

# The Lightweight Remote Display Protocol

draft-stirbu-mmusic-scal-sharing-00.txt  
draft-stirbu-avt-lrdp-00.txt

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# Outline

- Motivation
- Protocol goals
- Why MMUSIC & AVT?
- Next steps...

# Motivation

- Wide range of devices with different user interfaces
  - Display size
  - Windowing system & widget set
  - User input method
  - Navigation logic
- Good UI is not trivial
  - Remoted applications should use viewers' capabilities
- Existing protocols not suitable (e.g. T.120)

# Protocol Goals

- Describing a UI in terms of widgets and styles
- Keeping the UI synchronised
  - Communicating (partial) UI updates to viewer
  - Communicating events triggered through changes in widget state to application
- Modular architecture
  - Multiple session setup mechanisms

# Why MMUSIC & AVT?

- MMUSIC
  - LRDP needs capabilities negotiations -> Relates to SDP
- AVT
  - LRDP traffic pattern similar to a multimedia session -> transport protocol?

# Next Steps...

- Identify a set of capabilities needed for negotiation
- Use the common elements shared with draft-schultzrinne-mmusic-sharing-00?
- Identify an appropriate place for LRDP in Application Area
- I appreciate comments from the people in the mmusic wg!