

iNetVOD_{SM}
Storm Media Player_{SM}
UI Reference
Version 1.0.7

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Overview

This document defines a reference implementation for a user interface on a player device that is part of the iNetVOD_{SM} service.

Please refer to the document "iNetVOD High-Level Overview" for an overview and background information regarding iNetVOD_{SM} service.

Please refer to the document "iNetVOD Player Questionnaire" for background information regarding the configuration options available for a player device that is part of the iNetVOD_{SM} service.

This document is a companion document to the "iNetVOD Player API" document. Both documents together form the specification for a player device that supports the iNetVOD_{SM} service.

Terms

Streaming Media

Audio and/or video that is provided in an electronic form via a computer network. This includes media provided via a streaming protocol (like RTSP) and well as media data files (like AVI files).

Player Device

The physical device(s) and its computer software that supports the viewing/listening of Streaming Media (audio and/or video). The Player Device initiates requests to the Service.

Service

Computer software that runs on a server and is accessed by the Player Device in order to provide access to Streaming Media (audio and/or video). The Service fulfills requests from the Player Device.

User

An individual who uses the Player Device to access Streaming Media.

Member

A User who has enrolled in the Service.

Provider

A company or service that provides Streaming Media.

Show

A video/audio stream available for viewing/listening. A single piece of Streaming Media. The same Show may be available from multiple Providers.

Rented Show

A Show that a Member has been granted permission from a Provider to access. The Show may or may not have a cost. The Member may be anonymous to the Provider.

Background Information

Storm Web Site

The member account section of the Storm Media Player web site (StormMP.com) together with the player device forms the complete user experience for the Service. The Storm web site is used to perform user registration (more below) and other occasional account maintenance functions.

By contrast, the player device performs the daily user interactions such as finding, renting, and playing content. The player device's purpose is to handle the most common tasks that can be performed using a remote control while the more complicated tasks are meant to be handled by the Storm web site.

In addition, the Storm web site is also a player device. It performs all of the functionality of a player device and is used to complement other player devices, allowing access to a user's content from a personal computer.

Storm Registration

Users that desire to use the Service are required to register. To ease the burden on the player device, registration is done at the Storm web site (StormMP.com).

Minimally, the registration process collects an email address, a password for web site access, and a PIN for player device access. The email address acts as the user's User Name.

Upon completion of the registration process, the user is assigned a Logon ID. This numeric number, together with the chosen PIN, will be used to "logon" to the Service from the player device. This approach was chosen to provide an additional level of security and to ease data entry on the player device (which often will be handled through a remote control or numeric keypad).

During the registration process, the user may elect to enter additional information, such as credit card information and billing address, to enable pay-per-view purchase of content (if not supported by the content provider). The player device does not need any additional functionality to handle this feature.

Multiple Language Support

The Service has support for multiple languages. Each Show has an associated language for the audio track. During the registration process, a user selects one or more languages that they desire to hear Shows in. When searching for Shows, the Service automatically eliminates any non-matching languages for the user.

A future version of the Service will support subtitle languages.

Player Device Information

The Player data structure contains four fields of information that tell the Service about the player device:

ManufacturerID
ModelNo
SerialNo

Version

The "ManufacturerID" is assigned by iNetVOD and the other 3 are supplied by the player device. These four fields are found in the Player element.

The "ManufacturerID", "ModelNo" and "Version" are used by the Service to identify the player and to determine its capabilities. The "Version" is a specific production version, or revision, of the particular player model ("ModelNo").

The "Serial Number" is a unique number (relative to the Manufacturer ID/Model Number) that identifies a single player device. This number serves as a security mechanism.

A user's account is tied to a specific player device. Upon initial logon, the user's Logon ID is associated to the player device. User's can register additional player devices against their account.

User Session

To minimize the passing of credentials across the network and too well define the use of locally cached data, the Service incorporates the design of a user session. When first starting the player device, or returning from a no activity state, the player device must log onto the Service to create a new user session.

To log on, the player device passes the user's Logon ID and PIN to the Service via the SignonRqst. A successful response will contain a session identifier in the SessionData field. This session identifier is used for all subsequent API requests.

Sessions have a limited life before timing out. If a session times out, the player device will need to drop all locally cached data (see [Cached Local Data](#)) and re-logon. The InvalidSession StatusCode will be returned (see [Error Handling](#)) if a session has timed out or if the session is no longer valid.

The session timeout is currently set to 24 hours, but please don't rely on this value. Timeouts should rarely occur if the following conditions are followed:

- 1) During power down or entering inactivity state, flush all locally stored data, window histories, etc., returning the system to a state and view as if the player device just powered up.
- 2) If a session timeout error should be returned from an API call, show the error message to the user then flush all locally stored data, window histories, etc., returning the system to a state and view as if the player device just powered up.

Please note that when a user accesses the Storm web site and changes data that is locally cached on the player device, the Service will expire any existing user sessions, causing a timeout condition on the player device.

Permanent Local Data

Besides locally stored content, the player device should only permanently store the user's Logon ID and PIN. No other data should be locally saved in permanent storage. The User's Logon ID and PIN are saved to relieve the consumer from having to constantly re-enter them during start-up.

Even though the User may request the PIN to be re-entered during startup, the PIN is still saved to allow a background process to fetch the rental queue and download the Shows contained within.

The player device must ensure that any locally stored data (non-content) cannot be accessed externally. It is recommended that data encryption be used to secure the locally stored data.

Cached Local Data

There are several pieces of data that change rarely (i.e. will not change during a single user session) and can be cached locally on the player device. This caching will offer much better performance than if the data was repeated passed with each individual request.

This data includes:

- List of Providers
- List of Categories
- List of Ratings
- Member Preferences

Please note that when a user accesses the Storm web site and changes data that is locally cached on the player, the Service will expire any existing user sessions. Please follow the guidelines set in the [User Session](#) section.

If it is desired to store more in a local cache, please first contact iNetVOD. In order for iNetVOD to keep player devices fully compatible, we need to document some of these implementation details.

Error Handling

Each API request returns a StatusCode and a StatusMessage. If a StatusMessage is returned, it should always be shown to the user, regardless of the StatusCode. Some "informational" messages are returned, even when no error has occurred.

There are very few cases that the player device will need to use a non-successful StatusCode to control UI flow. Normally, for a non-successful StatusCode, the player device can simply display the StatusMessage returned and remain on the current screen.

Do not assume the currently documented StatusCode values constitute the entire set. New StatusCode values will be added over time. The API purposely only documents StatusCode values where the player device needs to take action.

Do not embed error messages in the source code of the player device. StatusMessages will be changed over time. Multiple languages are a supported feature of the Service. Returned StatusMessages are in the language of the user.

Show License Methods

Different Providers have different implementations for their integrations with the Digital Rights Management (DRM) systems. Some Providers require the Player Device to communicate with a license server directly while others encapsulate this interaction through a Member-specific URL. Finally, some Providers offer "free" content providing a "free" license.

The LicenseMethod field, in the License data structure of the RentShow and WatchShow responses, indicates which method is being used by the Provider for the particular Show (show license methods are specified at the Show level, allowing a single Provider to incorporate different methods for different content).

The Service currently models two methods (these methods will be enhanced as needed by supported Providers and Player Devices):

- 1) URLOnly – Show is accessed via a specific URL. This URL may be Member and rental-specific, alleviating the need for the Player Device to communicate with a license server. Free content uses this method while providing a non-specific URL for the Show.
- 2) LicenseServer – License is acquired via a specified license server.

The License data structure holds the LicenseMethod field in addition to other fields that are needed to support a particular method. This data structure has the following fields:

LicenseMethod
ShowURL
LicenseURL
ContentID
UserID
Password

The "ShowURL" field is the URL of Show and is required for both methods.

The "LicenseURL" field is the URL of a License server. The "ContentID" field contains a unique ID for the Show, different from the ShowID. The UserID and Password are the Member's credentials for the Show's Provider. These fields are only required for the "LicenseServer" method. The Player Device will contact the license server via the LicenseURL, using the ContentID to identify the Show, and UserID and Password for user authentication.

For downloaded content, the License data structure is required in the RentShow response, but only the ShowURL field is required (the other fields may be optionally specified). This is to allow the Player Device to begin downloading the Show prior to the Member requesting to watch the show.

Renting Shows

Throughout this and related documentation, the term "Renting" is used when referring to the accessing of content. The term is being used in a very broad sense.

Besides including content accessed as a specific user with a specific cost, this term also refers to:

- 1) a specific user accessing free content
- 2) a specific user accessing content for a specific cost
- 3) an anonymous user accessing free content

Rental Periods

Some Shows can only be played during certain rental periods. For example, some Providers require a Show to be watch within 30 days of being rented, and once watching begins, the rental period will expire in 24 hours.

The ShowDetail.ShowCost.RentalWindowDays specifies the number of days that can past before a user begins watching a Show. In the example above, RentalWindowDays would be 30. The ShowDetail.ShowCost.RentalPeriodHours specifies the number of hours a user has to watch a Show once watching has begun. In the example above, RentalPeriodHours would be 24.

The RentedShow.AvailableUntil data field contains the specific date and time of when a Show's rental period will end. This field is first set during the RentShowRqst and then possibly adjusted during the WatchShowRqst. In the example above, the AvailableUntil would first be set to 30 days out during the RentShowRqst. Later, during the WatchShowRqst, AvailableUntil would be adjusted to 24 hours out.

Renting and Watching

There are two distinct API calls for renting and watching a Show.

The first is RentShowRqst. This call serves three purposes. The first purpose is to charge the Member's account for the rental of the Show. The second purpose is to return the URL of the Show so it can be downloaded to the Player Device. The third purpose of the Show is to begin the rental period of the Show.

The second API call is the WatchShowRqst. This call serves two purposes. The first purpose is to return the credentials to unlock a Show that is encrypted with DRM (Digital Rights Management). The second purpose is to adjust the rental period (see [Renting Shows](#)).

Rental Queue / Download Queue

The RentedShowListRqst returns the list of Shows that the Member has rented, either through the Player Device, or from the Storm web site. This list is shown to the Member on the Now Playing screen. Depending on the Member's current setting for adult access, adult Shows may or may not be returned in this list (even though they exist in the Member's rental queue).

The DownloadShowListRqst returns the list of rented Shows that can be downloaded. This list is never shown to the Member and should only be used by a background process to download the Shows. The list will contain both non-adult and adult Shows, regardless of the Member's current setting for adult access.

Whenever the Player Device has available local storage for storing the data files for the Shows, it should use a background process to call this method and download as many Shows as local storage will fit, in the order of the Shows returned.

The RentedShowID is a globally unique identifier that can be used as a file name in the local storage for storing the Show's data file. This ID consists of only hexadecimal characters (0-9, a-f).

After calling DownloadShowListRqst, the RentedShowID can be used to match the current rental queue of Shows against the Shows that already been downloaded. Any Show found locally that does not exist in the DownloadShowList should be deleted from local storage. The Show has either expired or was removed by the Member.

Show Cost

Content providers allow for access to their Shows in 1 of the 3 "rental" scenarios. The Service models these:

- 1) Free - Show is free to Members and Non-Members (access may be anonymous).
- 2) Subscription - Show is free to Members of a certain subscription level (which may just mean membership is required).
- 3) Pay Per View - Show has cost for each viewing (Member access only).

The ShowCost.ShowCostType data field indicates one of these 3 types. The ShowCost data structure encapsulates this cost type, along with additional fields, in order to convey to the user their cost for renting a Show. The ShowCost.Money data field is the amount if the cost can be represented in monetary terms. The ShowCost.CostDisplay data field is the human readable text for the cost. This may contain informative text such as "Free" or "Subscription" or may contain text representing the monetary cost with the appropriate currency, such as "\$4.95".

The ShowCost data structure is returned in the ShowDetail, ShowProvider, CheckShowAvailResp, and RentedShow data structures. ShowDetail and ShowProvider return a Non-Member Show cost, since this data is retrieved outside the scope of a specific Member. CheckShowAvailResp returns the Show cost for a specific Member. If the cost represents a monetary charge to the Member, the UI prompts the Member for confirmation. The approved Show cost is then returned via the RentShowRqst request. The RentedShow data structure returns the previously approved Show cost.

Downloading vs. Streaming

Content providers will provide their content in either downloadable form and/or in streaming form. The Service will filter this content based on the abilities of a particular player device.

However, due to limitations of current broadband Internet access, it is recommended that player devices support downloaded content. Normally, downloaded Shows provide the best picture quality. The [Rental Queue](#) approach was designed to overcome the issues related to slow broadband access.

Downloading support, combined with the Rental Queue approach, give the best experience to the user.

Encryption

It is important that a Member's credentials are stored and transmitted using a secure mechanism. A Player Device must ensure any data stored in local permanent storage can not be accessed externally. It is recommended that data encryption be used.

In terms of the transmitting of credentials across the network, the Service provides a flexible mechanism understanding that some Player Devices have more capabilities than others.

The desired approach is to use SSL for API call requests and responses. This provides the best level of protection. The second approach is to encrypt the individual credential fields. These fields are marked in the API as "encrypted". Each Player Device is configured at the Service as supporting a particular encryption. The Service will decrypt the fields passed using that Player's configuration.

Accessing Adult Content

When a Member enrolls, they choose whether or not their account can access adult content. They have 1 of 3 preference choices: Never, Prompt Password, and Always. This choice is available through the IncludeAdult property in the MemberPrefs data.

- 1) Never. The Member requests that adult content is never accessible. The Service will never return adult content as a result of a search. No adult content in the Member's rented list will be available (should never be any). The Categories returned in the SystemData data will not contain any adult categories.
- 2) Always. The Member requests that adult content is always accessible. The Service could return adult content as a result of a search. Any adult content in the Member's rented list will be available. The Categories returned in the SystemData data will contain the adult categories.
- 3) Prompt Password. The Member requests that adult content is only accessible after entering a special user-assigned adult password. When the Player Device first starts, or resumes from an inactive state, the Service will not return any adult-related response data, as in the "Never" state. The User may access adult content via the Preference section. When chosen, the Player Device should prompt for the adult password and then call the EnableAdultAccessRqst. Upon success of this call, the Service will return adult-related responses, as in the "Always" state. The Service stores this setting in the user session. When the current session is closed and a new session is opened, the Service reverts back to the original state.

Time Zone

All timestamps returned will either contain the time zone component (see Player API: Base Data Types) or will be relative to GMT (Greenwich Mean Time).

Any times displayed to the User should be converted to local time.

Back Button

This UI design was developed relying on the availability of a [Back] button. Some Player Devices already incorporate a Back button on their remote controls. Game consoles usually incorporate Back button functionality in their UI and associate one of the buttons for that purpose.

If your particular Player Device does not have a Back button capability, a visual button may need to be placed on each screen in the UI.

User Interface Flows

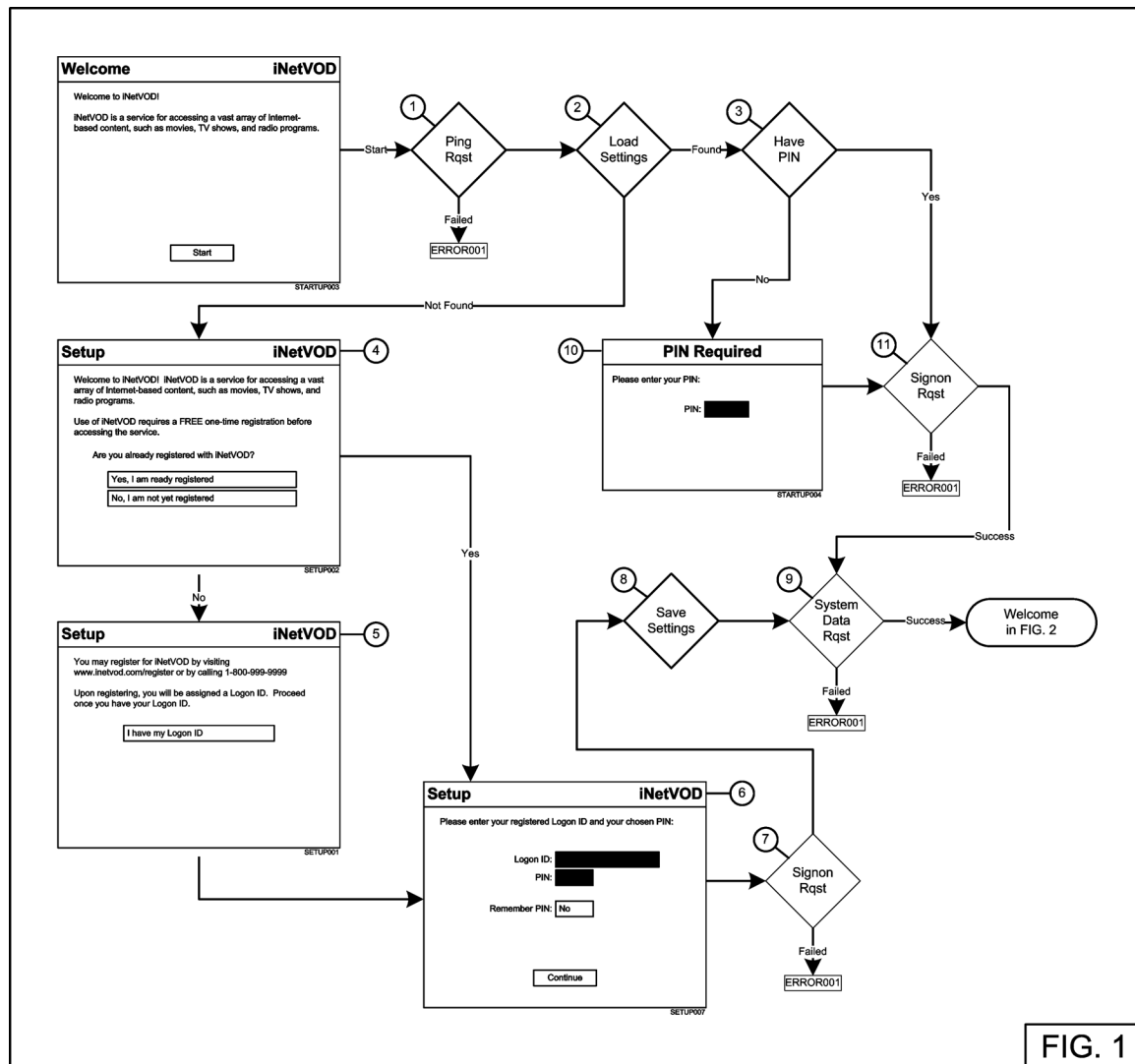
The following sections define the various user interface flows that take place on the player device.

Start-Up Flow

The Start Up flow (FIG. 1) defines the UI screens for when a user first starts up the player device (or returns from an inactive state).

For player devices that have an existing UI, their UI will contain a menu item labeled: Storm Media Player. When selecting this button, the player device will perform the logic illustrated in FIG. 1 and described below starting with step 1.

For player devices that have no additional UI, the WELCOME001 screen is shown when the player device first starts. No program logic is performed. Upon the user hitting "Start", the logic below will be performed starting with step 1.



Flow Steps

1. Ping Rqst – Sends a short “ping” request to determine if the Service is accessible. If success, flow proceeds to step 2. If failure, an error is displayed, flow does not proceed.
2. Load Settings – [Local permanent storage](#) is checked to determine if the Logon ID is stored. If found, flow proceeds to step 3, else flow proceeds to step 4.
3. Have PIN – [Local permanent storage](#) is checked to determine if the PIN is stored. If found, flow proceeds to step 11, else flow proceeds to step 10.
4. Setup – Prompts user to determine if they currently have a Storm-assigned Logon ID. If yes, flow proceeds to step 6. If no, flow proceeds to step 5.
5. Setup – Instructs user to register with the Service to obtain a Logon ID. Once registered, flow proceeds to step 6.
6. Setup – User is prompted for Logon ID and PIN. Additionally, the “Remember PIN” prompt determines whether or not the user’s PIN is saved in [local permanent storage](#) for future use. “Continue” proceeds to step 8.
7. Signon Rqst – Sends a Signon request to the Service. If success, flow proceeds to step 8. If failure, an error is displayed, flow does not proceed.
8. Save Settings – User’s Logon ID, and optionally their PIN, are saved to [local permanent storage](#). If success, flow proceeds to step 9. If failure, an error is display, flow does not proceed.
9. System Data Rqst – Sends a SystemData request to the Service. If success, flow proceeds to step 1 in figure 2. If failure, an error is displayed, flow does not proceed.
10. PIN Requested – User is prompted for their PIN. Flow proceeds to step 11.
11. Signon Rqst – Sends a Signon request to the Service. If success, flow proceeds to step 9. If failure, an error is displayed, flow does not proceed.

Screens

Welcome (STARTUP003)

Welcome	iNetVOD
<p>Welcome to iNetVOD!</p> <p>iNetVOD is a service for accessing a vast array of Internet-based content, such as movies, TV shows, and radio programs.</p> <p><input type="button" value="Start"/></p>	

STARTUP003

Optional UI screen that is only displayed if no other UI exists in the player. Most players will not incorporate this screen.

Setup (SETUP002)

Setup	iNetVOD
<p>Welcome to iNetVOD! iNetVOD is a service for accessing a vast array of Internet-based content, such as movies, TV shows, and radio programs.</p> <p>Use of iNetVOD requires a FREE one-time registration before accessing the service.</p> <p>Are you already registered with iNetVOD?</p> <p><input type="button" value="Yes, I am ready registered"/></p> <p><input type="button" value="No, I am not yet registered"/></p>	

SETUP002

If optional STARTUP003 screen is incorporated by player, the first paragraph of text should be removed (i.e. remove "Welcome to..." but leave "Use of ...").

Setup (SETUP001)

Setup	iNetVOD
<p>You may register for iNetVOD by visiting www.inetvod.com/register or by calling 1-800-999-9999</p> <p>Upon registering, you will be assigned a Logon ID. Proceed once you have your Logon ID.</p> <div style="border: 1px solid black; padding: 5px; margin: 10px auto; width: fit-content;">I have my Logon ID</div>	

SETUP001

PIN Required (STARTUP004)

PIN Required
<p>Please enter your PIN:</p> <div style="margin-top: 20px;"><p>PIN: <input style="background-color: #cccccc;" type="text"/></p></div>

STARTUP004

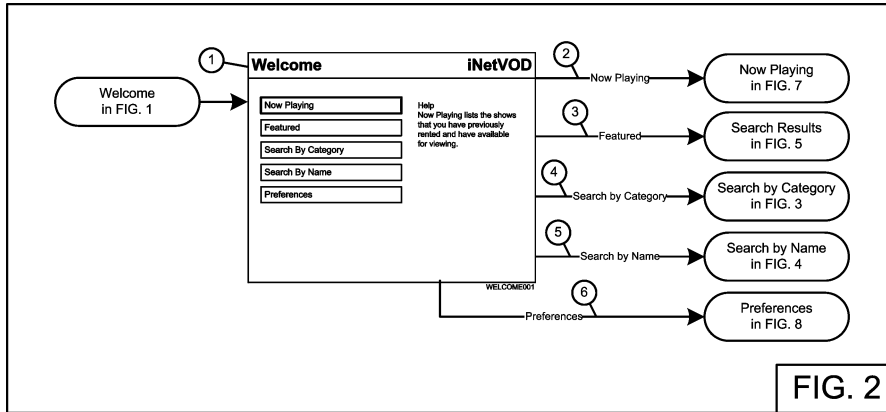
Setup (SETUP007)

Setup	iNetVOD
<p>Please enter your registered Logon ID and your chosen PIN:</p> <p>Logon ID: <input type="text"/></p> <p>PIN: <input type="text"/></p> <p>Remember PIN: <input type="text" value="No"/></p> <p><input type="button" value="Continue"/></p>	

SETUP007

Welcome Flow

The Welcome flow (FIG. 2) contains a single Welcome screen. The Welcome screen is the home screen of the player UI. It is the central hub to reach all of the functionality of the player UI.



Flow Steps

1. Welcome – Main screen after log on. Used to reach all other screens.
2. Now Playing – Flow proceeds to step 1 in figure 6.
3. Featured – Flow proceeds to step 1 in figure 5,
4. Search by Category – Flow proceeds to step 1 in figure 3.
5. Search by Name – Flow proceeds to step 1 in figure 4.
6. Preferences – Flow proceeds to step 1 in figure 8.

Screens

Welcome (WELCOME001)

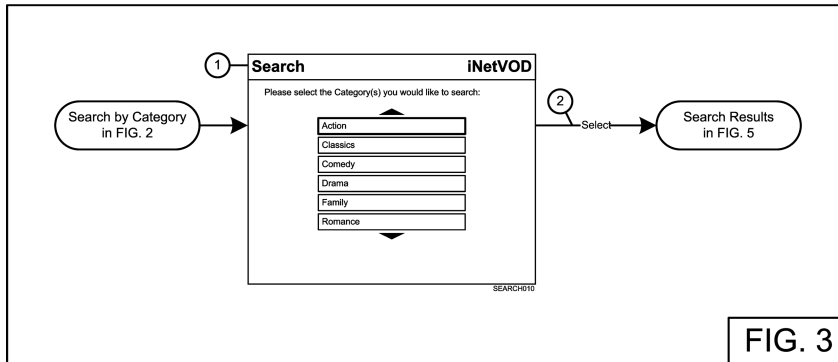
Welcome	iNetVOD
<div>Now Playing</div> <div>Featured</div> <div>Search By Category</div> <div>Search By Name</div> <div>Preferences</div>	<div>Help</div> <div>Now Playing lists the shows that you have previously rented and have available for viewing.</div>

WELCOME001

Searching for Shows Flows

Search by Category Flow

The Search by Category flow (FIG. 3) defines the UI screens for searching by a category to find content to rent/access.

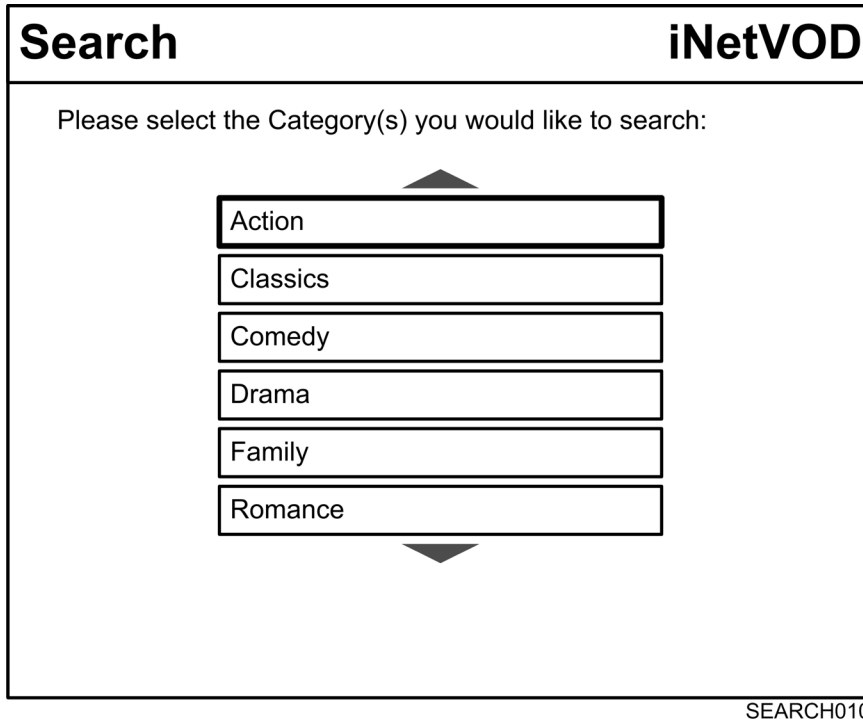


Flow Steps

1. Search – Displays list of all Categories.
2. Select – Upon User selecting a particular category, flow proceeds to step 1 of figure 5.

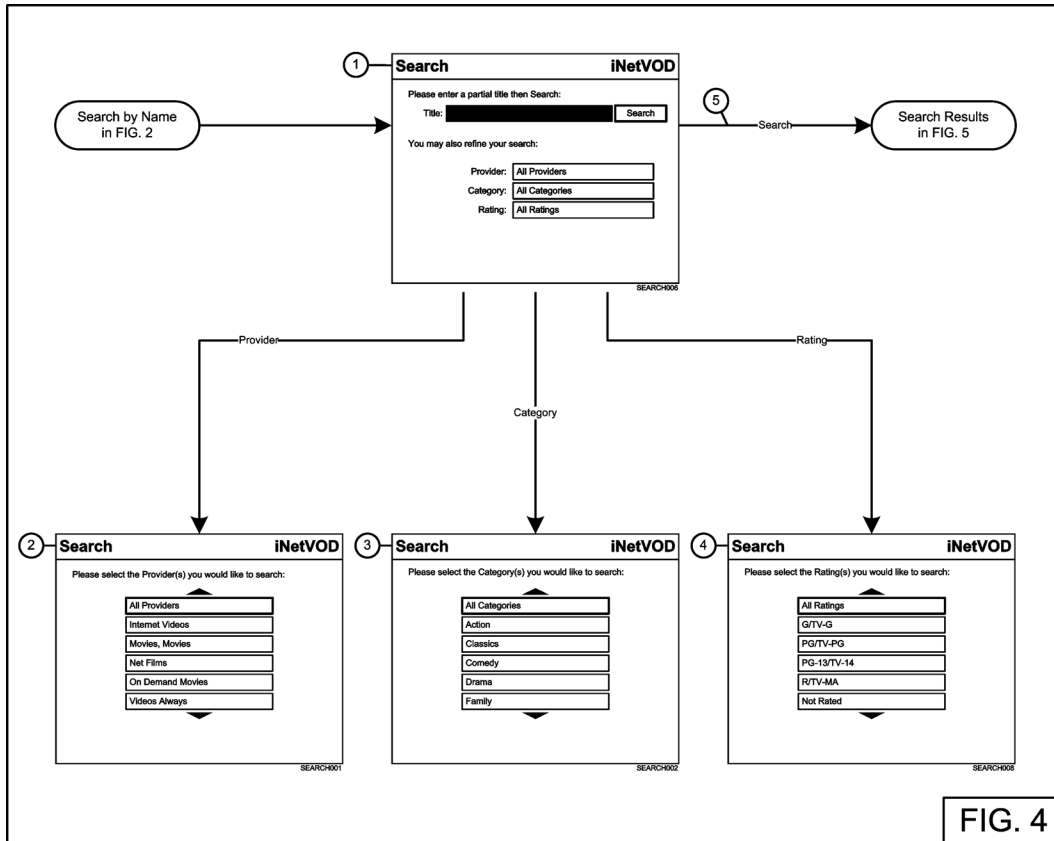
Screens

Search (SEARCH010)



Search by Name Flow

The Search by Name flow (FIG. 4) defines the UI screens for searching by a name to find content to rent/access. This flow also allows additional search criteria to be specified, including provider, category, and rating.



Flow Steps

1. Search – Allows User to specify a keyword or partial Show name for searching. Additional criteria can be reached from this screen.
2. Provider – Lists all providers allowing User to select a particular provider. Upon selection, screen closes, returning to step 1.
3. Category – Lists all categories allowing User to select a particular category. Upon selection, screen closes, returning to step 1.
4. Rating – Lists all ratings allowing User to select a particular rating. Upon selection, screen closes, returning to step 1.
5. Search – Upon User selecting the “Search” button, flow proceeds to step 1 of figure 5.

Screens

Search (SEARCH006)

Search		iNetVOD
Please enter a partial title then Search:		
Title:	<input type="text" value="G"/>	<input type="button" value="Search"/>
You may also refine your search:		
Provider:	<input type="text" value="All Providers"/>	
Category:	<input type="text" value="All Categories"/>	
Rating:	<input type="text" value="All Ratings"/>	

SEARCH006

Search (SEARCH001)

Search		iNetVOD
Please select the Provider(s) you would like to search:		
<div><div>▲</div><div><div>All Providers</div><div>Internet Videos</div><div>Movies, Movies</div><div>Net Films</div><div>On Demand Movies</div><div>Videos Always</div></div><div>▼</div></div>		

SEARCH001

Search (SEARCH002)

Search	iNetVOD
Please select the Category(s) you would like to search:	
<div style="text-align: center;">▲</div> <div style="border: 1px solid black; padding: 2px; margin-bottom: 2px;">All Categories</div> <div style="border: 1px solid black; padding: 2px; margin-bottom: 2px;">Action</div> <div style="border: 1px solid black; padding: 2px; margin-bottom: 2px;">Classics</div> <div style="border: 1px solid black; padding: 2px; margin-bottom: 2px;">Comedy</div> <div style="border: 1px solid black; padding: 2px; margin-bottom: 2px;">Drama</div> <div style="border: 1px solid black; padding: 2px; margin-bottom: 2px;">Family</div> <div style="text-align: center;">▼</div>	

SEARCH002

Search (SEARCH008)

Search	iNetVOD
Please select the Rating(s) you would like to search:	
<div style="text-align: center;">▲</div> <div style="border: 1px solid black; padding: 2px; margin-bottom: 2px;">All Ratings</div> <div style="border: 1px solid black; padding: 2px; margin-bottom: 2px;">G/TV-G</div> <div style="border: 1px solid black; padding: 2px; margin-bottom: 2px;">PG/TV-PG</div> <div style="border: 1px solid black; padding: 2px; margin-bottom: 2px;">PG-13/TV-14</div> <div style="border: 1px solid black; padding: 2px; margin-bottom: 2px;">R/TV-MA</div> <div style="border: 1px solid black; padding: 2px; margin-bottom: 2px;">Not Rated</div> <div style="text-align: center;">▼</div>	

SEARCH008

Search Results Flow

The Search Results flow (FIG. 5) defines the UI screens after a search criteria has been specified. The resulting Shows are listed, allowing the user to drill down to the details of specific Shows.

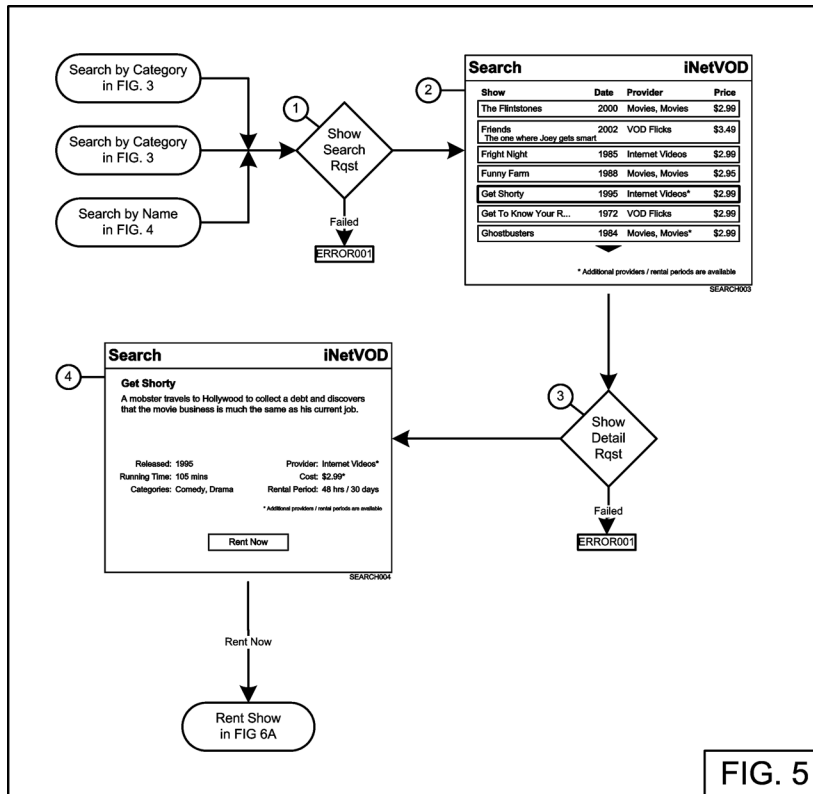


FIG. 5

Flow Steps

1. Show Search Rqst – Sends a ShowSearch request to the Service. If success, flow proceeds to step 2. If failure, an error is displayed, flow does not proceed.
2. Search Results – Displays result of search to User. Upon User selecting a particular Show, flow proceeds to step 3.
3. Show Detail Rqst – Sends a ShowDetailRqst to the Service, passing the ShowID from step 2. If success, flow proceeds to step 4.
4. Search – Shows details of Show. Upon User selecting Rent Now, flow proceeds to step 1 of figure 6A.

Screens

Search (SEARCH003)

Search		iNetVOD	
Show	Date	Provider	Price
The Flintstones	2000	Movies, Movies	\$2.99
Friends The one where Joey gets smart	2002	VOD Flicks	\$3.49
Fright Night	1985	Internet Videos	\$2.99
Funny Farm	1988	Movies, Movies	\$2.95
Get Shorty	1995	Internet Videos*	\$2.99
Get To Know Your R...	1972	VOD Flicks	\$2.99
Ghostbusters	1984	Movies, Movies*	\$2.99

▼

* Additional providers / rental periods are available

SEARCH003

The Search Results screen lists the Shows as the result of the search, as defined in the ShowSearch data structure. The Date column first tries to show the ReleasedOn value and if not available, it shows the ReleasedYear value. If ReleasedOn is available, it should be showed in the format: M/YY.

If multiple Providers (ShowProvider member) are available for a Show, the first Provider should be shown and an asterisk should be shown next to the Provider's name. If multiple prices (ShowProvider.ShowCost) are available for a Show, the first ShowCost should be shown and an asterisk should be shown next to the Price.

Show Details (SEARCH004)

Search		iNetVOD
Get Shorty A mobster travels to Hollywood to collect a debt and discovers that the movie business is much the same as his current job.		
Released: 1995	Provider: Internet Videos*	
Running Time: 105 mins	Cost: \$2.99*	
Categories: Comedy, Drama	Rental Period: 48 hrs / 30 days	
<small>* Additional providers / rental periods are available</small>		
<div>Rent Now</div>		

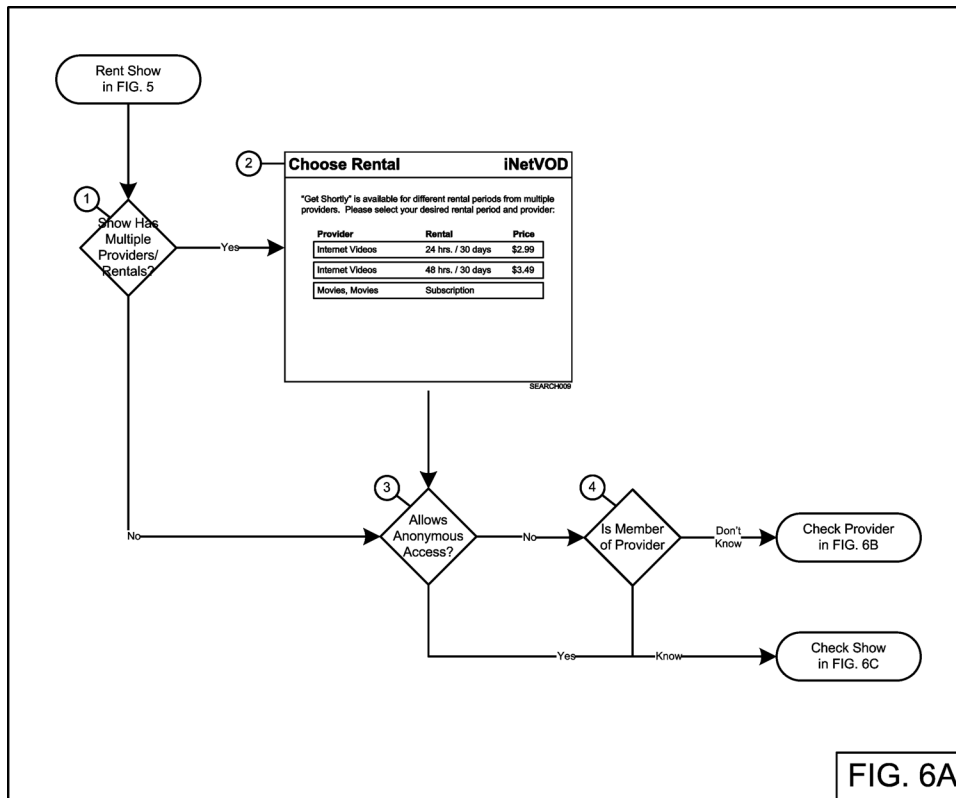
SEARCH004

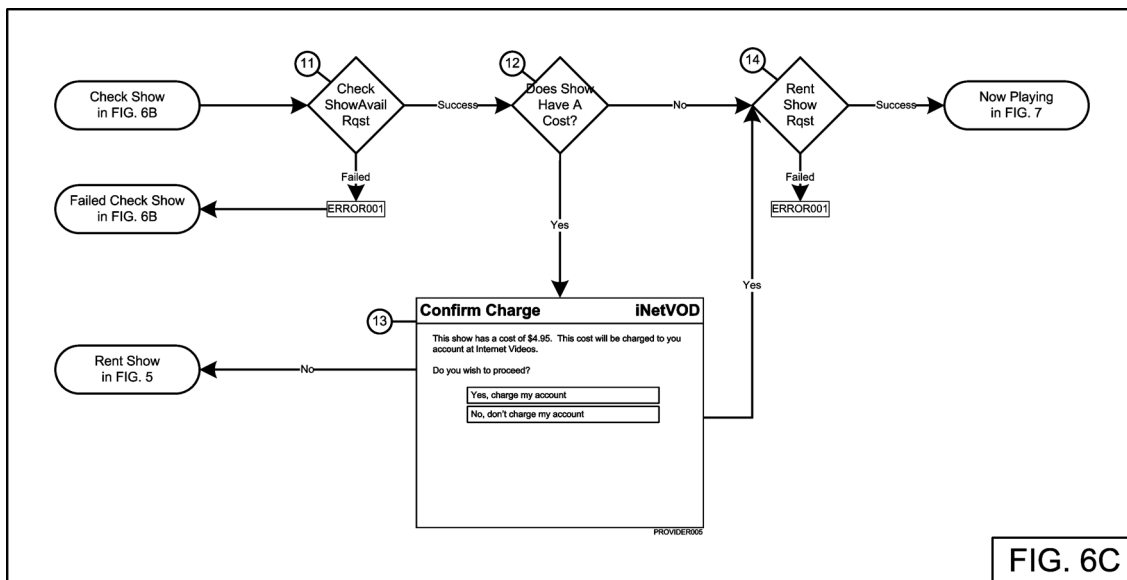
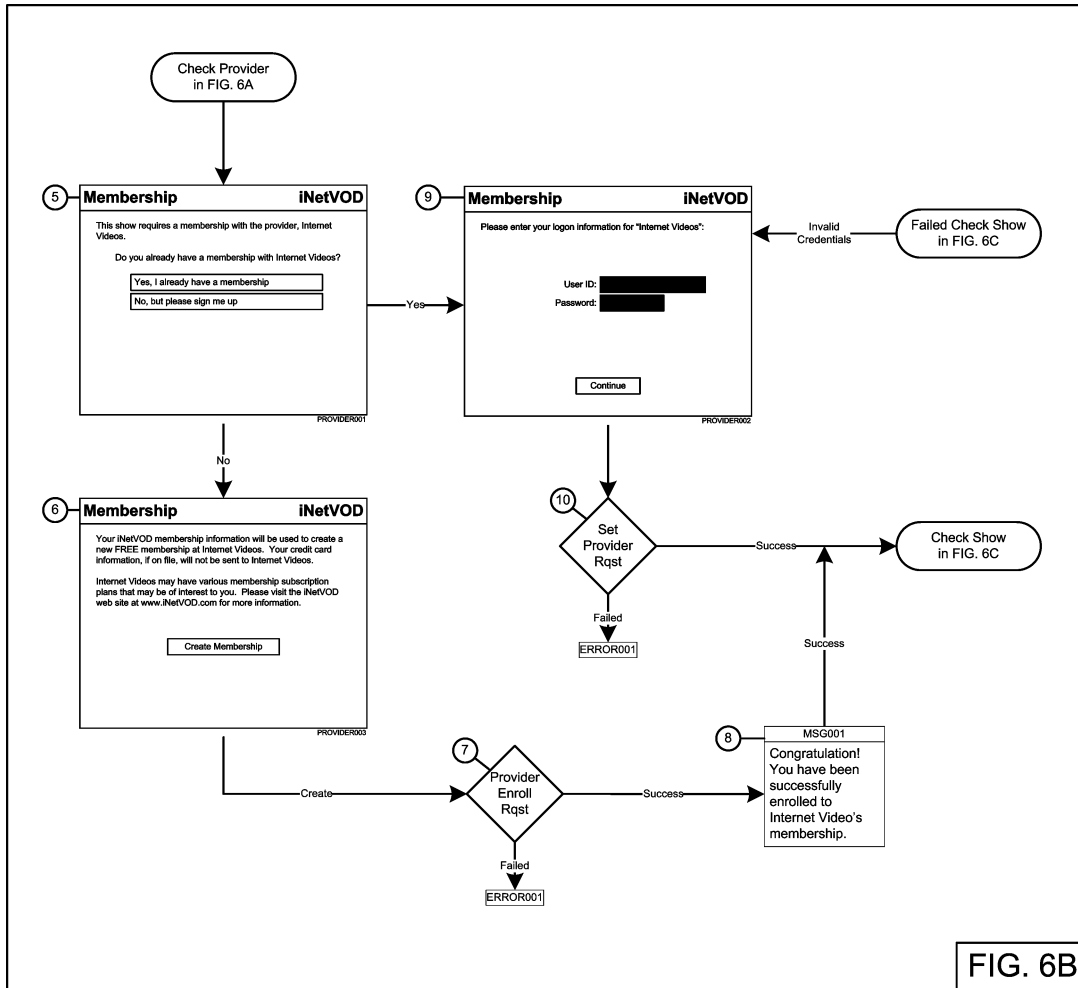
The Show Details screen shows the general (non-provider) details of a show as well as the Provider and rental terms of the Show.

If multiple Providers (ShowProvider member) are available for a Show, the first Provider should be shown and an asterisk should be shown next to the Provider's name. If multiple prices (ShowProvider.ShowCost) are available for a Show, the first ShowCost should be shown and an asterisk should be shown next to the Cost.

If the (first) ShowCost is Free, the "Rent Now" button text should be changed to "Get Now".

Rent Show Flow





Flow Steps

1. Show Has Multiple Providers or Rental Periods – Determines if Show as more than one provider by checking ShowDetailResp.ShowDetail.ShowProvider. If ShowProvider has multiple items, or any ShowProvider has multiple ShowCost items, flow proceeds to step 2, else flow proceeds to step 3.
2. Select Provider, Rental Period – The Providers and rental periods returned from the ShowDetailResp.ShowDetail.ShowProvider list are displayed. Upon User selecting a particular entry, flow proceeds to step 3.
3. Allows Anonymous Access – Determines if Show is available for free, anonymous access by checking ShowCost.ShowCostType = Free. If yes, flow proceeds to step 11 in figure 6C. If no, flow proceeds to step 4.
4. Is Member of Provider – Determines if User is a member of Provider by checking MemberState.MemberProvider list as returned in SignonResp. If User is known to be a member, flow proceeds to step 11 in figure 6C. If unknown, flow proceeds to step 5 in figure 6B.
5. Membership – Prompts User asking if they already have membership at Provider. If yes, flow proceeds to step 9. If no, flow proceeds to step 6.
6. Membership – Prompt User asking if they would like to be enrolled in membership at Provider. Upon User confirming, flow proceeds to step 7.
7. Provider Enroll Rqst – Sends a ProviderEnroll request to the Service. If success, flow proceeds to step 8. If failure, an error is displayed, flow does not proceed.
8. Success – A message is shown to User confirming their membership enrollment at Provider. Upon User confirming, flow proceeds to step 11 in figure 6C.
9. Membership – Prompts User asking for their User ID and Password as registered with Provider. Upon User confirming, flow proceeds to step 10.
10. Set Provider Rqst – Sends a SetProvider request to the Service. If success, flow proceeds to step 11 in figure 6C. If failure, an error is displayed, flow does not proceed.
11. Check Show Avail Rqst – Sends a CheckShowAvail request to the Service. If success, flow proceeds to step 12. If failure, an error is displayed, flow does not proceed.
12. Does Show Have Cost – Determines if Show has additional cost (not subscription cost) by checking CheckShowAvailResp.ShowCost.ShowCostType = PayPerView. If yes, flow proceeds to step 13. If no, flow proceeds to step 14.
13. Confirm Charge – Prompts User asking them to confirm an additional charge to rent the Show. If User confirms yes, flow proceeds to step 14. If User does not confirm, flow proceeds back to step 4 in figure 5.
14. Rent Show Rqst – Sends a RentShow request to the Service. If success, the User is shown the message: "This Show has been successfully added to your Now Playing list.", then flow proceeds to step 4 of figure 7. If failure, an error is displayed, flow does not proceed.

Screens

Choose Rental (SEARCH009)

Choose Rental	iNetVOD	
<p>"Get Shortly" is available for different rental periods from multiple providers. Please select your desired rental period and provider:</p>		
Provider	Rental	Price
Internet Videos	24 hrs. / 30 days	\$2.99
Internet Videos	48 hrs. / 30 days	\$3.49
Movies, Movies	Subscription	

SEARCH009

Membership (PROVIDER001)

Membership	iNetVOD
<p>This show requires a membership with the provider, Internet Videos.</p>	
<p>Do you already have a membership with Internet Videos?</p>	
<input type="button" value="Yes, I already have a membership"/>	
<input type="button" value="No, but please sign me up"/>	

PROVIDER001

Membership (PROVIDER003)

Membership	iNetVOD
<p>Your iNetVOD membership information will be used to create a new FREE membership at Internet Videos. Your credit card information, if on file, will not be sent to Internet Videos.</p> <p>Internet Videos may have various membership subscription plans that may be of interest to you. Please visit the iNetVOD web site at www.iNetVOD.com for more information.</p> <div style="text-align: center;"><input type="button" value="Create Membership"/></div>	

PROVIDER003

Membership (PROVIDER002)

Membership	iNetVOD
<p>Please enter your logon information for "Internet Videos":</p> <div style="text-align: center;"><p>User ID: <input type="text" value="johnsmith"/></p><p>Password: <input type="password"/></p><div style="text-align: center;"><input type="button" value="Continue"/></div></div>	

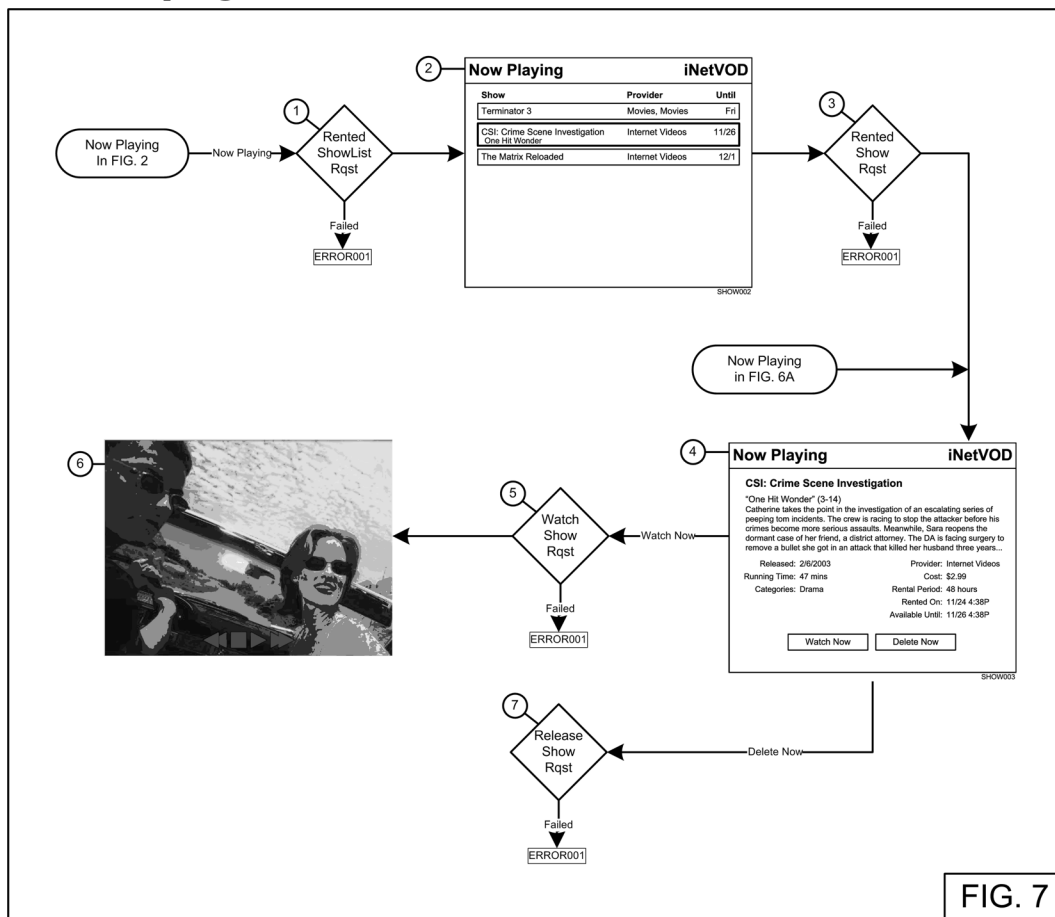
PROVIDER002

Confirm Charge (PROVIDER005)

Confirm Charge	iNetVOD
<p>This show has a cost of \$4.95. This cost will be charged to you account at Internet Videos.</p> <p>Do you wish to proceed?</p> <div><input type="button" value="Yes, charge my account"/></div> <div><input type="button" value="No, don't charge my account"/></div>	

PROVIDER005

Now Playing Flow



Flow Steps

1. Rented Show List Rqst – Sends a RentedShowList request to the Service. If success, proceeds to step 2. If failure, an error is displayed, flow does not proceed.
2. Now Playing – Displays all Shows are returned in RentedShowListResp.RentedShowSearch list. Upon User selecting a single Show, flow proceeds to step 3.
3. Rent Show Rqst – Sends a RentedShow request to the Service. If success, proceeds to step 4. If failure, an error is displayed, flow does not proceed.
4. Now Playing – Displays the details of a rented Show. Upon User selecting Watch Now, flow proceeds to step 5. Upon User selecting Delete Now, flow proceeds to step 7.
5. Watch Show Rqst – Sends a WatchShow request to the Service. If success, proceeds to step 6. If failure, an error is displayed, flow does not proceed.
6. Play Show – Begins playing Show to User.

7. Release Show Rqst – Sends a ReleaseShow request to the Service. If success, this screen is closed. If failure, an error is displayed, flow does not proceed.

Screens

Now Playing (SHOW002)

Now Playing		iNetVOD
Show	Provider	Until
Terminator 3	Movies, Movies	Fri
CSI: Crime Scene Investigation One Hit Wonder	Internet Videos	11/26
The Matrix Reloaded	Internet Videos	12/1

SHOW002

The Now Playing screen lists shows that have been rented. Users may select a show for viewing its details and playing the show.

If the Now Playing list is empty, the following text should be displayed:

Your Now Playing List is empty. Shows that you rent will be listed here.

It is a good idea to rent multiple shows at a time. This will allow new shows to be downloaded while you are watching another show.

Now Playing		iNetVOD
CSI: Crime Scene Investigation		
"One Hit Wonder" (3-14) Catherine takes the point in the investigation of an escalating series of peeping tom incidents. The crew is racing to stop the attacker before his crimes become more serious assaults. Meanwhile, Sara reopens the dormant case of her friend, a district attorney. The DA is facing surgery to remove a bullet she got in an attack that killed her husband three years...		
Released: 2/6/2003	Provider: Internet Videos	
Running Time: 47 mins	Cost: \$2.99	
Categories: Drama	Rental Period: 48 hours	
	Rented On: 11/24 4:38P	
	Available Until: 11/26 4:38P	
Watch Now		Delete Now

SHOW003