

The **MediaBOX** application is divided in three different logical components: the **MusicBOX**, the **MusicSTORE** and the **DoRM Zinf multimedia player**. The three work in a co-operative but independently from each other. The first two components, the MusicBOX and the MusicSTORE, need to be apart due to the fact that the MusicBOX works on the client-side while the MusicSTORE works on the server-side. The third component, the DoRM Zinf player, works, as the name indicates, as the digital music player of the MediaBOX application. This Zinf music player is capable to render protected content. The MediaBOX is an application that is integrated with the DoRM platform and the Service Enabling Platform (N-Services).

## MusicBOX

The MusicBOX is the client-side component of the full MediaBOX system. This element is truly the core of the MediaBOX. Within this element the user will perform most of his/her actions and invoke the other two components. Its function consists basically in the organization and representation in an easy and understandable way, of all the music files the client may have on his/her own music directory. The client can also find new ways to represent and catalog his/her music; by creating new folders that represent a genre, a music group or whatever the user wishes.

The user will gain access to the MusicSTORE by selecting the store tab inside the MediaBOX interface. The ability to play music is also accessed through the MediaBOX, using the play button on its interface, launching the Zinf player with the music the user selected.

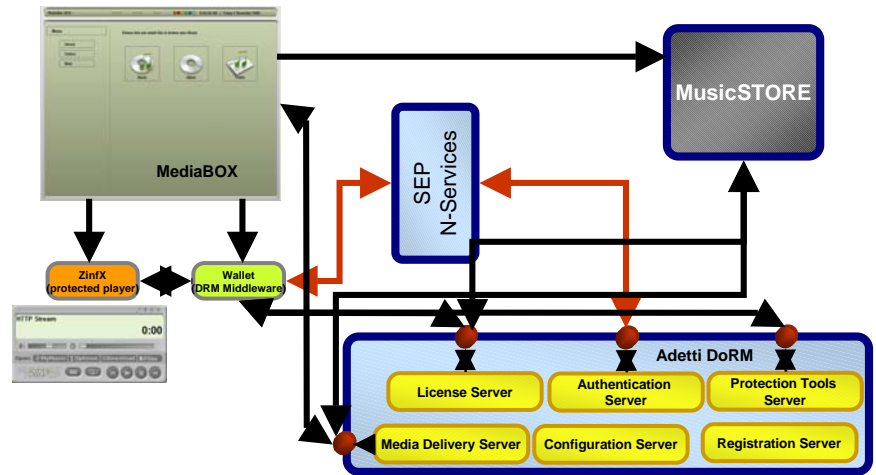
## MusicSTORE

The MusicSTORE is the virtual store front of the MediaBOX. On this component the user will be able to browse, search his favorite music and afterwards buy it and download it to his local machine (MusicBOX). The store interface works inside the MediaBOX itself, so the client can't really tell the difference between the MusicBOX and the MusicSTORE interfaces.

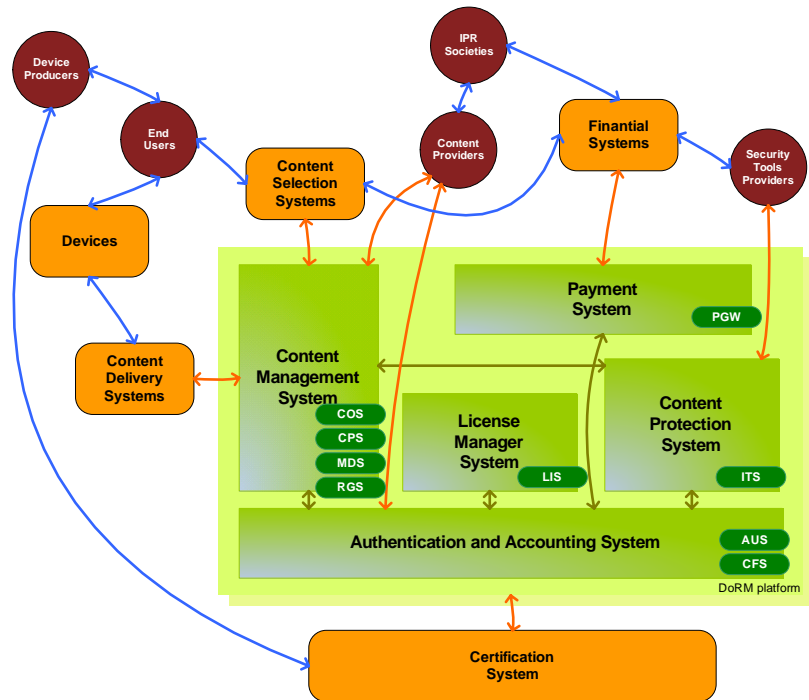
## DoRM Zinf Player

The DoRM Zinf player is a MediaNet specific modified version of the normal Zinf player (<http://www.zinf.org/>) updated with new features that allow the client to play protected music. All this process is completely transparent to the user. The operation the user as to perform is pressing the play button on the MediaBOX interface and the DoRM Zinf player will play the required music after checking if the client has the required license and keys to render it..

# MediaBOX architecture



# The DoRM platform



## Innovation

OpenSDRM and the SEP/N-Service platform

- Integration of some DRM services in the MediaNet services platform
  - On a first phase, as external SEP capabilities
  - On a second phase, as internal SEP capabilities (not yet completed)

Any application using the SEP can also use the OpenSDRM DRM capabilities

- MediaBOX – is one of the demonstration applications that uses such capabilities