

Request #: HUTRR64
Title: Game Recording Controls
Spec Release: 1.12
Received:
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Current Status: Approved
Priority: Normal
Submitted: 26 Feb 2016
Voting Starts: 14 Mar 2016
Voting Ends: 21 Mar 2016
Required Voter: Wacom
Required Voter: Intel
Required Voter: Apple
Required Voter: Microsoft

Summary:

New HID usages are being proposed for a series of controls that are used to control game broadcast and recording.

Background:

Game broadcasting and recording are common functions among a large swath of consumers. These HID usages will allow hardware manufacturers to build devices that communicate in a standard way and control functions with a uniform experience.

Proposal:

All additions are localized to the Consumer Page (0x0C) in the HID Usage Tables document V1.12

New usages to be added to Section 15, Table 17: Consumer Usage Page

Usage ID	Usage Name	Usage Type
0xD0	Invoke Capture Interface	SELECTOR
0xD1	Start or Stop Game Recording	SELECTOR
0xD2	Historical Game Capture	SELECTOR
0xD3	Capture Game Screenshot	SELECTOR
0xD4	Show or Hide Recording Indicator	SELECTOR
0xD5	Start or Stop Microphone Capture	SELECTOR
0xD6	Start or Stop Camera Capture	SELECTOR
0xD7	Start or Stop Game Broadcast	SELECTOR

Update the Reserved section D0-DF to be D8-DF. CF was allocated in HUTRR45.

Descriptions:

(All Selectors)

Invoke Capture Interface

Invokes or dismisses the user interface that allows users to invoke game capture and broadcasting features.

Start or Stop Game Recording

Toggles video capture of the game currently being played

Historical Game Capture – Takes a recording of the last X amount of gameplay

Capture Game Screenshot – Takes a screenshot of the game currently being played

Show or Hide Recording Indicator – Toggle the visibility of User Interface elements that indicate that recording is happening

Start or Stop Microphone Capture – Toggle the inclusion of microphone input in game recordings and broadcasting

Start or Stop Webcam Capture – Toggle the inclusion of webcam capture in game recordings and broadcasting

Start or Stop Game Broadcast – Start or stop broadcasting your gameplay to broadcast providers

Response:

<Completed by reviewers>

Notes on Approval Procedure:

HID WG On Line Voting Procedures

1. Votes are on a per company basis.
2. Each Review Request shall have attached a Required Voter List that is the result of recruiting by the HID Chair and submitter of members of the USB IF. Required Voter List must include the HID Chair plus 2 companies (other than the submitter) plus any others designated by the HID Chair at the Chair's discretion. The Required Voter List ensures that a quorum is available to approve the Request.
3. Impose a 7-calendar-day posting time limit for new Review Requests. HID Chair or designate must post the RR within 7 calendar days. HID Chair or designate must work with the submitter to make sure the request is valid prior to posting. Valid review request must include all fields marked as required in the template. A new template will be adopted that requires at least the following fields: Change Text,

Required Voter List, Review Period End Date and Voting End Date, Submittal Date, Submitter, Review Request Title and RR Number.

4. If a RR approval process stalls, the HID Chair may call a face-to-face meeting or conference call to decide the issue. Submitter may request that this take place.

5. Impose a minimum 15-calendar-day review period on a posted RR prior to the voting period. At HID Chair discretion, changes to the RR may require this review period to restart.

6. The Chair will accept votes via documentable means such as mail or e-mail during the 7 calendar days after the close of the review period. If a Required Voter does not vote during the period, then there is no quorum and the Chair may pursue the absent required voter and extend the voting period. The Chair may designate a substitute for the absent voter and extend the voting period if necessary.