



Device Registration and Linking

Roku Streaming Player Version 4.1
(Unchanged from the 2.4 SDK Release)

12/21/2011

Table of Contents

1.0 Overview3

2.0 Pre-Registration3

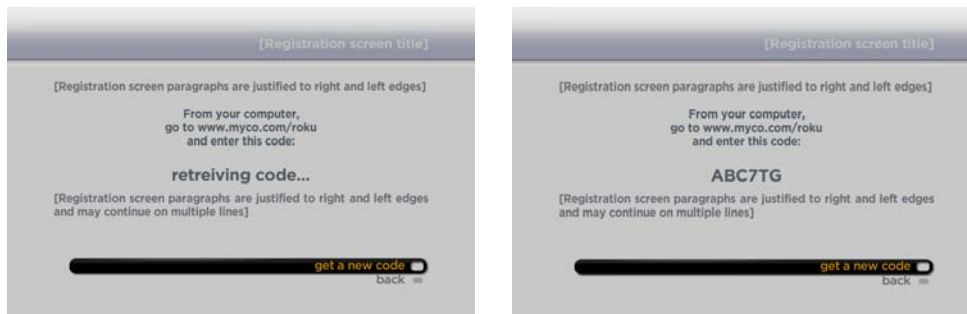
3.0 Device Linking.....4

1.0 Overview

This document describes an example set of API's for registering and linking a device to a video service using a code based or "rendezvous" style of registration. This type of registration presents the user with a simple on-screen code during setup. This code is then entered into the provider website to establish a linkage between the device and the user account. Once the device detects that registration is complete, it displays a congratulations screen and allows the user access to the video service. All subsequent API requests use the regToken created through this process to uniquely identify the customer and device.

2.0 Pre-Registration

This method is used to retrieve a code for device registration.



The code is displayed on screen by the device and the user is requested to go to the website and enter this code. It is desirable to make the code as short as possible to make it easy for the user to enter, yet ensure uniqueness during the retry interval. The device will poll at a specified frequency (retryInterval) during registration until the device has been registered or the maximum time has expired (retryDuration).

Request¹

```
<preRegistration>
  <deviceID>(unique id/serial number for the device) </deviceID>
  <deviceTypeID>(optional opaque string identifying device type) </deviceTypeID>
  <firmwareVersion>(optional major.minor.build) </firmwareVersion>
</preRegistration >
```

Response

```
<result>
  <status> success/failure </status>
  <regCode> (small ~5 character code customer will enter onto web site) </regCode>
  <retryInterval> (polling interval in secs to detect completion (e.g. 30)
</retryInterval>
  <retryDuration> (max duration in secs for retries (e.g. 900) ) </retryDuration>
</result>
```

3.0 Device Linking

This method is used to check the registration progress to see if the user has successfully entered their registration code on the website to link their device. This method is polled continuously at the specified interval (retryInterval) from the time the preregistration request is made until a success response is received or until the max retry time (retryDuration) has elapsed.

Request¹

```
<linkAccount>
  <regCode> (current registration code from PreRegistration request) </regCode>
  <deviceID> (unique id/serial number for the device) </deviceID>
  <deviceTypeID>(opaque string identifying device type) </deviceTypeID>
</linkAccount>
```

Response

```
<result>
  <status> success/failure </status>
  <deviceToken> (opaque encrypted string for future requests) </deviceToken>
  <customerId> (optional customer ID if required by partner) </customerId>
  <creationTime> (optional ISO8601 date/time value) </creationTime>
</result>
```

The device linking request may fail for several reasons, such as:

Missing or invalid registration code

Expired registration code

Customer account issue (e.g. not registered, hold, etc.)

Note¹: Requests can be made in one of 3 ways. Plain HTTP GET with values in HTTP headers, HTTP GET with values in parameters or HTTP post with values in body of XML request.

