



Chapter 4

API Reference

This chapter contains reference information from Company's OMA DRM API.

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Company Custom Types

The following list documents Company's customized types and defines, which are used throughout the Company APIs. This information is defined in the file **LsTypes.h**. All projects incorporating Company OMA 1.0 DRM functionality must include this file.



Note: This file contains all of Company's custom types and defines, many of which may not be applicable to any single project.

Defines

Define	Default Value	Description
LS_FALSE	0	False.
LS_TRUE	1	True.
LS_UUID_LENGTH	39	Number of bytes needed in a character string to hold a UUID, including bytes for brackets, dashes, and null terminator.
MAX_URI_LENGTH	512	Maximum length allowed for a character string holding a URI.
MAX_VERSION_LENGTH	16	Maximum length allowed for character string holding version information.

Typedefs

Typedef	Data Type	Description
LsByteType	unsigned char	Used for 8-bit integers.
LsCharType	char	

Typedef	Data Type	Description
LsInputFileHandleType	LsInputFileHandleType_*	Used for handles to an input file.
LsIntType	int	
LsIteratorType	LsOffsetType	Used for iterators.
LsLicenseListIteratorType	LsLicenseListIteratorType_*	Used to iterate through a license list.
LsLongType	long	
LsOffsetType	long	Used for offset values.
LsPackageHandleType	LsPackageHandleType_*	Used for handles to a package in an MMR file.
LsPackageIteratorType		Used when iterating through packages of an MMR file, during download file processing.
LsPackageMarkerType	LsOffsetType	Used for package offsets within a file.
LsShortType	short	
LsSizeType	long	Used for size values.
LsTimeType	unsigned long	Used for time values. Modeled after time_t, contains the number of seconds after the epoch, Jan 01, 1970.
LsUCharType	unsigned char	
LsUIntType	unsigned int	
LsULongType	unsigned long	
LsUnsignedShortType	unsigned short	
LsUuidType [LS_UUID_LENGTH]	LsByteType	Character string used to hold a UUID.
LsVersionStringType [MAX_VERSION_LENGTH]	LsCharType	Character string used to hold product version information.

Enums

Enum	Description
LsBoolType	Defines acceptable values for a true/false boolean.

enum LsBoolType

```
enum LsBoolType{  
    LS_BOOL_FALSE = LS_FALSE,  
    LS_BOOL_TRUE = LS_TRUE
```

Structs

Struct	Description
LsBytesType	Byte buffer.
LsCheckType	Byte buffer.
LsDeviceIdType	Byte buffer.
LsDrmType	Byte buffer.
LsHashDigestType	Byte buffer.
LsKeyType	Byte buffer.
LsLicenseNameType	Byte buffer.
LsUriType	Byte buffer.
LsUsageResponseType	Byte buffer.
LsVersionType	Holds version information.

Byte Buffer Structs

Defines a set of byte buffers used to hold categories of data.

```
typedef struct{
    LsSizeType length;
    LsByteType *bytes;
} LsBytesType,
LsCheckType,
LsDeviceIdType,
LsDrmType,
LsHashDigestType,
LsKeyType,
LsLicenseNameType,
LsUriType,
LsUsageResponseType;
```

Properties

length

Length of the byte buffer, in bytes.

bytes

Pointer to the byte buffer.

LsVersionType

Defines a structure to hold version information, including major and minor version numbers and build numbers, such as 1.4.328.

```
typedef struct{
    LsIntType lsMajor;
    LsIntType lsMinor;
    LsIntType lsBuild;
} LsVersionType;
```

Properties

lsMajor

Major version.

lsMinor

Minor version.

lsBuild

Build number.

ContentAPI

This section describes the methods, structs, and enums defined in the file **LsOmaContentAPI.h**.

These methods provide functionality for applications to communicate with the Company OMA 1.0 DRM Client Engine and access OMA-protected content. Media applications incorporating the Company OMA 1.0 DRM Content API can be run on any device that has integrated the Company OMA DRM Client SDK with its platform.

Defines

Define	Default Value	Description
RIGHTS_INFO_START_DATE	0x0001	Denotes the presence of a start date constraint.
RIGHTS_INFO_END_DATE	0x0010	Denotes the presence of an end date constraint.
RIGHTS_INFO_INTERVAL	0x0100	Denotes the presence of an interval constraint.
RIGHTS_INFO_COUNTS	0x1000	Denotes the presence of a usage count constraint.
PERMISSION_PLAY	0	Indicates permission to open a file for playback.
PERMISSION_DISPLAY	1	Indicates permission to open a file for display.
PERMISSION_EXECUTE	2	Indicates permission to open a file for execution.
PERMISSION_PRINT	3	Indicates permission to open a file for printing.
LS_MAX_MIME_TYPE_SIZE	256	Maximum size, in bytes, for a MIME type buffer.

TypeDefs

Typedef	Type	Description
LsContentAPIHandleType	LsContentAPIHandle PrivateType*	Used for file handles when reading data from an OMA content file.
LsContentAPIInfoHandleType	LsContentAPIInfoHandle PrivateType*	Used for file handles when getting metadata from an OMA content file.

Structs

Struct	Description
LsRightsInfoStruct	Describes an OMA rights object.

LsRightsInfoStruct

Describes an OMA rights object. This struct is used by LsOmaContentAPI_GetRights.

```
typedef struct {  
    LsULongType ValidFlags;  
    LsTimeType StartDate;  
    LsTimeType EndDate;  
    LsTimeType Interval;  
    LsIntType TotalCounts;  
    LsIntType CountsUsed;  
} LsRightsInfoStruct;
```

Properties

ValidFlags

Bit field identifying which usage constraints are specified in the rights object: