# MMUSIC WG
IETF 96

sdp 'lang' attribute ambiguities

June 22, 2016
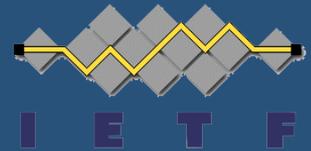
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'lang' sdp attribute
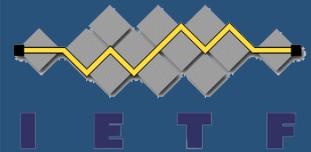
- Both slim and stox have had reasoning about the sdp 'lang' attribute in RFC 4566 in their drafts and a conclusion that may be wrong.

- It says that all declared languages must be used in the session. More likely is that it is meant to be a list for selection.

- The 'lang' attribute has slightly changed wording in RFC 4566bis in the mmusic group to reflect this.
  - "Importance" changed to "preference"
  - Addition: "Events during the session can influence which language(s) are used, and the participants are not strictly bound to only use the declared languages."

- More may be needed to really sort out how the current 'lang' attribute is supposed to be used.

- Conclusions should be taken to rfc 4566 bis, and maybe also to errata to rfc 4566.
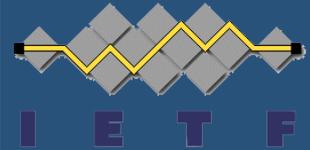
Proposed addition to 6.12

- Sharper would be better, but here is an initial proposal for added wording.

- " The 'lang' attribute is supposed to be used for settling the initial language(s) used in the session.

  Most real-time use cases start with just one language used, while other cases involve a range of languages, e.g. an interpreted or subtitled session. When more than one 'lang' attribute is specified, the 'lang' attribute itself does not provide any information about if multiple languages are intended to be used during the session, or if the intention is to only select one language. Other attributes or the semantics in which the 'lang' attributes are used may indicate such conditions. Without such indications of usage intent, it should be assumed that for a negotiated session one of the declared languages should be selected and used."
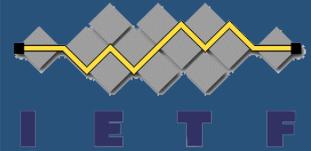
Discussion to be continued in the mmusic list.

Thanks

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