

Widex Requirements

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Outline

- Widex terminology
- Widex scenarios and NAT traversal
- Requirements

Widex Terminology

- User Interface
 - Simple User Interface
 - Complex User Interface
- Remote User Interface
 - Widex Server
 - Widex Renderer
- Remote User Interface Objects
- Transport Protocol

Widex Scenarios and NAT traversal

- Server and client both have globally routable / public IP addresses
- Server has a globally routable / public IP address, and the client is behind a NAT device
- Server is behind the same NAT/FW device as the client, e.g., at home
- Server is behind a NAT device, and the client is accessing from the "outside"

Requirements grouping

- Architectural
- Discovery and Session Setup
- RUI Objects (aka Synchronization)
- Transport

Architecture Requirements

- Modularity
- Stateless synchronization
- Consistent with the W3C MMI Architecture.

Discovery and Session Setup Requirements

- Discover both Widex Renderers and Widex Servers.
- Negotiate the capabilities of both Widex Renderers and Widex Servers.
- Establish sessions from both Widex Renderers and Widex Servers.

Remote UI Objects Requirements

- Not aware of the semantics of the markup that is synchronized.
- Support for client initiated updates.
- Support for server initiated updates.

Transport Requirements

- Deliver RUIOs regardless of the underlying network topology.
- Reliable
- Tolerate limitations in available bandwidth.
- Tolerate delays caused by network induced latency.
- Support for authentication and secure sessions.

Next Steps...

- Incorporating comments received so far
- Are some major things missing?
- Can we consider adopting the draft as a WG document?