

Cross Platform Extras: Interactivity Profile 0 (IP0)

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REVISION HISTORY

Version	Date	Description
1.0	April 15, 2016	Initial publication

1 INTRODUCTION

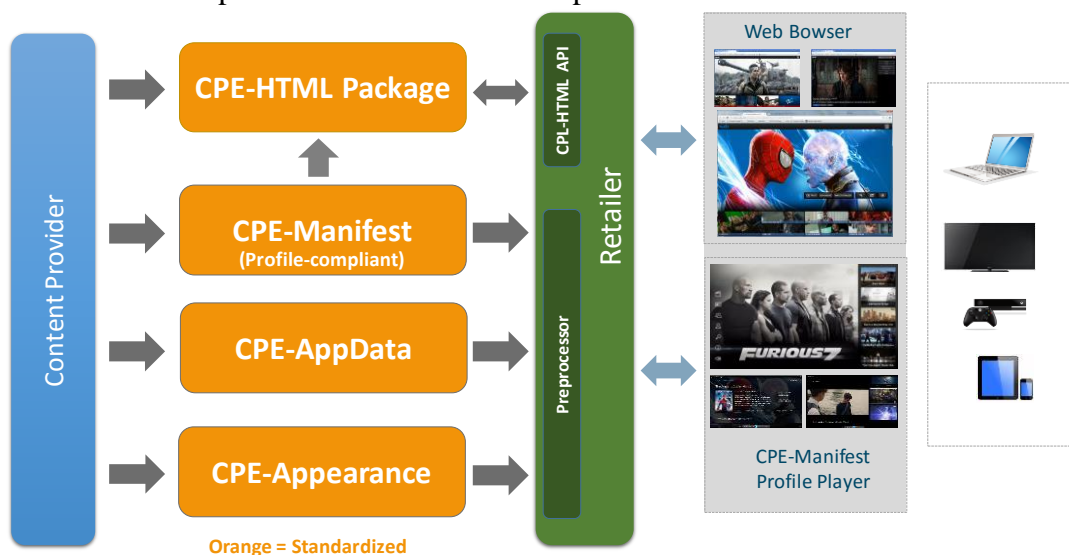
This document defines Cross Platform Extras (CPE) Interactivity Profile 0 (IP0). This profile is a CPE-Manifest profile. This document is subordinate to CPE-Manifest found at www.movie-labs.com/cpe/manifest.

This document assumes familiarity with the referenced specifications, particular *Common Media Manifest Metadata*. In many cases, this document builds on the best practice for delivery called *Using Media Manifest, File Manifest and Avails for File Delivery (Best Practices)*.

1.1 Background

Interactivity Profiles are designed to provide supplement CPE specs by providing specific implementation constraints. They provide exact instructions about what authoring and playing CPE data.

Both content providers and Profile Player implementers must comply with this specification to claim their implementation is Profile compliant.



1.2 Document Organization

This document is organized as follows:

1. Introduction—Provides background, scope and conventions
2. Interactivity Profile 0

1.3 Document Naming and Conventions

This document uses conventions as defined in [CM]. This is a less formal document, so strict conventions may not expressly apply in all cases.

1.4 Normative References

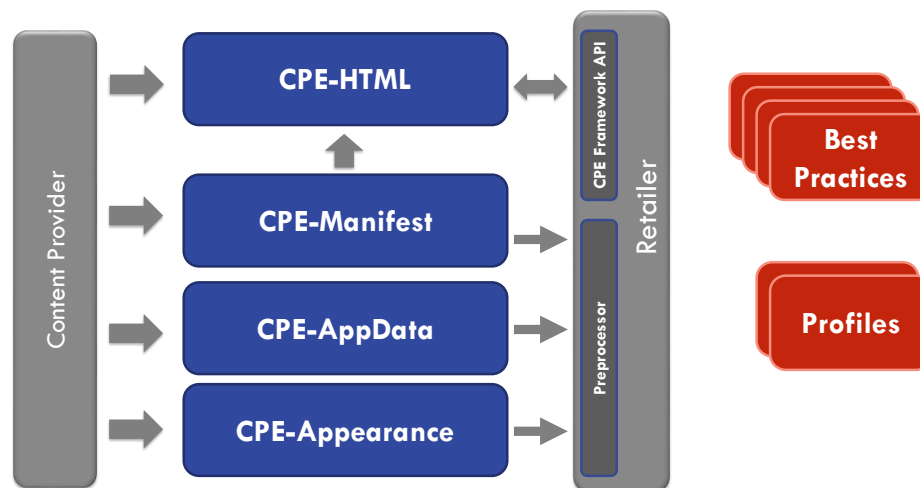
[CPE-Manifest]	Cross-Platform Extras API, TR-CPE-API, www.movielabs.com/md/cpe
[Manifest]	MovieLabs Common Media Manifest Metadata v1.5, TR-META-MMM, www.movielabs.com/md/manifest
[CM]	Common Metadata, TR-META-CM, www.movielabs.com/md/md
[CPE-HTML]	Cross-Platform Extras API, TR-CPE-API, www.movielabs.com/md/cpe

1.5 Informative References

[CPEBest]	CPE Best Practices document, www.movielabs.com/cpe/practices
[Chromium]	Chromium, open source browser project, http://www.chromium.org

1.6 Using This Document

This document constrains CPE-Manifest [CPE-Manifest]. It should be used in conjunction with that document. CPE Best Practices [CPEBest] should also be followed as applicable.



The body of this specification defines structure, but leaves some details to the design of specific UI models. For example, grouping nodes and image aspect ratio choices are not specified above. Profiles include sufficient implementation to guarantee that a specific set of UI implementations will receive all information in the correct form.

Note that profiles do not specify media encoding rules (e.g., bitrates, channels, and codecs).

2 INFORMATION PROFILE IP-0

Information Profile IP-0 assumes no specific interactivity guidance within the Manifest. This is used when the Retailer determines where and how bonus material is displayed. It works essentially from Type elements and Metadata rather than from Experience structure, although Experience structure can be a hint (e.g., Sequence can be used to order elements).

Constraints are as follows:

- Profile IP-0 supports any content structure.
- Profile IP-0 is based on the Information Model.
- In Manifests using Profile IP-0, Compatibility/Profile='IP-0'
- IP-0 Manifests should comply with delivery as defined in [Delivery].