

DRM System Components

A DRM system is basically a complete, end-to-end secure digital delivery platform that is comprised of the following three basic components

DRM Packager - The DRM packager uses strong encryption algorithms and secure container technology to prevent unauthorized use of content and to prepare content for distribution via streaming, download or other delivery methods. The packaged media content and the associated business rules for unlocking and using that content are stored separately, so that multiple sets of business rules can be applied to a single file over time. A DRM packager in conjunction with a media encoder may support the delivery of secure live content.

DRM License Server - The DRM License Server is a scalable, flexible server that allows retailers, Internet music and movie services, and enterprises to manage, authorize, and report content transactions. The Helix DRM License Server verifies content licensing requests, issues content licenses to trusted and authenticated DRM end-user clients, such as RealNetwork's RealOne or Microsoft's Windows Media Player, and provides auditing information to facilitate royalty payments. The content owner, in the event of a secure media player's breach, can also revoke licenses.

DRM Client - The DRM client enables download and streaming playback of secure formats in a tamper-resistant environment based on the usage rules specified by the content owners. Client applications, such as the RealOne Player or Windows Media Player can be built on top of the DRM client.

DRM Device Support (Additional Component) - DRM may support Consumer Electronic devices in two model scenarios: implementing DRM natively and/or implementing transfer to secure memory.