

T-Mobile DRM

To prevent piracy T-Mobile has a secure web service available for content providers to check if the user has either purchased the application or has an active subscription.

To check the subscription status from the application, the application will send a HTTP/S GET request with certain parameters using T-Mobile's network:

- Mobile – Subscriber Phone Number (MSISDN will be recognized in the headers)
- Item External ID – CMS Item External ID

The URL of the request is:

http://projps.t-mobile.com/DS/server/123/extCheckSubscriptionForItem?mobile=<msisdn>&item_id=<External Item_id>

IMPORTANT NOTE: This method will not work if the user is connected via WIFI or is tethered to another device.

The CMS platform will respond with a status code (1 or 0) in the body of the response and the application should work or not work according to the response.

- 1: Subscription is active or the application has been purchased
- 0: Subscription is not active or the application has not been purchased

1 config.bat:

There are 2 environment variables:

TMOBILE_DRM: If enabled, code for T-Mobile DRM will be added, which when running the application, will check on the T-Mobile server if the user needs to purchase the application or your subscription has expired.

Example: set TMOBILE_DRM = 1

TMO_ITEM_ID: Only used if TMOBILE_DRM is enabled, this is an ID that will allow the server to identify which T-Mobile's catalog game you bought.

Example: set TMO_ITEM_ID = "gameloft01"

This is the catalog so far:

HD Titles for T-Mobile Store	External IDs
Asphalt 6 Adrenaline	gameloft01
Assassin's Creed	gameloft02
Dungeon Hunter 2	gameloft03
Eternal Legacy	gameloft04
Let's Golf2	gameloft05
Modern Combat 2	gameloft06
NOVA 2	gameloft07
Splinter Cell Conviction	gameloft08
Ultimate Spider-Man Total Mayhem	gameloft09
UNO HD	gameloft10

IMPORTANT NOTE: If a game is not in the catalog, ask the producer to check what External ID will have the game.

Contact:

If you have any contribution or bug report, please contact Daniel.Zamudio@gameloft.com and Jose-Luis.Duran@gameloft.com

The mail should be structured as follows:

Subject:

[T-Mobile DRM][Studio] date – bug description for all T-Mobile DRM related bugs

The content of the mail must include the bug id and/or a description of the problem, what was tried and the SVN link to the project.