



Reference Guide: XML for DivX Media Format

Mark Chweh

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Introduction

This document will provide you with the information that you need to know in order to author and edit XML files to generate DivX Media Files.

Topics include:

- **DivX XML layout** - The structure of the XML elements in a file and how these elements relate.
- **XML element definitions** - The purpose of each of the elements in a file, their properties and how they are interpreted.
- **File assembly process** - The process that occurs when an XML file is used to construct a DivX Media File.
- **Templates** - How to design XML for DivX Media File to be suitable for use as templates to easily duplicate file designs.

This guide is designed for Users that are familiar with the features provided by the DivX Media File format and its Advanced Features.

Overview

DivX Media File XML is a blueprint for how a DivX Media File will be constructed. Using DivXMux or another DivX Media File XML enabled application to process the XML will create a DivX Media File using that blueprint.

All of the DivX Media File features are supported using the XML format including:

- Multiple Titles
- Multiple media streams for audio and subtitles
- Translations
- DivX Media Menus

DivX Media File XML now supports the use of media streams from any number of different media sources for the assembly of Titles and Menus.

DivX XML layout - The structure of the XML elements in a file and how these elements relate

At a very high level the XML elements can be classified into three groups:

- Title Definition elements
- Menu Definition elements
- Language translation elements

A DivX Media File may contain one or more Titles. Any DivX Media File that contains more than one Title must contain at least one Menu in order to facilitate navigation between the Titles.

The top layer - DivXMediaFile, Title, Menu

The generalized top level structure of a DivX Media XML File is:

```
<DivXMediaFile Version="1">
  <Title Name = "Main Movie">
    .
    Title definition XML elements
  </Title>
  .
  More titles
  .
  <Title Name = "The Making of the MainMovie">
    .
    Title definition XML elements
  </Title>
  <Menu DefaultMenuLanguage="en">
    .
    Menu definition XML elements
  </Menu>
</DivXMediaFile>
```

The DivXMediaFile element is the top level element. It encapsulates the rest of the DivX Media XML elements.

The Title element defines the contents of a title. There maybe one or more Titles. Titles may be specified in any order, however the first Title defined in the XML will be the only one accessible via non DivX Ultra Certified CE devices, and non-DivX aware software players.

Note: Because of this we highly recommend that when more than one Title is included in a file that the first Title be the most important content.

The Menu element contains the elements that define the DivX menu system for the file. There can only be one Menu element.

The Title Layer

The structure of a Title element:

```
<Title Name="Movie1">
  <Description>
    <Translation/>
    .
    Multiple Translation elements may be defined
    .
  </Description>
  <TitleMedia>
    <VideoMedia />
    <AudioMedia > Optional
      <Description>
        <Translation/>
        .
        Multiple Translation elements may be defined
        .
      </Description>
    </AudioMedia >
    .
    Multiple AudioMedia elements may be defined
    .
    <SubtitleMedia> Optional
      <Description>
        <Translation/>
      </Description>
    </SubtitleMedia>
    .
    Multiple SubtitleMedia elements may be defined
    .
  </TitleMedia>
  <Chapters> Optional
    <Chapter >
      <Description>
        <Translation/>
      </Description>
    </Chapter >
    .
    Multiple Chapter elements may be defined
    .
  </Chapters>
</Title>
```

The Description element contains Translation elements.

Each Translation element defines a language specific entry to describe the Title. Players (Software and/or CE) can display this information when allowing the user to pick a Title for playback. There will be one or more Translation elements. This allows the Player to show descriptions in different languages.

The TitleMedia element contains at least one VideoMedia element and optionally AudioMedia /or SubtitleMedia elements.

The VideoMedia element specifies the source for the video track for a Title.

An AudioMedia element specifies the source for an audio track for a Title. Multiple audio tracks may be defined to provide support for language/locale specific or special content audio tracks for a Title.

A SubtitleMedia element specifies the source for a subtitle track for a Title. Multiple subtitle tracks may be defined to provide support for language/locale specific or special content subtitle tracks for a Title.

The Chapters element contains Chapter elements.

Each Chapter element defines a sub-unit of a Title based on time or frame locations within the Title's media. Players can display the list of Chapter elements to allow the user to start playback at various fixed points within the Title. A Chapter element can also be used as a parameter for Play commands, allowing DivX Menus to direct playback to fixed points within the Title.

The Menu Layer

The structure of the Menu element:

```
<Menus> Optional
  <GlobalMenus> Optional
    <Menu >
      .
      Menu definition elements
      .
    </Menu>
      .
      Multiple Menu elements may be defined
      .
    </GlobalMenus>
  <LanguageGroup >
    <Menu >
      .
      Menu definition elements
      .
    </Menu>
      .
      Multiple Menu elements may be defined
      .
    </LanguageGroup>
      .
      Multiple LanguageGroup elements may be defined
      .
  </Menus>
```

The GlobalMenus element contains Menu elements that are designed to be language neutral. The GlobalMenus are generally used to allow a user to select the language to be used in the

menu system.

The LanguageGroup element contains Menu elements that are specific to a particular language. This allows a file designer to specify a different set of menus for different languages. Players may choose which menus to display based on settings in the player.

The Menu Layer

The structure of the Menu element:

```
<Menu>
  <MenuMedia>
    <VideoMedia/>
    <AudioMedia/> Optional
    <OverlayMedia/> Required if Button(s) defined
  </MenuMedia>

  <EnterAction> Optional
  At least one command must be defined:
  <AudioSelect /> Optional
    .
    Multiple AudioSelect elements may be defined
    .
  <SubtitleSelect /> Optional
    .
    Multiple SubtitleSelect elements may be defined
    .
  </EnterAction>

  <ExitAction>
    <AudioSelect /> Optional
    .
    Multiple AudioSelect elements may be defined
    .
  <SubtitleSelect /> Optional
    .
    Multiple SubtitleSelect elements may be defined
    .
  <MenuTransition />
    or
  <Play />
    or
  <Resume />
  </ExitAction>

  <Button> Optional
  <Nav />
  <Position/>
  <SelectAction>
    <AudioSelect /> Optional
    .
    Multiple AudioSelect elements may be defined
    .
```

<SubtitleSelect /> Optional

Multiple SubtitleSelect elements may be defined

<MenuTransition />

or

<Play />

or

<Resume />

or

<ButtonSelect/>

</SelectAction>

</Button>

Multiple Button elements may be defined

</Menu>

The MenuMedia element contains VideoMedia, AudioMedia, and/or OverlayMedia elements. It must contain at least one VideoMedia element. If a Button element is defined for the Menu, there must be a OverlayMedia element defined.

The EnterAction element contains AudioSelect and/or SubtitleSelect commands. If this element is defined, at least one command must be specified. The EnterAction element specifies the commands that a Player will execute when the Menu begins playback.

The ExitAction element contains AudioSelect and/or SubtitleSelect commands, along with one of the MenuTransition, Play, or Resume commands.

The Button element defines a button on the Menu. This element contains Nav, Position, and a SelectAction element.

The Nav element defines the navigation from one button to the next in each of the four directions (up,down,right,left). This information is used when an arrow key is pressed on a Player or Remote Control.

The Position element defines the screen position of the button on the Menu. This information is used when a pointer control (mouse, touchscreen, etc) is used on a Player. This information is used to detect when the pointer is hovering over a button.

The SelectAction element defines the commands to be executed when a Button is "pressed". It optionally contains AudioSelect, SubtitleSelect commands, and one of the MenuTransition, Play, Resume, or ButtonSelect commands.

XML Element Definitions – What each of the elements does

AudioMedia

This element is used to define the source for an audio track.

Property	Required	Data type	Purpose
FileName	Yes	Text	The name of the file to be used. This should contain path information.
TitleNumber	No	Index (1 based)	Used to choose the Title to be used in a multi-Title file. If not specified 1 is the default
SourceTrack	No	Index (1 based)	Used to specify which track to use from a Title. This index is based solely on the audio tracks in the source file. EX: 2 is the index of the second audio track for the title specified.
Locale	No	2 character code	Used to specify the language of the audio track. EX: en
CountryCode	No	2 character code	Used to specify the country of the audio track. EX: US
MediaDesc	No	Integer code	Used to specify the type of the contents of the audio track. EX: 12

Note: When a non DivX Media File is used as the source, the content is treated as Title = 1.

Contained in:

- MenuMedia
- TitleMedia

Children:

- Description (only when in a TitleMedia otherwise none)

EX:

```
<AudioMedia FileName="file.avi" TitleNumber="1" SourceTrack="1" Locale="en" CountryCode="US" MediaDesc="12">
```

```
<AudioMedia FileName="file.avi" TitleNumber="1" SourceTrack="1" >
```

```
<AudioMedia FileName="file.avi" >
```

AudioSelect

This element is used to set the audio track that will be used when a particular Title is played.

Properties:

Property	Required	Data type	Purpose
Title	Yes	Text	Name of the Title to set playback track for
Track	Yes	Index (1 based)	Index of the track in the Title. This is an index of the audio tracks in the Title.

Contained in:

- EnterAction
- ExitAction
- SelectAction

Children: None

EX:

```
<AudioSelect Title="Main Movie" Track="1"/>
```

Button

This element is used to define a Button on a Menu.

Properties:

Property	Required	Data Type	Purpose
Name	Yes	Text	Name used within the XML to refer to this Button
OverlayFrame	Yes	Integer	Frame Number to use for highlight in the OverlayMedia track defined for the Menu housing the Button

Contained in:

- Menu

Children:

- Nav
- Position
- SelectAction

EX:

```
<Button Name="NextScreen" OverlayFrame="1" />
```

ButtonSelect

This element defines a command that will cause a Button to be selected as the “active button” on the current menu. The most common use for this command is in conjunction with AudioSelect and/or Subtitle select commands. In the common case, a Button is defined that sets the usage of a specific language for a title, the ButtonSelect command is used to select a “Play the movie” or “Back to the main menu” button after setting the tracks.

Properties:

Property	Required	Data type	Purpose
Button	Yes	Text	This property contains the text name of the button to change the current selection to. This will cause that button's highlight overlay to be displayed.

Contained in:

- SelectAction

Children: None

Ex:

```
<ButtonSelect Button="GotoMainMenuButton" />
```

Chapter

This element defines a chapter point in a title. Play commands may use a chapter point as the location to start playback from. Players (software or hardware) may display the Chapter points that are defined for a Title and allow the user to select a Chapter point for playback.

Properties:

Property	Required	Data type	Purpose
Name	Yes	Text	The name by which a Chapter point is referred to within the XML.
StartTime	Yes/No	Decimal number	The starting time in seconds from the beginning of the file.
EndTime	Yes/No	Decimal number	The end of the chapter in seconds from the beginning of the file.
StartFrame	Yes/No	Integer	The starting frame from the beginning of the file
EndFrame	Yes/No	Integer	The ending frame from the beginning of the file

Note: A pair of either StartTime/EndTime and StartFrame/EndFrame must be described at minimum. You cannot mix the two sets, and for the highest amount of positional accuracy the frame numbers should be used.

Contained In :

- Chapters

Children:

- Description

Ex:

```
<Chapter Name="Chapter-2" StartFrame="12345" EndFrame="23423" />
```

```
<Chapter Name="Chapter-5" StartTime="200" EndTime="300" />
```

Chapters

This element contains one or more Chapter children that define Chapter points within a Title.

Properties: None

Contained In:

- Title

Children:

- Chapter

EX:

```
<Chapters>
  <Chapter ... />
  .
  .
  .
</Chapters>
```

Description

This element contains one or more Translation children elements that define the language translated descriptions of the parent element.

IE: A description element that is the child of a Title contains the Translation entries for the description of the Title. The Translation entries can be displayed by a Player when listing out items in the DivX Media File.

Properties: None

Contained In:

- Title
- Chapter
- AudioMedia
- SubtitleMedia

Children:

- Translation

EX:

```
<Description>
  <Translation ... >
    .
    .
    .
</Description>
```

DivXMediaFile

This element is the top level container of a DivX Media XML file.

Properties:

Property	Required	Data type	Purpose
Version	Yes	Integer	The version of the XML format to use. This must be defined as 1

Contained In: None

Children:

- Title
- Menus

EX:

```
<DivXMediaFile Version="1">
  <Title ...>
    .
    .
  </Title>
  <Menus>
    .
    .
  </Menus>
</DivXMediaFile>
```

EnterAction

This element contains the commands to be executed when a Menu begins playback.

Properties: None

Contained In:

- Menu

Children:

- AudioSelect
- SubtitleSelect

EX:

```
<EnterAction>
  <AudioSelect ...>
    .
    .
  </AudioSelect>
  <SubtitleSelect ... >
    .
    .
  </SubtitleSelect>
</EnterAction>
```

ExitAction

This element contains the commands to be executed when a Menu finishes playback. There are three common uses of this event.

- 1) To loop back to the beginning of the same menu using the MenuTransition command.
- 2) To go to a different menu using the MenuTransition command. This is commonly done when the Menu is actually a “bridging” piece of video between two menus.
- 3) To begin playback of a Title with the Play or Resume command. This is commonly done when the Menu is actually a “bridging” piece of transition video between a menu and a Title.

Properties: None

Contained In:

- Menu

Children:

- AudioSelect
- SubtitleSelect
- Play
- Resume
- MenuTransition

EX:

```
<ExitAction>
  <MenuTransition ...>
    .
    .
  </MenuTransition>
</ExitAction>
```

GlobalMenu

This element contains one or more Menu elements that are defined to be language neutral. This is commonly done to allow the user to select a language to use before beginning the language specific Menu system.

Properties:

Property	Required	Data type	Purpose
Start	No	Text	This defines the first Menu to be executed when playing the DivX File

Contained In:

- DivXMediaFile

Children:

- Menu

EX:

```
<GlobalMenu Start="PickALanguageMenu">
  <Menu Name="PickALanguage" >
    .
    .
    .
  </Menu>
</GlobalMenu>
```

LanguageGroup

This element contains a group of Menus that all contain the same language.

Properties:

Property	Required	Data type	Purpose
Language	Yes	Text	The two letter language code that is used by the Menus contained in the group
StartMenu	Yes	Text	This defines the first Menu to be played when the Language Group is the active group
RootMenu	Yes	Text	This defines the Menu to be played when the user selects the "root menu" option in a player

Contained In:

- Menus

Children:

- Menu

EX:

```
<LanguageGroup Language="en" StartMenu="IntroMenu" RootMenu="MainMenu">
  <Menu Name="IntroMenu" ...>
```

```

      .
      .
      .
    </Menu>
    <Menu Name="MainMenu" ...>
      .
      .
      .
    </Menu>
  </LanguageGroup>

```

MenuMedia

This element contains the track elements that define the media for a Menu.

Properties: None

Contained In:

- Menu

Children:

- VideoMedia
- AudioMedia
- OverlayMedia

EX:

```

<MenuMedia>
  <VideoMedia .../>
  <OverlayMedia .../>
</MenuMedia>

```

Menu

This element along with its children defines a menu.

Properties:

Property	Required	Data type	Purpose
Name	Yes	Text	The name by which the Menu can be referenced in the XML
Type	No	Text	One of a set of text constants which describe the purpose of the menu. This marking allows a player to intuitively point a user to a particular kind of function Menu. Legal values: other, title, subtitle, audio, chapter, force
StartButton	No	Text	This is the name of a Button in the Menu that should be highlighted when the Menu is first played back

Note: The Type property can be read by a player and allow the user to go directly to a specific kind of Menu. In the case where multiple Menus of the same Type exist within a LanguageGroup the first Menu defined is played when this type of Menu navigation is used.

Note: The "force" type is defined to cause a player to disallow any user navigation activities while a menu marked "force" is being played. A typical use for this type is to playback a copyright notice or a "this file was made by" tag that the file designer does not want the user to be able to skip. Warning: Do not cause this type of menu to loop as the only way the user will be able to escape this section is by stopping playback.

Contained In:

- GlobalMenus
- LanguageGroup

Children:

- EnterAction
- ExitAction
- Button
- MenuMedia

EX:

```
<Menu Name="MainMenu" Type="title">
  <MenuMedia>
    .
    .
    .
  </MenuMedia>
  <Button ....>
    .
    .
    .
  </Button>
  <ExitAction>
    .
    .
    .
  </ExitAction>
</Menu>
```

Menus

This element contains one or more LanguageGroup elements and a GlobalMenus element if one exists.

Properties: None

Contained In:

- DivXMediaFile

Children:

- LanguageGroup

- GlobalMenu

EX:

```
<Menus>
  <LanguageGroup ...>
    .
    .
    .
  </LanguageGroup>
  <GlobalMenu ...>
    .
    .
    .
  </GlobalMenu>
</Menus>
```

MenuTransition

This element defines a command that will cause the playback of a Menu.

Properties:

Property	Required	Data type	Purpose
Menu	Yes	Text	The name of the Menu that should be played
Button	No	Text	Optionally, the name of a button on the targeted Menu that should be highlighted when playback begins. This requires that the Button exists on the targeted Menu.

Contained In:

- ExitAction
- SelectAction

Children:

- None

EX:

```
<MenuTransition Menu="MainMenu" Button="PlayMovieButton" />
```

```
<MenuTransition Menu="MainMenu" />
```

Nav

This element defines the navigation for a Button. When the user presses an arrow key while the button is highlighted, the Nav element defines what Button should be switched to, if any.

Properties:

Property	Required	Data type	Purpose
Left	No	Text	The Button to select when the user navigates to the left
Right	No	Text	The Button to select when the user navigates to the right
Up	No	Text	The Button to select when the user navigates to the up
Down	No	Text	The Button to select when the user navigates to the down

Note: The Nav element is required but no navigation is required to be defined. Warning: If you do not define navigation directions, then if the button is selected, there is no way to move to other buttons unless a pointer control (mouse, touchscreen) is present in the player.

Contained In:

- Button

Children:

- None

EX:

```
<Nav Left="Button1" Right="Button3" />
```

OverlayMedia

This element defines the input source of the Overlays to be used for button highlighting for a menu. This element is only required if Buttons have been defined for the Menu.

Properties:

Property	Required	Data type	Purpose
FileName	Yes	Text	The name of the file to be used. This should contain path information.
TitleNumber	No	Integer	Used to choose the Title to be used in a multi-Title file. If not specified 1 is the default
SourceTrack	No	Integer	Used to specify which track to use from a Title. This index is based solely on the overlay tracks in the source file. EX: 2 is the index of the second overlay track for the title specified.

Note: In DivX Media Menus, the background video and the overlays must match in resolution.

Note: When a non DivX Media File is used as the source, the content is treated as Title = 1.

Contained In:

- MenuMedia

Children:

- None

EX:

```
<OverlayMedia FileName="input.avi" SourceTrack="1"/>
```

```
<OverlayMedia FileName="input.avi" />
```

```
<OverlayMedia FileName="input.avi" Title="3"/>
```

<OverlayMedia FileName="input.avi" Title="3" SourceTrack="2"/>

Position

This element is used to define the screen position of the “active area” of a Button. This information is used on Players that have a pointing device (mouse, touch screen etc). When the cursor is placed within the boundaries of the rectangle defined by this element, the Button is highlighted.

Properties:

Property	Required	Data type	Purpose
Left	Yes	Integer	The left coordinate of the “active area”
Top	Yes	Integer	The top coordinate of the “active area”
Width	Yes	Integer	The width of the “active area”
Height	Yes	Integer	The height of the “active area”

Note: In DivX Media Menus, the background video and the overlays must match in resolution. The resolution of the overlays and video is the coordinate system used to define this element. The upper left corner of the screen is coordinate 0,0

Contained In:

- Button

Children: None

Ex:

<Position Left="10" Top="10" Width="20" Height="20" />

Play

This element defines a command that causes the playback of a Title to begin.

Properties:

Property	Required	Data type	Purpose
Title	Yes	Text	The name of the Title to play.
Chapter	No	Text	Optionally, this property may be defined to begin playback at a chapter point, otherwise the start of the Title is used as the starting location.

Contained In:

- Title

Children:

- Chapter

EX:

```
<Play Title="MainMovie" />
```

```
<Play Title="MainMovie" Chapter="Chap-3" />
```

Resume

This element defines a command that resumes playback of a specified title at the last location played in that Title in the current session.

Properties:

Property	Required	Data type	Purpose
Title	Yes	Text	The name of the Title where playback is to resume

Note: If the Title has not been played in this session, playback will commence from the start of the Title.

Contained In:

- ExitAction
- SelectAction

Children: None

EX:

```
<Resume Title="MainMovie" />
```

SelectAction

This element contains child elements that define commands to be execute when a Button is pressed.

Properties: None

Contained In:

- Button

Children:

- AudioSelect
- SubtitleSelect
- Play
- Resume
- MenuTransition
- ButtonSelect

Note: Only one of the Play, Resume, MenuTransition, and ButtonSelect commands may be used in a single SelectAction element.

EX:

```
<SelectAction>
  <AudioSelect .../>
  <SubtitleSelect .../>
  <Play .../>
</SelectAction>
```

```
<SelectAction>
  <AudioSelect .../>
  <SubtitleSelect .../>
  <Resume .../>
</SelectAction>
```

```
<SelectAction>
  <AudioSelect .../>
  <SubtitleSelect .../>
  <MenuTransition.../>
</SelectAction>
```

```
<SelectAction>
  <AudioSelect .../>
  <SubtitleSelect .../>
  <ButtonSelect .../>
</SelectAction>
```

SubtitleMedia

This element defines the location in which to find the source for a subtitle track.

Properties:

Property	Required	Data type	Purpose
FileName	Yes	Text	The name of the file to be used. This should contain path information.
TitleNumber	No	Integer	Used to choose the Title to be used in a multi-Title file. If not specified 1 is the default
SourceTrack	No	Integer	Used to specify which track to use from a Title. This index is based solely on the subtitle tracks in the source file. EX: 2 is the index of the second subtitle track for the title specified.
Locale	No	Text	Used to specify the language of the subtitle track. EX: en
CountryCode	No	Text	Used to specify the country of the subtitle track. EX: US
MediaDesc	No	Integer	Used to specify the type of the contents of the subtitle track. EX: 12

Note: When a non DivX Media File is used as the source, the content is treated as Title = 1.

Contained In:

- TitleMedia

Children:

- Description

EX:

```
<SubtitleMedia FileName="input.avi" TitleNumber="3" SourceTrack="1"/>
```

```
<SubtitleMedia FileName="input.avi" Locale="en" CountryCode="US" MediaDesc="12"/>
```

SubtitleSelect

This element defines a command to set the subtitle track to be played for a specified Title.

Properties:

Property	Required	Data type	Purpose
Title	Yes	Text	The name of the Title for which the subtitle track is being set
Track	Yes	Index (1 based)	The index of the track to be used. The index is based solely on the subtitletracks. EX: 2 is the index of the second subtitle track in the Title.

Contained In:

- EnterAction
- ExitAction
- SelectAction

Children: None

EX:

```
<SubtitleSelect Title="MainMovie" Track="2"/>
```

Title

This element and its children define a Title.

Properties:

Property	Required	Data type	Purpose
Name	Yes	Text	The text name which can be used to refer to this Title in the XML
DefaultAudioTrack	No	Integer	The index of the audio track in the Title to use by default. If this is not specified the first audio track in the Title will be used by default. This index is based solely on the audio tracks in the Title. EX: 2 is the index of the second audio track in the Title.
DefaultSubtitleTrack	No	Integer	The index of the subtitle track in the Title to use by default. If this is not specified no subtitle track will be used by default. This index is based solely on the subtitle tracks in the Title. EX: 2 is the index of the second subtitle track in the Title.

Contained In:

- DivXMediaFile

Children:

- Description
- TitleMedia
- Chapters

EX:

```
<Title Name="MainMovie" DefaultAudioTrack="1" />
  <Description>
    .
    .
    .
  </Description>
  <TitleMedia>
    .
    .
    .
  <TitleMedia>
</Title>
```

```
<Title Name="MainMovie" />
  <Description>
    .
    .
    .
  </Description>
  <TitleMedia>
```

```

    .
    .
    .
    <TitleMedia>
    <Chapters>
    .
    .
    .
    </Chapters>
</Title>
```

TitleMedia

This element contains the VideoMedia,AudioMedia and/or SubtitleMedia elements that defines the media tracks for a Title

Properties: None

Contained In:

- Title

Children:

- VideoMedia
- AudioMedia
- SubtitleMedia

EX:

```
<TitleMedia>
  <VideoMedia ... />
  <AudioMedia ...>
  .
  .
  .
  <AudioMedia>
</TitleMedia>
```

```
<TitleMedia>
  <VideoMedia ... />
  <AudioMedia ...>
  .
  .
  .
  <AudioMedia>
  <SubtitleMedia ...>
  .
  .
  .
  <SubtitleMedia>
</TitleMedia>
```

Translation

This element defines a language specific description.

Properties:

Property	Required	Data type	Purpose
Language	Yes	Text	The two letter language code of the language used in the Value property
Value	Yes	Text	The language specific description

Contained In:

- Description

Children: None

EX:

```
<Translation Language="en" Value="The Main Feature!!"/>
```

VideoMedia

This element defines the location in which to find the source for a video track.

Properties:

Property	Required	Data type	Purpose
FileName	Yes	Text	The name of the file to be used. This should contain path information.
TitleNumber	No	Integer	Used to choose the Title to be used in a multi-Title file. If not specified 1 is the default

Note: When a non DivX Media File is used as the source, the content is treated as Title = 1.

Contained In:

- TitleMedia
- MenuMedia

Children: None

EX:

```
<VideoMedia FileName="input.avi" TitleNumber="3" />
```

```
<VideoMedia FileName="input.avi" />
```

File assembly process - The process that occurs when an XML file is used to construct a DivX Media File.

Templates - How to design XML for DivX Media File to be suitable for use as templates to easily duplicate file designs.

Appendix A – Full structure Layout

```
<DivXMediaFile >
  <Title Name="Movie1">
    <Description>
      <Translation/>
      .
      Multiple Translation elements may be defined
      .
    </Description>
    <TitleMedia>
      <VideoMedia />
      <AudioMedia > Optional
        <Description>
          <Translation/>
          .
          Multiple Translation elements may be defined
          .
        </Description>
      </AudioMedia >
      .
      Multiple AudioMedia elements may be defined
      .
      <SubtitleMedia> Optional
        <Description>
          <Translation/>
        </Description>
      </SubtitleMedia>
      .
      Multiple SubtitleMedia elements may be defined
      .
    </TitleMedia>
    <Chapters> Optional
      <Chapter >
        <Description>
          <Translation/>
        </Description>
      </Chapter >
      .
    </Chapters>
  </Title >
</DivXMediaFile >
```

Multiple Chapter elements may be defined

</Chapters>
</Title>

Multiple Title Elements may be defined

<Menus> Optional

<GlobalMenus> Optional

<Menu>

<MenuMedia>

<VideoMedia/>

<AudioMedia/> Optional

<OverlayMedia/> Required if Button(s) defined

</MenuMedia>

<EnterAction> Optional

At least one command must be defined:

<AudioSelect /> Optional

Multiple AudioSelect elements may be defined

<SubtitleSelect /> Optional

Multiple SubtitleSelect elements may be defined

</EnterAction>

<ExitAction>

<AudioSelect /> Optional

Multiple AudioSelect elements may be defined

<SubtitleSelect /> Optional

Multiple SubtitleSelect elements may be defined

<MenuTransition />

or

<Play />

or

<Resume />

</ExitAction>

<Button> Optional

<Nav />

<Position/>

<SelectAction>

<AudioSelect /> Optional

Multiple AudioSelect elements may be defined

.

<SubtitleSelect /> Optional

.

Multiple SubtitleSelect elements may be defined

.

<MenuTransition />

or

<Play />

or

<Resume />

or

<ButtonSelect/>

</SelectAction>

</Button>

.

Multiple Button elements may be defined

.

</Menu>

Multiple Menu elements may be defined

.

</GlobalMenus>

<LanguageGroup >

<Menu >

Menu structure is identical to that shown above

</Menu>

Multiple Menu elements may be defined

.

</LanguageGroup>

Multiple LanguageGroup elements may be defined

.

</Menus>
</DivXMediaFile>