The application/smil Media Type

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Abstract

This document specifies the Media Type of the Synchronized Multimedia Integration Language (SMIL 1.0, pronounced "smile"). SMIL allows integrating a set of independent multimedia objects into a synchronized multimedia presentation.

1. Introduction

The World Wide Web Consortium has issued a Recommendation [1], which defines version 1 of the Synchronized Multimedia Integration Language. This memo provides information about the application/smil Media Type.

The definition is based on the definition of the "application/xml" media type [3]. The "application/smil" media type cannot be implemented without reading and understanding the document describing the "application/xml" media type [3].

Expiration Date: January 1999
2. Synchronized Multimedia Integration Language

SMIL allows integrating a set of independent multimedia objects into a synchronized multimedia presentation. Using SMIL, an author can

1. describe the temporal behavior of the presentation
2. describe the layout of the presentation on a screen
3. associate hyperlinks with media objects

SMIL is defined using XML [2], and the definition of the SMIL media type is based on the definition of XML media types [3].

3. Registration Information

To: ietf-types@iana.org
Subject: Registration of MIME media type application/smil

MIME media type name: application
MIME subtype name: smil
Required parameters: none
Optional parameters: charset

All of the considerations for "application/xml" media type [3] also apply to the SMIL media type.

Encoding considerations:

All of the considerations for "application/xml" media type [3] also apply to the SMIL media type.

Security considerations:

SMIL documents contain a construct that allows "infinite loops". This is indispensable for a multimedia format. However, SMIL clients should foresee provisions such as a "stop" button that lets users interrupt such an "infinite loop".

As with HTML, SMIL documents contain links to other media (images, sounds, videos, text, ...) and those links are typically followed automatically by software, resulting in the transfer of files without the explicit request of the user for each one. The security considerations of each linked file are those of the individual registered types.

In addition, SMIL has some of the same security considerations as
specified in [3], with the following exceptions: the section on XML entities does not apply, since SMIL 1.0 disallows entities.

Interoperability considerations:

SMIL documents contain links to other media objects. The SMIL player must be able to decode the media types of these media in order to display the whole document. To increase interoperability, SMIL has provisions for including alternate versions of a media object in a document.

Published specification: see [1]

Applications which use this media type:

SMIL players

Additional information:

Semantics of fragment identifiers in URIs: The SMIL media type allows to append a fragment identifier to a URI pointing to a SMIL resource (e.g. http://www.example.com/test.smil#foo). The semantics of fragment identifiers for SMIL resources are defined in [1].

Magic number(s): none

All of the considerations for "application/xml" media type [3] also apply to the SMIL media type.

File extension(s): .smil, .smi, .sml

NOTE: On the Windows operating system, the ".smi" extension is used by another format. To avoid conflicts, it is thus strongly recommended not to use the extension ".smi" for storing SMIL files on systems running the Windows operating system.

Macintosh File Type Code(s): "TEXT"

Object Identifier(s) or OID(s): none

Person & email address to contact for further information:

The author of this memo.

Intended usage: COMMON

Author/Change controller:

The SMIL specification is a work product of the World Wide Web
Consortium’s SYMM Working Group, and was edited by:

Philipp Hoschka (ph@w3.org)

The W3C has change control over the SMIL specification.

5. References


6. Author’s Address

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