

Accessing the Widevine Repository

Version 1.7

© 2019 Google, Inc. All Rights Reserved. No express or implied warranties are provided for herein. All specifications are subject to change and any expected future products, features or functionality will be provided on an if and when available basis. Note that the descriptions of Google's patents and other intellectual property herein are intended to provide illustrative, non-exhaustive examples of some of the areas to which the patents and applications are currently believed to pertain, and is not intended for use in a legal proceeding to interpret or limit the scope or meaning of the patents or their claims, or indicate that a Google patent claim(s) is materially required to perform or implement any of the listed items.

Summary

This document outlines the process for partners to gain access to the Widevine CDM repository for client integration.

There are several repositories available:

• ce_cdm

- This repository contains the CDM source used for custom platform integrations (e.g. Smart TV, STB)
- Access to this repository is granted to device manufacturers.

android

- This repository contains the pre-built CDM binaries that match every Android release and architecture.
- Access to this repository is granted for AOSP (non-GMS) implementations.

embedded

- o This repository contains pre-built CDM binaries for various platforms:
 - iOS
- Access to this repository is granted for iOS application development.

ios

- This repository contains the legacy Widevine iOS CDM client and associated dependencies including samples and demo app.
- o Access to this repository is no longer granted for new iOS development.
 - Legacy iOS CDM users may request access to upgrade.

oemcrypto

- o This repository contains current and previous versions of OEMCrypto.
- Access to this repository is granted to chipset and platform vendors.

• wvpl_license_sdk

o This repository contains the license server sdk.

wvpl_proxy_sdk

o This repository contains the license proxy sdk.

Access to each repository is approved separately.

For browser-based client integration (Chromium-based, CEF, Electron), please contact us directly.

Access to the Widevine partner repository requires a Google account, which can be created using a **valid corporate individual email address**. Access from gmail or other personal accounts is not allowed.

Git authentication is done through cookies, and the repository can be accessed over https. The repository uses features that require a minimum of git v1.8.

Process

| Step | Description | Action |
|---------------------------------------|--|--|
| Create a Google Account | Access to the repository requires a Google account. When registering for a Google account, you must use your company or corporate email address. | For more information on creating a Google account, please see below. |
| | We do not allow access from personal email addresses (gmail.com, outlook.com, yahoo.com, etc.) | |
| Complete Widevine Legal Agreements | Partner access to the repository is contingent upon signing of the Widevine Master License Agreement. | Use the <u>Contact Form</u> . |
| | Additional technical discussion may be required to clarify your needs and requirements. | |
| Access the Widevine CDM Repository | Upon verification of a valid Google account and completion of the Widevine Master License Agreement, Widevine will grant access to the appropriate repository. | CDM Source Repository |
| | | Android CDM Repository |
| | | Embedded CDM Repository |

| | Note: If a Widevine Level 1 device integration ¹ is being considered, you will need to obtain the correct OEMCrypto library from your chipset vendor. | iOS CDM Repository OEMCrypto Repository WvPL License WvPL Proxy |
|-----------------|--|--|
| Getting support | Your email address will be part of a Google group access control list. Leaving the group will disable your access. | Use the <u>Contact Form</u> . |

¹ For information on Widevine client security levels, please see our <u>Getting Started with Devices</u> guide.

Getting Help

If you require assistance, please use our contact form.

For device integration questions, select *I'm a hardware manufacturer or partner* and then select *Other*. For other inquiries, select *I have a general inquiry*.

Creating a Google Account

- 1. If you do not have a Google account yet:
 - a. Go to https://accounts.google.com/signupwithoutgmail
 - b. Sign-up with a corporate (company) email account.
 - i. Enter your corporate email as "Your current email". Do NOT click "I would like a new Gmail address".
 - ii. If you have already linked your Google account with a @gmail.com address, you need to remove the Gmail account first. Sign in with your corporate email and then see Remove addresses from your account.
 - iii. Access will only be granted to corporate email accounts.
 - c. Click Next steps.
 - d. Click Verify by signing in...
 - e. Sign in to your corporate email account.
 - f. Click Continue.
- 2. Visit https://googlesource.com/new-password
- 3. Log in with your Google account.
- 4. Follow the on-screen instructions to set up cookie authentication on your workstation.



Configure Git

Configure Git with a cookie for this service by copying this script and pasting it into a shell.

```
Windows Users 1

Authenticate as 10: ● all of googlesource.com ○ only www.googlesource.com

touch -/.gitcookies
chmod 0600 -/.gitcookies

git config --global http.cookiefile -/.gitcookies

tr , \\t <<\_END__ >>-/.gitcookies
.googlesource.com, TRUE, /, TRUE, 2147483647, o, ___END__
```

If your home directory is on a network filesystem, consider using a location on local disk.

Revoke Cookies

- 5. Inform Widevine of the email address you used.
 - a. Use the form OR
 - b. Contact your Widevine TAM.
- 6. Wait for confirmation that your login has been granted access. You should also receive the project name at this time.
- 7. Clone a project called PROJECT by running: git clone https://widevine-partner.googlesource.com/PROJECT
- 8. Update your local copy by running: *git pull*