

[付録 C] 規定 DTD

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<!-- ===== Broadcast Markup Language (BML) for IPTV x.0 DTD [OPERATABLE]
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<!ENTITY %ContentType "CDATA">
<!ENTITY %Charset "CDATA">
<!ENTITY %Character "CDATA">
<!ENTITY %LanguageCode "NMTOKEN">
<!ENTITY %Number "CDATA">
<!ENTITY %URI "CDATA">
<!ENTITY %Script "CDATA">
<!ENTITY %StyleSheet "CDATA">
<!ENTITY %Text "CDATA">
<!ENTITY %Events.attrib
"onclick %Script; #IMPLIED
onkeydown %Script; #IMPLIED
onkeyup %Script; #IMPLIED">

<!ATTLIST a
  onfocus %Script; #IMPLIED
  onblur %Script; #IMPLIED
>
<!ATTLIST input
  onfocus %Script; #IMPLIED
  onblur %Script; #IMPLIED
  onchange %Script; #IMPLIED
>
<!ATTLIST body
  onload %Script; #IMPLIED
  onunload %Script; #IMPLIED
>
<!ATTLIST div
  onfocus %Script; #IMPLIED
  onblur %Script; #IMPLIED
  accesskey %Character; #IMPLIED
>
<!ATTLIST p
  onfocus %Script; #IMPLIED
  onblur %Script; #IMPLIED
  accesskey %Character; #IMPLIED
>
<!ATTLIST object
  onfocus %Script; #IMPLIED
  onblur %Script; #IMPLIED
  accesskey %Character; #IMPLIED
>
<!ATTLIST span
  onfocus %Script; #IMPLIED
  onblur %Script; #IMPLIED
  accesskey %Character; #IMPLIED
>

<!ENTITY %Core.attrib
"id ID #IMPLIED
class CDATA #IMPLIED
style %StyleSheet; #IMPLIED"
>
<!ENTITY %Common.attrib
"%Core.attrib;
%Events.attrib;"
>
<!ENTITY %Instruct.class "br | span">
<!ENTITY %Inline.class "%Instruct.class;
| a">

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<!ENTITY % Inline-noa.class "%InIstruct.class;">
<!ENTITY % Blkstruct.class "p | div">
<!ENTITY % Block.class "%Blkstruct.class;">
<!ENTITY % Boxed.mix "%Block.class;
| object
| input">
<!ENTITY % Br.content "EMPTY">
<!ELEMENT br %Br.content;>
<!ATTLIST br
    %Core.attrib;
    %Style.attrib;
>
<!ENTITY % Span.content "( #PCDATA | %Inline.class; )*">
<!ELEMENT span %Span.content;>
<!ATTLIST span
    %Common.attrib;
>
<!ENTITY % Div.content "( %Boxed.mix; )*">
<!ELEMENT div %Div.content;>
<!ATTLIST div
    %Common.attrib;
>
<!ENTITY % P.content "( #PCDATA | %Inline.class; )*">
<!ELEMENT p %P.content;>
<!ATTLIST p
    %Common.attrib;
>
<!ENTITY % Script.content "( #PCDATA )">
<!ELEMENT script %Script.content;>
<!ATTLIST script
    src %URI; #IMPLIED
>
<!ENTITY % Style.content "( #PCDATA )">
<!ELEMENT style %Style.content;>
<!ENTITY % A.content "( #PCDATA | %Inline-noa.class; )*">
<!ELEMENT a %A.content;>
<!ATTLIST a
    %Common.attrib;
    href %URI; #IMPLIED
    accesskey %Character; #IMPLIED
>
<!ENTITY % Object.content "EMPTY">
<!ELEMENT object %Object.content;>
<!ATTLIST object
    %Common.attrib;
    data %URI; #IMPLIED
    type %ContentType; #IMPLIED
    remain (remain) #IMPLIED
    streamposition %Number; "0"
    streamstatus (stop | play | pause) #IMPLIED
>
<!ENTITY % InputType.class "( text | password )">
<!ENTITY % Input.content "EMPTY">
<!ELEMENT input %Input.content;>
<!ATTLIST input
    %Common.attrib;
    type %InputType.class; "text"
    value CDATA #IMPLIED
    disabled (disabled) #IMPLIED
    readonly (readonly) #IMPLIED
    maxlength %Number; "40"
    accesskey %Character; #IMPLIED
    inputmode (direct | indirect | none) "none"
    charactertype (all | number | alphabet | hankaku | zenkaku | katakana | hiragana) "all"
>
<!ENTITY % Title.content "( #PCDATA )">
<!ELEMENT title %Title.content;>

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<!ENTITY %Meta.content "EMPTY">
<!ELEMENT meta %Meta.content;>
<!ATTLIST meta
  name NMTOKEN #IMPLIED
  content CDATA #REQUIRED
>
<!ENTITY %Head.content "( title, meta?, style?, link?, script*, bevent?)">
<!ELEMENT head %Head.content;>
<!ENTITY %Body.content "( div | p )+ ">
<!ELEMENT body %Body.content;>
<!ATTLIST BODY
  %Core.attrib;
  %Style.attrib;
  invisible (invisible) #IMPLIED
>
<!ENTITY %Bml.content "( head, body )">
<!ELEMENT bml %Bml.content;>
<!ENTITY %bevent.content "( beitem )+ ">
<!ELEMENT bevent %bevent.content;>
<!ATTLIST bevent
  id ID #IMPLIED
>
<!ENTITY %BMLEventType "(TimerFired| CCStatusChanged|
MediaStopped| DataButtonPressed)">
<!ENTITY %BMLTimeMode "(absolute)">
<!ENTITY %beitem.content "EMPTY">
<!ELEMENT beitem %beitem.content;>
<!ATTLIST beitem
  id ID #REQUIRED
  type %BMLEventType; #REQUIRED
  onoccur %Script; #REQUIRED
  es_ref %URI; #IMPLIED
  language_tag %Number; #IMPLIED
  time_mode %BMLTimeMode; #IMPLIED
  time_value CDATA #IMPLIED
  object_id CDATA #IMPLIED
  subscribe (subscribe) #IMPLIED
>
<!ENTITY %link.content "EMPTY">
<!ELEMENT link %link.content;>
<!ATTLIST link
  href %URI; #IMPLIED
>
<!-- End of BML for IPTV DTD -->

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DTD 宣言部の記載は以下に従う。[TBD]

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<?xml version="1.0" encoding="EUC-JP" ?>
<!DOCTYPE bml PUBLIC
  "-//IPTVF CDN:2008//DTD BML Document for IPTV//JA"
  "http://www.iptvforum.jp/CDN/DTD/bml_100_0_iptv.dtd">
<?bml bml-version="100.0" ?>

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