
From: Stephen Hui
Sent: Wednesday, April 17, 2002 9:30 PM
To: Serge Smirnov
Subject: RE: Compliance update: finalized plan and instructions

Great, thanks.

----- Original Message -----

From: Serge Smirnov
Sent: Wednesday, April 17, 2002 5:56 PM
To: Stephen Hui
Subject: RE: Compliance update: finalized plan and instructions

This is the mail that I got the pointers to Zeusette & Corona binaries from. I just ran apienum on the 7.1 codec binaries as well, and it did not turn up any new undocumented APIs.

----- Original Message -----

From: Kip Olson
Sent: Wednesday, March 27, 2002 10:53 AM
To: Stephen Hui; WMPG Compliance Team
Subject: RE: Compliance update: finalized plan and instructions

We are being asked to run the APIEnum tool on the binaries we own. A while back Chadd's leads got together and divided up all the binaries in his world amongst his leads and partners (DRM, codecs). The list that resulted can be found [here <http://groupsts/wmpdev/Shared%20Documents/Corona%20Install%20Package.xls>](http://groupsts/wmpdev/Shared%20Documents/Corona%20Install%20Package.xls). If everyone agrees on this ownerships, Shui, you should probably use this list as the master list of who owns what.

Note: this list is of Corona binaries only, and could be a little out of date at this point.

----- Original Message -----

From: Stephen Hui
Sent: Tuesday, March 26, 2002 6:45 PM
To: WMPG Compliance Team
Subject: RE: Compliance update: finalized plan and instructions

Several clarifications and updates on the update:

Versions for investigation

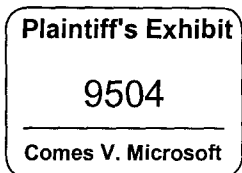
We do *not* have to investigate the WinXP native player and SDK runtime after all. Whether or not we need to investigate the 7.0 components (this just came up today) or the encoder remains TBD - don't do any investigation on these until you explicitly hear from me that you have to.

Calls between different components

We actually consist of three separate components for the purposes of this discussion:

Player
SDK - includes SDK runtime, networking, WMDM, and DRM
Codecs

You do not need to file bugs against interface calls within your component, but you do have to file bugs against interface calls between your component and other components. For example, a wmpui.dll call into a wmpcore.dll interface would not have to be documented because they're both part of the player component. A wmpcore.dll call into wmvcore.dll or drmv2clt.dll would need to be documented because wmpcore's part of the player component, while wmvcore.dll and drmv2clt.dll are part of the SDK



component. A call from wmvcore.dll into mswmdm.dll would not need to be documented because they're both part of the SDK component.

Redist packages

The SDK directories contain redist packages (i.e. wmfdist.exe) - you'll need to expand and scan these as well. The command line arguments to expand these are as follows:

<binary name>.exe /c /t:<expansion path>

This will take the contents of the binary and copy them into the path you specified.

Duplicate bugs

The documentation group has explicitly requested that each team calling a given API enter a bug on it. The takeaway here is that you shouldn't spend time searching Product Studio for dups before entering your bugs.

The build archive location for the Corona build that we will be investigating has changed to <\\icetray\Eclipse\Eclipse.2655_KEEP>. The bits are the same, so there's no need to rerun any scans that you've already done.

----- Original Message -----

From: Stephen Hui

Sent: Monday, March 25, 2002 10:13 PM

To: WMPG Compliance Team

Subject: Compliance update: finalized plan and instructions

Hello again,

I wanted to give you another update and outline our plan for the compliance investigation now that I've spoken to most of you about the schedule.

Here's a recap of what we'll be doing over the next month:

Now - 3/29 (this Friday)	Run APIEnum on the binaries identified below. Parse results and then enter bugs against undocumented APIs into the MS APIs Product Studio database.
4/1 - 4/12	Parse the existing results from our earlier manual investigation (i.e. the spreadsheets on <\\shui-1\compliance\$>) and then enter bugs for previously unidentified APIs into the database.
4/15 - 4/30	Run the new Research tool on the binaries identified below. Parse results and then enter bugs for previously unidentified APIs into the database.

Some of you have indicated that you won't be able to make the first milestone because you have people OOF; if this is the case, you should proceed against the dates that we agreed to offline.

These are the products that we'll be investigating, along with paths to the associated binaries:

7.1 player, 7.1 SDK

<\\icecube-b\7Refresh\7Refresh.3055_keep\us\i386\release\FREE\client\wmp>

<\\icecube-b\7Refresh\7Refresh.3055_keep\us\i386\release\FREE\WMformatSDK>

WinXP player, WinXP format SDK runtime

<\\icecube-b\wmwiz\WMWiz.4477\us\i386\release\BBTOPT\client\whistler>

8.2 SDK (Zeusette)

<\\showtime\release\WMFormatSDK\WMFormatSDK82\5055-020702-gfe-slipstream\WMformatSDK2>

Corona player, Corona SDK

<\\icecube-b\dfs\Archive\ eclipse\Eclipse.2655>*

I am still debating with legal whether or not we'll have to investigate the various encoders. We will not spend any time doing so until we've closed on the issue.

Next, I want to explicitly call out who owns what. Hopefully this is obvious, but for the record:

KipO - player

JStew - networking components in SDKs

BrianCri - all other SDK runtime components

SergeS - codecs

VincentR - WMDM

Cliffs - DRM

Last but not least, the question of how to actually enter bugs into the Product Studio database. There are high level instructions on how to do this at <<http://dealpoint/info/deGREE/apis.asp#3>> (ignore the product version spreadsheet there - it's incorrect). I don't want to send a PSQ file out, but I think bugs 11 and 87 in the database are examples of good bugs. In general, people are entering pretty minimal data - basically just the name of the API and why it's being used.

Let me know if you have any questions.

Thanks,
Steve

* Corona is of course still under development, but I'd like us all to run APIEnum against build 2655 for consistency's sake - I've asked the build team to archive it. We'll run the Research tool against a newer build closer to release.