

Media Storage API

Proposal for W3C SysApps work item

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Introduction

- A Media Storage API is on the roadmap for the System Apps WG as a phase 2 work item.
- Sony Mobile is currently working on a draft specification and implementation in Chromium.
- According to [results of questionnaire](#) the interest within the W3C SysApps WG for specifying and implementing a standardized Media Storage API is high.
- Sony is seeking the WG's views on starting the specification of a Media Storage API and would like to hear views from browser vendors on their interest in implementing a W3C standardized Media Storage API.

Basic Requirements

- The main requirement is to provide web apps with access to media files and their metadata in the device and on connected storage media such as SD-cards.
- Compared to using the W3C File APIs a Media Storage API should provide a simpler high level interface for developers and better performance.
- Example of applications using a Media Storage API:
 - Music and movie player applications
 - Camera applications.
 - Photo album applications.
 - Photo editing applications.

Functional requirements

- Provide access to storage areas for media files, images, audio files and video files.
- Scan media file storage areas for added and deleted files.
- Obtain a filtered list of files stored in a selected storage area.
- Read metadata for a selected media file.
- Update metadata for a selected media file.
- Retrieve the file object for a named file.
- Add and delete media files

Existing Media Storage APIs

- [Firefox OS - Device Storage API](#)
- [Firefox OS – MediaDB API](#) (JS on top of FFOS Device Storage and IndexedDB)
- [Chrome mediaGalleries](#)
- [Tizen Content API](#)

Other APIs that may be relevant as reference or building block:

- W3C File APIs:
 - [File API](#), [File API: Writer](#), [File API: Directories and System](#)
- [Cordova File API](#) (based on W3C File APIs)
- [W3C Indexed Database API](#)
- [Android media storage API](#)