Digital Living Network Alliance

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| **Digital Living Network Alliance** | |
| [Dlna.svg](http://en.wikipedia.org/w/index.php?title=File:Dlna.svg&page=1) | |
| **Founded** | June 2003[[1]](http://en.wikipedia.org/wiki/Digital_Living_Network_Alliance#cite_note-dlnafaq-0) |
| **Headquarters** | 4000 Kruse Way Place, Bldg 2, Ste 250 [Lake Oswego, Oregon](http://en.wikipedia.org/wiki/Lake_Oswego,_Oregon) [USA](http://en.wikipedia.org/wiki/USA) |
| **Area served** | Worldwide |
| **Members** | 225[[2]](http://en.wikipedia.org/wiki/Digital_Living_Network_Alliance#cite_note-1) |
| [**Website**](http://en.wikipedia.org/wiki/Website) | [dlna.org](http://dlna.org/) |

The (**DLNA**) is a [non-profit](http://en.wikipedia.org/wiki/Non-profit) collaborative [trade organization](http://en.wikipedia.org/wiki/Trade_organization) established by [Sony](http://en.wikipedia.org/wiki/Sony) in June 2003, that is responsible for defining interoperability guidelines to enable sharing of digital media such as music, photos and videos between consumer devices such as computers, TVs, printers, cameras, cell phones, and other multimedia devices. These guidelines are built upon existing public standards, but the guidelines themselves are private (available for a fee). These guidelines specify a set of restricted ways of using the standards to achieve interoperability.[[3]](http://en.wikipedia.org/wiki/Digital_Living_Network_Alliance#cite_note-2)

DLNA uses [Universal Plug and Play (UPnP)](http://en.wikipedia.org/wiki/Universal_Plug_and_Play) for media management, discovery and control.[[4]](http://en.wikipedia.org/wiki/Digital_Living_Network_Alliance#cite_note-3) UPnP defines the type of device that DLNA supports ("server", "renderer", "controller") and the mechanisms for accessing media over a network. The DLNA guidelines then apply a layer of restrictions over the types of media file format, encodings and resolutions that a device must support.

As of January 2011,[[5]](http://en.wikipedia.org/wiki/Digital_Living_Network_Alliance#cite_note-4) over 9,000 different devices have obtained "DLNA Certified" status, indicated by a logo on their packaging and confirming their interoperability with other devices.[[6]](http://en.wikipedia.org/wiki/Digital_Living_Network_Alliance#cite_note-5) It is estimated that more than 440 million DLNA-certified devices, from digital cameras to game consoles and TVs, have been installed in users' homes.[[7]](http://en.wikipedia.org/wiki/Digital_Living_Network_Alliance#cite_note-6)

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[[edit](http://en.wikipedia.org/w/index.php?title=Digital_Living_Network_Alliance&action=edit&section=1)]History

Sony established the DLNA in June 2003 as the **Digital Home Working Group**, changing to its current name 12 months later, when the first set of guidelines for DLNA was published.[[1]](http://en.wikipedia.org/wiki/Digital_Living_Network_Alliance#cite_note-dlnafaq-0) Home Networked Device Interoperability Guidelines v1.5 was published in March 2006 and expanded in October of the same year; the changes included the addition of two new product categories —[printers](http://en.wikipedia.org/wiki/Printer_(computing)) and [mobile devices](http://en.wikipedia.org/wiki/Mobile_device) — as well as an "increase of DLNA Device Classes from two to twelve" and an increase in supported user scenarios related to the new product categories.[[1]](http://en.wikipedia.org/wiki/Digital_Living_Network_Alliance#cite_note-dlnafaq-0)

[[edit](http://en.wikipedia.org/w/index.php?title=Digital_Living_Network_Alliance&action=edit&section=2)]Specification

The DLNA Certified Device Classes are separated as follows:[[8]](http://en.wikipedia.org/wiki/Digital_Living_Network_Alliance#cite_note-7)

**Home Network Devices:**

* Digital Media Server (DMS): These devices store content and make it available to networked digital media players (DMP) and digital media renderers (DMR). Examples include PCs and[network-attached storage](http://en.wikipedia.org/wiki/Network-attached_storage) (NAS) devices.
* Digital Media Player (DMP): These devices find content on digital media servers (DMS) and provide playback and rendering capabilities. Examples include TVs, stereos and home theaters, wireless monitors and game consoles.
* Digital Media Renderer (DMR): These devices play content received from a digital media controller (DMC), which will find content from a digital media server (DMS). Examples include TVs, audio/video receivers, video displays and remote speakers for music.
  + Note: it is possible for a single device (e.g. TV, A/V receiver, etc) to function both as a DMR (receives "pushed" content from DMS) and DMP ("pulls" content from DMS)
* Digital Media Controller (DMC): These devices find content on digital media servers (DMS) and play it on digital media renderers (DMR). Examples include Internet tablets, Wi-Fi enabled digital cameras and personal digital assistants (PDAs).
* Digital Media Printer (DMPr): These devices provide printing services to the DLNA home network. Generally, digital media players (DMP) and digital media controllers (DMC) with print capability can print to DMPr. Examples include networked photo printers and networked all-in-one printers

**Mobile Handheld Devices**

* Mobile Digital Media Server (M-DMS): These wireless devices store content and make it available to wired/wireless networked mobile digital media players (M-DMP), digital media renderers (DMR) and digital media printers (DMPr). Examples include mobile phones and portable music players.
* Mobile Digital Media Player (M-DMP): These wireless devices find and play content on a digital media server (DMS) or mobile digital media server (M-DMS). Examples include mobile phones and mobile media tablets designed for viewing multimedia content.
* Mobile Digital Media Uploader (M-DMU): These wireless devices send (upload) content to a digital media server (DMS) or mobile digital media server (M-DMS). Examples include digital cameras and mobile phones.
* Mobile Digital Media Downloader (M-DMD): These wireless devices find and store (download) content from a digital media server (DMS) or mobile digital media server (M-DMS). Examples include portable music players and mobile phones.
* Mobile Digital Media Controller (M-DMC): These wireless devices find content on a digital media server (DMS) or mobile digital media server (M-DMS) and send it to digital media renderers (DMR). Examples include personal digital assistants (PDAs) and mobile phones.

**Home Infrastructure Devices**

* Mobile Network Connectivity Function (M-NCF): These devices provide a bridge between mobile handheld device network connectivity and home network connectivity.
* Media Interoperability Unit (MIU):These devices provide content transformation between required media formats for home network and mobile handheld devices.

The specification uses [DTCP-IP](http://en.wikipedia.org/wiki/Digital_Transmission_Content_Protection) as "link protection" for copyright-protected commercial content between one device to another.[[1]](http://en.wikipedia.org/wiki/Digital_Living_Network_Alliance#cite_note-dlnafaq-0)[[9]](http://en.wikipedia.org/wiki/Digital_Living_Network_Alliance#cite_note-8)

[[edit](http://en.wikipedia.org/w/index.php?title=Digital_Living_Network_Alliance&action=edit&section=3)]Member companies

As of June 2011, there are 26 promoter members and 199 contributor members. The promoter members are:[[10]](http://en.wikipedia.org/wiki/Digital_Living_Network_Alliance#cite_note-9) [ACCESS](http://en.wikipedia.org/wiki/Access_Co.), [AT&T Labs](http://en.wikipedia.org/wiki/AT%26T_Labs), [Awox](http://en.wikipedia.org/w/index.php?title=Awox&action=edit&redlink=1), [Broadcom](http://en.wikipedia.org/wiki/Broadcom), [Cisco Systems](http://en.wikipedia.org/wiki/Cisco_Systems), [Comcast](http://en.wikipedia.org/wiki/Comcast), [DIRECTV](http://en.wikipedia.org/wiki/DIRECTV),[Dolby Laboratories](http://en.wikipedia.org/wiki/Dolby_Laboratories), [Ericsson](http://en.wikipedia.org/wiki/Ericsson), [Hewlett-Packard](http://en.wikipedia.org/wiki/Hewlett-Packard), [Huawei](http://en.wikipedia.org/wiki/Huawei), [Intel](http://en.wikipedia.org/wiki/Intel_Corporation), [LG Electronics](http://en.wikipedia.org/wiki/LG_Electronics), [Microsoft](http://en.wikipedia.org/wiki/Microsoft), [Motorola](http://en.wikipedia.org/wiki/Motorola), [Nokia](http://en.wikipedia.org/wiki/Nokia), [Panasonic](http://en.wikipedia.org/wiki/Panasonic_Corporation), [Promise Technology](http://en.wikipedia.org/wiki/Promise_Technology), [Qualcomm](http://en.wikipedia.org/wiki/Qualcomm), [Samsung Electronics](http://en.wikipedia.org/wiki/Samsung_Electronics), [Sharp Corporation](http://en.wikipedia.org/wiki/Sharp_Corporation),[Sony Electronics](http://en.wikipedia.org/wiki/Sony), [Technicolor](http://en.wikipedia.org/wiki/Technicolor), and [Verizon](http://en.wikipedia.org/wiki/Verizon).

[Apple](http://en.wikipedia.org/wiki/Apple_Inc.) is not a member. Apple uses its own [Digital Audio Access Protocol](http://en.wikipedia.org/wiki/Digital_Audio_Access_Protocol) instead of DLNA's [UPnP](http://en.wikipedia.org/wiki/UPnP) protocols.

DLNA is run by a [board of directors](http://en.wikipedia.org/wiki/Board_of_directors) consisting of 9 members. There are 8 permanent representatives from the following companies: [Broadcom](http://en.wikipedia.org/wiki/Broadcom), [Intel](http://en.wikipedia.org/wiki/Intel), [Microsoft](http://en.wikipedia.org/wiki/Microsoft), [Nokia](http://en.wikipedia.org/wiki/Nokia), [Panasonic](http://en.wikipedia.org/wiki/Panasonic), [Samsung Electronics](http://en.wikipedia.org/wiki/Samsung_Electronics), [Sony Electronics](http://en.wikipedia.org/wiki/Sony), [Technicolor](http://en.wikipedia.org/wiki/Technicolor) and one elected representative selected by the promoter members.

The board of directors oversees the activity of the four following committees:

* Ecosystem Committee, planning the future development of DLNA guidelines
* Compliance & Test Committee, overseeing the certification program and its evolutions
* Marketing Committee, actively promoting DLNA worldwide
* Technical Committee, writing the DLNA guidelines

[[edit](http://en.wikipedia.org/w/index.php?title=Digital_Living_Network_Alliance&action=edit&section=4)]Products supporting DLNA

[[edit](http://en.wikipedia.org/w/index.php?title=Digital_Living_Network_Alliance&action=edit&section=5)]**DLNA-certified devices**

There are over nine thousand products on the market that are DLNA Certified.[[11]](http://en.wikipedia.org/wiki/Digital_Living_Network_Alliance#cite_note-10) This includes TVs, DVD and Blu-ray players, games consoles, digital media players, photo frames, cameras, NAS devices, PCs, mobile handsets, and more.[[12]](http://en.wikipedia.org/wiki/Digital_Living_Network_Alliance#cite_note-11) Predictions have been made as to how many DLNA Certified products are shipping: “According to a study from ABI Research, nearly 200 million such products shipped in 2008; that number will rise to more than 300 million in 2012, and the growth curve accelerates even faster in the years that follow.”[[13]](http://en.wikipedia.org/wiki/Digital_Living_Network_Alliance#cite_note-12) Consumers can see if their product is certified by looking for a DLNA logo on the device or by verifying certification through the [DLNA Product Search](http://www.dlna.org/products/).

[[edit](http://en.wikipedia.org/w/index.php?title=Digital_Living_Network_Alliance&action=edit&section=6)]**DLNA technology components**

As the past president of DLNA pointed out to the Register in March 2009:[[14]](http://en.wikipedia.org/wiki/Digital_Living_Network_Alliance#cite_note-13)

"The vendors of software are allowed to claim that their software is a DLNA Technology Component if the software has gone through certification testing on a device and the device has been granted DLNA Certification. DLNA Technology Components are not marketed to the consumer but only to industry."

DLNA Interoperability Guidelines allow manufacturers to participate in the growing marketplace of networked devices and are separated into the below sections of key technology components.[[15]](http://en.wikipedia.org/wiki/Digital_Living_Network_Alliance#cite_note-14)

* Network and Connectivity[[16]](http://en.wikipedia.org/wiki/Digital_Living_Network_Alliance#cite_note-15)
* Device and Service Discovery and Control[[17]](http://en.wikipedia.org/wiki/Digital_Living_Network_Alliance#cite_note-16)
* Media Format and Transport Model[[18]](http://en.wikipedia.org/wiki/Digital_Living_Network_Alliance#cite_note-17)
* Media Management, Distribution and Control[[19]](http://en.wikipedia.org/wiki/Digital_Living_Network_Alliance#cite_note-18)
* Digital Rights Management and Content Protection[[20]](http://en.wikipedia.org/wiki/Digital_Living_Network_Alliance#cite_note-19)
* Manageability[[21]](http://en.wikipedia.org/wiki/Digital_Living_Network_Alliance#cite_note-20)

[[edit](http://en.wikipedia.org/w/index.php?title=Digital_Living_Network_Alliance&action=edit&section=7)]**DLNA-certified software**

In early 2011, DLNA began a Software Certification program in order to make it easier for consumers to share their digital media across a broader range of products. DLNA is certifying software that is sold directly to consumers through retailers, websites and mobile application stores. With DLNA Certified software, consumers can upgrade products from within their home networks that may not be DLNA Certified and bring them into their personal DLNA ecosystems. This helps in bringing content such as videos, photos and music stored on DLNA Certified devices to a larger selection of consumer electronics, mobile and PC products.[[22]](http://en.wikipedia.org/wiki/Digital_Living_Network_Alliance#cite_note-21)

[[edit](http://en.wikipedia.org/w/index.php?title=Digital_Living_Network_Alliance&action=edit&section=8)]**DLNA-certified products**

Below are some examples of DLNA Certified Products, however this is not a comprehensive list of all devices.

* 2player[[23]](http://en.wikipedia.org/wiki/Digital_Living_Network_Alliance#cite_note-22) is a controller, and player, with download support (DMC, DMP, M-DMD), for Android devices.
* AllShare™ is Samsung Electronics trademark name which includes DLNA as well as other related features.
* ArcSoft TotalMedia 3.5.[[24]](http://en.wikipedia.org/wiki/Digital_Living_Network_Alliance#cite_note-23) Appears to be just a DMS.
* [ArkMC](http://arkmc.com/) is a certified\* UPnP/DLNA® multimedia software application for iOS and Android devices that allows to easily access, stream, share, manage and enjoy personal multimedia content.
* AwoX mediaCTRL for iPhone[[25]](http://en.wikipedia.org/wiki/Digital_Living_Network_Alliance#cite_note-24) is a commercial controller with upload and push controller (DMC +UP+ +PU+). It is based on AwoX DLNA Technology component software development kits.[[26]](http://en.wikipedia.org/wiki/Digital_Living_Network_Alliance#cite_note-25)
* Coherence[[27]](http://en.wikipedia.org/wiki/Digital_Living_Network_Alliance#cite_note-26) is a complete UPnP python framework including a DMS, a DMR,[[28]](http://en.wikipedia.org/wiki/Digital_Living_Network_Alliance#cite_note-27) and a DMC.
* [CyberLink](http://en.wikipedia.org/wiki/CyberLink) SoftDMA 2.[[29]](http://en.wikipedia.org/wiki/Digital_Living_Network_Alliance#cite_note-28) Appears to be just a DMP.
* [iMediaShare](http://en.wikipedia.org/w/index.php?title=IMediaShare&action=edit&redlink=1) [[30]](http://en.wikipedia.org/wiki/Digital_Living_Network_Alliance#cite_note-29) is a smartphone application that supports Media Server specifications of UPnP/AV.
* [ZappoTV](http://www.zappo.tv/) is a controlpoint that acts as a mobile media center for certain DLNA Renderers.
* [J. River Media Center](http://en.wikipedia.org/wiki/Media_Center_(software_application)) A multi-faceted media player/organizer with a DLNA/UPnP server, controller, and renderer, including conversion.
* [LinuxMCE](http://en.wikipedia.org/wiki/LinuxMCE) as a complete free solution has Fuppes integrated, but plans to switch to MediaTomb.[[31]](http://en.wikipedia.org/wiki/Digital_Living_Network_Alliance#cite_note-30)
* [Plex](http://en.wikipedia.org/wiki/Plex_(software)), a free and open source (GPL) software media player and entertainment hub for digital media, available for Mac OS X, Microsoft Windows, Linux, as well as mobile clients for iOS (including Apple TV (2nd generation) onwards), Android, and Windows Phone.
* [tubeCore](http://en.wikipedia.org/w/index.php?title=TubeCore&action=edit&redlink=1) a free Windows Media Center Media Receiver plugin that provides a DLNA compliant user interface to DLNA Media Servers.[[32]](http://en.wikipedia.org/wiki/Digital_Living_Network_Alliance#cite_note-31)
* [Windows Media Connect](http://en.wikipedia.org/wiki/Windows_Media_Connect) and therefore [Windows Media Player](http://en.wikipedia.org/wiki/Windows_Media_Player) 11 support DLNA.
* [Windows Media Player](http://en.wikipedia.org/wiki/Windows_Media_Player) 12 (bundled with Windows 7) supports all DLNA roles.
* [XBMC](http://en.wikipedia.org/wiki/XBMC) a free and open source (GPL) software media player and entertainment hub for digital media available for Linux, Mac OS X, Microsoft Windows, as well as the original Xbox game console.[[33]](http://en.wikipedia.org/wiki/Digital_Living_Network_Alliance#cite_note-32)
* [Nokia N9](http://en.wikipedia.org/wiki/Nokia_N9) shares multimedia including music, pictures or videos.
* [Nokia Lumia 610/710/800/900](http://en.wikipedia.org/wiki/Nokia_Lumia) shares multimedia including music, pictures or videos.
* [Samsung Galaxy S II](http://en.wikipedia.org/wiki/Samsung_Galaxy_S_II) shares multimedia including music, pictures or videos.
* [Nero MediaHome 4](http://en.wikipedia.org/w/index.php?title=Nero_MediaHome_4&action=edit&redlink=1), a commercial media server for Windows with realtime transcoding and live TV streaming functionality. Free Trial version is available.
* [Pixel Media Controller](https://play.google.com/store/apps/details?id=com.cmc.dmc&feature=more_from_developer#?t=W251bGwsMSwxLDEwMiwiY29tLmNtYy5kbWMiXQ..) is a DLNA compliant Digital Media Controller to control DLNA certified/compliant Digital Media Server, Digital Media Render and Digital Media Printer on Android platform. It helps you to browse digital media contents from the Media Server and playback media contents (Image/Song/Video) at your DLNA certified TV or renderer devices and print at DLNA certified Printer.

**Servers**

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| http://upload.wikimedia.org/wikipedia/commons/thumb/5/52/Merge-arrows.svg/50px-Merge-arrows.svg.png | It has been suggested that this article or section be [merged](http://en.wikipedia.org/wiki/Wikipedia:Merging) with [*Comparison of UPnP AV MediaServers*](http://en.wikipedia.org/wiki/Comparison_of_UPnP_AV_MediaServers). ([Discuss](http://en.wikipedia.org/wiki/Talk:Comparison_of_UPnP_AV_media_servers#Merger_proposal)) *Proposed since July 2011.* |

*Main article:*[*Comparison of UPnP AV MediaServers*](http://en.wikipedia.org/wiki/Comparison_of_UPnP_AV_MediaServers)

* Asset UPnP/DLNA, Free Audio specific UPnP/DLNA server for Windows & Windows Home Server. Features album art, audio WAVE/LPCM transcoding from a huge range of audio codecs,[ReplayGain](http://en.wikipedia.org/wiki/ReplayGain) support for streamed audio. Customizable browse tree.
* [CyberLink](http://en.wikipedia.org/wiki/CyberLink) Media Server 2.[[34]](http://en.wikipedia.org/wiki/Digital_Living_Network_Alliance#cite_note-33) Appears to be just a DMS.
* [Jamcast](http://en.wikipedia.org/w/index.php?title=Jamcast&action=edit&redlink=1),[[35]](http://en.wikipedia.org/wiki/Digital_Living_Network_Alliance#cite_note-34) a DLNA compliant media server for Windows that is capable of streaming any audio playing on the PC to DLNA devices.
* [Mezzmo](http://en.wikipedia.org/w/index.php?title=Mezzmo&action=edit&redlink=1) [[36]](http://en.wikipedia.org/wiki/Digital_Living_Network_Alliance#cite_note-35) is a feature-packed UPnP/DLNA media server with on-the-fly transcoding and media organizing features.
* [PlayOn](http://en.wikipedia.org/wiki/PlayOn) from MediaMall.[[37]](http://en.wikipedia.org/wiki/Digital_Living_Network_Alliance#cite_note-36) Appears to be a DMS, also capable of serving streamed internet media such as Netflix, Hulu, YouTube, CNN, ESPN.
* [PS3 Media Server](http://en.wikipedia.org/wiki/PS3_Media_Server).[[38]](http://en.wikipedia.org/wiki/Digital_Living_Network_Alliance#cite_note-37) An open source ([GPLv](http://en.wikipedia.org/wiki/GPL)2) DLNA compliant UPnP Media Server for the PS3, written in Java, with the purpose of streaming or transcoding any kind of media files, with minimum configuration.
* [Serviio](http://www.serviio.org/) is a DLNA media server and works with any DLNA compliant device with the purpose of streaming or transcoding any kind of media files (TV, PlayStation 3, etc.) and some other (Xbox 360). It is updated frequently. There is a good support community
* [TwonkyMedia server](http://en.wikipedia.org/wiki/TwonkyMedia_server) runs on PC, Mac, Linux and Android and enables media sharing of local and online media among a large variety of devices.
* TVMOBiLi [[39]](http://en.wikipedia.org/wiki/Digital_Living_Network_Alliance#cite_note-38) - A [shareware](http://en.wikipedia.org/wiki/Shareware) DLNA/UPnP Media Server for Windows, [Mac OS X](http://en.wikipedia.org/wiki/Mac_OS_X) and Linux. Appears to be just a DMS.
* [TVersity](http://en.wikipedia.org/wiki/TVersity), a UPnP MediaServer with strong device support and on-the-fly transcoding.[[40]](http://en.wikipedia.org/wiki/Digital_Living_Network_Alliance#cite_note-39) Appears to be just a DMS.[[41]](http://en.wikipedia.org/wiki/Digital_Living_Network_Alliance#cite_note-40)
* [Wild Media Server (UPnP, DLNA, HTTP)](http://www.wildmediaserver.com/), a media server for Windows, Wine (Linux), Wineskin (MAC OS), individual device settings, transcoding, external and internal subtitles, restricted device access to folders, uploading files, Internet-Radio, Internet-Television, Digital Video Broadcasting (DVB), DMR-control and "Play To", Music (Visualization), support for 3D-subtitles.
* [Coherence](http://en.wikipedia.org/wiki/Coherence_(UPNP)) is a framework written in Python to enable applications access to digital living network resources. As a stand alone application it can act as a [UPnP](http://en.wikipedia.org/wiki/UPnP)/[DLNA](http://en.wikipedia.org/wiki/DLNA) media server, in combination with a supported client as a media renderer.
* AllShare[[42]](http://en.wikipedia.org/wiki/Digital_Living_Network_Alliance#cite_note-41) (UPnP, DLNA)], a media server for Windows. Clients are also available for mobile Android devices. Works well with Samsung TV's.
* KooRaRoo Media[[43]](http://en.wikipedia.org/wiki/Digital_Living_Network_Alliance#cite_note-42) ([UPnP](http://en.wikipedia.org/wiki/UPnP), [DLNA](http://en.wikipedia.org/wiki/DLNA), [HTTP](http://en.wikipedia.org/wiki/HTTP)), a multimedia organizer and a media server for Windows. On-the-fly transcoding, supports multiple video/audio streams in files, includes a DMS (server) and a DMC (controller) with "play to" functionality. Works with all [DLNA](http://en.wikipedia.org/wiki/DLNA)-compatible devices.
* [Pixel Media Server](https://play.google.com/store/apps/details?id=com.cmc.dms&feature=more_from_developer#?t=W251bGwsMSwxLDEwMiwiY29tLmNtYy5kbXMiXQ..) is a DLNA compliant Digital Media Server on Android platform. It makes your android Phone/Tablet to DLNA Media Server and publish your media contents (Image/Song/Video) from your Tablet/Phone to the DLNA home network.

[[edit](http://en.wikipedia.org/w/index.php?title=Digital_Living_Network_Alliance&action=edit&section=9)]See also

* [UPnP (Universal Plug and Play) AV standards](http://en.wikipedia.org/wiki/Universal_Plug_and_Play#UPnP_AV_standards)
* [Consumer Electronics Control (CEC)](http://en.wikipedia.org/wiki/Consumer_Electronics_Control). (Lets audio/video equipment cooperate through HDMI connections.)
* [Devices Profile for Web Services](http://en.wikipedia.org/wiki/Devices_Profile_for_Web_Services)
* [Digital rights management](http://en.wikipedia.org/wiki/Digital_rights_management)
* [Digital Transmission Content Protection](http://en.wikipedia.org/wiki/Digital_Transmission_Content_Protection)
* [List of UPnP AV media servers and clients](http://en.wikipedia.org/wiki/List_of_UPnP_AV_media_servers_and_clients)
* [Comparison of UPnP AV media servers](http://en.wikipedia.org/wiki/Comparison_of_UPnP_AV_media_servers)

[[edit](http://en.wikipedia.org/w/index.php?title=Digital_Living_Network_Alliance&action=edit&section=10)]References

* 1. ^ [***a***](http://en.wikipedia.org/wiki/Digital_Living_Network_Alliance#cite_ref-dlnafaq_0-0) [***b***](http://en.wikipedia.org/wiki/Digital_Living_Network_Alliance#cite_ref-dlnafaq_0-1) [***c***](http://en.wikipedia.org/wiki/Digital_Living_Network_Alliance#cite_ref-dlnafaq_0-2) [***d***](http://en.wikipedia.org/wiki/Digital_Living_Network_Alliance#cite_ref-dlnafaq_0-3) [Frequently Asked Questions About DLNA](http://www.dlna.org/about_us/faqs/) from the DLNA website. Retrieved 2010-01-22.
  2. [**^**](http://en.wikipedia.org/wiki/Digital_Living_Network_Alliance#cite_ref-1) ["Member Companies"](http://www.dlna.org/about_us/roster/). DLNA. Retrieved 2011-03-02.
  3. [**^**](http://en.wikipedia.org/wiki/Digital_Living_Network_Alliance#cite_ref-2) <http://gxben.wordpress.com/2008/08/24/why-do-i-hate-dlna-protocol-so-much/>
  4. [**^**](http://en.wikipedia.org/wiki/Digital_Living_Network_Alliance#cite_ref-3) [*DLNA for HD Video Streaming in Home Networking Environments*](http://web.archive.org/web/20110630143952/http:/www.dlna.org/about_us/about/DLNA_Whitepaper.pdf), DLNA, archived from [the original](http://www.dlna.org/about_us/about/DLNA_Whitepaper.pdf) on 2011-06-30
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