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Part 4-2: Audio Video Device Control Protocol – Level 2 – Media Renderer Device**

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INFORMATION TECHNOLOGY – UPnP DEVICE ARCHITECTURE –

Part 4-2: Audio Video Device Control Protocol – Level 2 – Media Renderer Device

FOREWORD

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The list of all currently available parts of the ISO/IEC 29341 series, under the general title *Information technology – UPnP device architecture*, can be found on the IEC web site.

This International Standard has been approved by vote of the member bodies, and the voting results may be obtained from the address given on the second title page.

¹ UPnP Forum Steering committee, UPnP Forum, 3855 SW 153rd Drive, Beaverton, Oregon 97006 USA. See also "Introduction".

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1 Overview and Scope

1.1 Introduction

This device specification is compliant with the Universal Plug and Play Device Architecture version 1.0. It defines a device type referred to herein as MediaRenderer.

The MediaRenderer specification defines a general-purpose device template that can be used to instantiate any Consumer Electronics (CE) device that is capable of rendering AV content from the home network. It exposes a set of rendering controls in which a control point can control how the specified AV content is rendered. This includes controlling various rendering features such as brightness, contrast, volume, etc.

Example instances of a MediaRenderer include traditional devices such as TVs and stereo systems. Some more contemporary examples include digital devices such as MP3 players and Electronic Picture Frames (EPFs). Although most of these examples typically render one specific type of content (for example, a TV typically renders video content), a MediaRenderer is able to support a number of different data formats and transfer protocols. For example, a sophisticated implementation of a TV MediaRenderer could also support MP3 data so that its speakers could be used to play MP3 audio content.

The MediaRenderer device specification is very lightweight and is easy to implement on low-resource devices such as an MP3 player. However, it can also be used to expose the high-end capabilities of devices such as a PC.

A full-featured MediaRenderer exposes the following capabilities:

- Control various rendering characteristics
- Expose the supported transfer protocols and data formats
- Control the flow of the content (for example, FF, REW, etc), if appropriate depending on the transfer protocol.
-

The MediaRenderer DOES NOT enable control points to:

- Send AV content to another device
- Retrieve any type of meta-data associated with the content

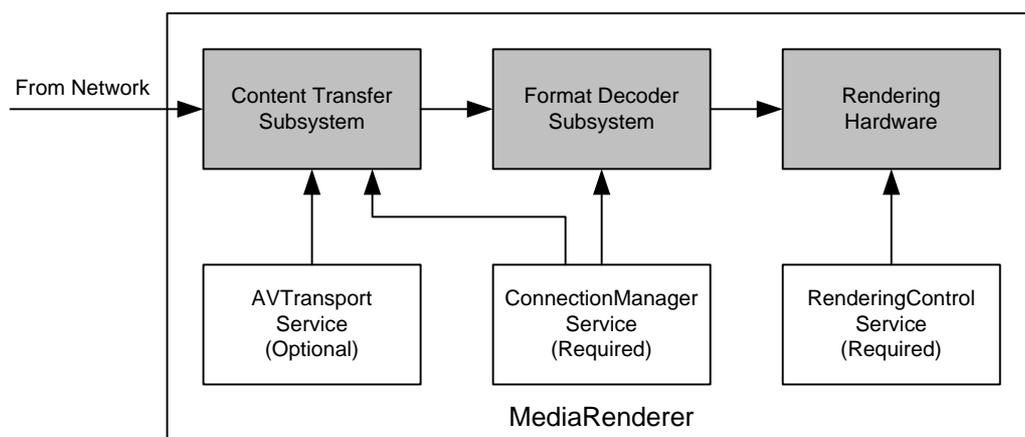


Figure 1 — MediaRenderer Functional Diagram

The un-shaded blocks represent the UPnP services that are contained by a MediaRenderer. The shaded blocks represent various device-specific modules that the UPnP services might

interact with. However, the internal architecture of a MediaRenderer device is vendor specific.

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