Universal Serial Bus

Content Security Method 1

Basic Authentication Protocol

MICROSOFT CORPORATION

Revision 1.0

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Revision History

Revision	Date	Filename	Author	Description
1.0	03/15/2000			Promotion to 1.0 at USB DWG
.9	01/25/2000		Evrin Peretz	Promotion to .9 at USB DWG
0.8a	12/23/99	cms1_v0_8	Ervin Peretz	Replaced Command/Response with specification for one URB that retrieves unique id.
0.7	09/27/1999	csm1_v0_7		Separated CSM Appendices into individual CSM specification per Sept 1999 CSWG meeting

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1 Basic Authentication Protocol Operation

This specification is subordinate to the *USB Device Class Definition For Content Security Devices* specification. Refer to the latter with this document. This document describes the basic Content Security Method (CSM) designated as CSM-1.

CSM-1 simply allows the host to retrieve a unique identifier for a *channel*[1]. The host requests a unique identifier using the **Get Unique ID** request. **Get Unique ID** is an interface class request to a Content Security Interface.

Table 1-1: Get Unique ID Request

bmRequestType	bRequest	wValue	wIndex	wLength	Data
1 01 00001 B	0x80	0	HByte: Channel ID LByte: number of the CS interface	0x0100	Device returns unique id of channel as a sequence of bytes representing a little-endian hexadecimal number. The length of the unique id must be at least (decimal) 20 bytes, and not greater than wLength.

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[1] For the definition of *channel* and other terms and acronyms used in this document, see the parent specification.