the given Object Type and the index.
        * @param objectType A char pointer containing the Object Type of the wanted DID
                            object.
        * @param index The index in the array to DID objects corresponding
                       to the Object Type.
```

```
         * @return pointer to DOMElement or null pointer if no such DID object exists.
         */
        virtual DOMElement* getObjectOfType(char* objectType, int index) const
                                                                    throw (DIPError)= 0;

        /**
         * Returns an array of DID objects corresponding to the given Object Type.
         * @param objectType A char pointer containing the Object Type of the wanted DID
                             objects.
         * @return array of pointers to DOMElements. The last element of the array must
         *          be a null pointer.
         */
        virtual DOMElement** getObjectsOfType(char* objectType) const
                                                                    throw (DIPError) = 0;

        /**
         * Returns the number of objects corresponding to a certain Object Type.
         * @param objectTypeName A char pointer containing the name of the Object Type in
                                 the Object Map.
         * @return int value representing the number of objects.
         */
        virtual int getObjectsOfTypeCount(char* objectTypeName) const
                                                                    throw (DIPError) = 0;

        /**
         * Returns the number of Object Types defined in the Object Map.
         * @return int value representing the number of Object Types.
         */
        virtual int getObjectTypeCount() const = 0;

        /**
         * Returns a char pointer representing the Object Type name.
         * @param index The index of the Object Type in the Object Map.
         * @return char pointer or null pointer if no such index exists.
         */
        virtual char* getObjectTypeName(int index) const throw (DIPError) = 0;
};

#endif
```


E.2.3 PlayStatus

See 5.4.3.4

```
#ifndef PLAYSTATUS_H
#define PLAYSTATUS_H

/**
 * C++ interface for the PlayStatus DIML Object Type.
 */
class PlayStatus {
  public:
        /**
         * Indicates that the associated resource is not currently playing.
         * The value of this property is 0.
         */
        static const int RELEASED;

        /**
         * Indicates that the associated resource is currently playing. Time based state
         * information related to playing the resource, if relevant, is paused for a
         * STATICPLAY resource.
```

```
         * The value of this property is 1.
         */
        static const int STATICPLAY;

        /**
         * Indicates that the associated resource is currently playing. Time based state
         * information related to playing the resource, if relevant, is advancing for a
         * TIMEPLAY resource.
         * The value of this property is 2.
         */
        static const int TIMEPLAY;

        /**
         * Returns the current status of a played instance of a resource associated with
         * this PlayStatus object.
         * @return int value representing the current status.
         */
        virtual int getStatus() const = 0;
};

#endif
```

E.3 C++ DIBO factory interface

This subclause specifies the C++ interface for the C++ DIBO factory. An MPEG-21 environment providing C++ bindings to DIBOs shall provide an implementation of `CppDIBOFactory`.

The C++ DIBO factory is used in a C++ executable to obtain an instance of an object that implements the C++ binding for a DIBO. The interface of a C++ DIBO factory is defined below.


```
#ifndef CPPDIBOFACTORY_H
#define CPPDIBOFACTORY_H

#include "DIPError.h"

/**
 * CppDIBOFactory interface is used to create new C++ DIBO classes.
 */
class CppDIBOFactory {
   public:
        /**
         * Returns the implementation for the given DIML object interface.
         * defining the set of C++ DIBO interfaces bound to the required DIBO. This method
         * is implemented by the C++ DIBO implementation provider.
         * @param objectName A char pointer containing the name of the DIML object for
         *                   which the implementation is requested.
         * @return void pointer representing the implementation for the given DIML object
         *          interface.
         */
        virtual void* getCppDIBOObject(char* objectName) const throw (DIPError) = 0;
};

#endif
```

E.4 C++ global environment interface

A reference to the global environment (i.e., `GlobalEnv` object) should be provided to a C++ executable, enabling access to the DIP environment in the C++ executables.

```
#ifndef GLOBALENV_H
#define GLOBALENV_H

#include <DOMDocument.h>
#include "CppDIBOFactory.h"

/**
 * C++ interface defining a mechanism for C++ executables to query the platform for
 * environment settings.
 */

class CppDIBOFactory;

class GlobalEnv {
   public:
        /**
         * Returns the instance of the CppDIBOFactory which in turn is used to
         * instantiate C++ DIBOs. This call must not fail.
         * @return pointer to CppDIBOFactory.
         */
        virtual CppDIBOFactory* getCppDIBOFactory() const = 0;

        /**
         * Returns the instance of the Current DIDL document.
         * @return pointer to DOMDocument.
         */
        virtual DOMDocument* getCurrentDIDDocument() const = 0;
};

#endif
```


The platform implementation for a particular C++ DIBO will be obtained from the `CppDIBOFactory` object (see subclause E.3 for the specification of the `CppDIBOFactory` interface) which shall be queried from the `GlobalEnv` object.

E.5 C++ interface bindings for DIBOs

E.5.1 Introduction

This clause specifies the C++ interface bindings for the corresponding DIBOs as specified in the subclause 5.4.

E.5.2 DIDL document access and manipulation

In DIML base operations for accessing and manipulating the DIDL document objects are those specified by the DOM Level 3 Core API as defined by W3C.

Any W3C DOM conformant C++ language binding supporting the Core module can be used, provided:

- The Core module interfaces of the W3C DOM specification are supported;
- The binding specifies an interface called “DOMDocument.h” which supports the Document interface from the Core module;
- The binding specifies an interface called “DOMElement.h” which supports the Element interface from the Core module.

NOTE For example, the C++ language binding for the DOM Level 3 Core API from Xerces – C++ 2.4 [1] can be used. It provides the C++ bindings for these access and manipulation operations.