

ARCMEDIA BoF
IETF 91 – Honolulu, Hawai'i

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Existing Top-Level Media Types

- application
- audio
- example
- image
- message
- model
- multipart
- text
- video

Making New Top-Level Media Types

- RFC6838 defines the process for creating new media types
- Section 4.2.7 says creating top-level types is expected to be quite rare, but it can be done when a proposed new type does not “fit” under a current top-level type
 - Meant to be done when things of that type are handled in a related way different from existing types
- A Standards Track RFC is required
- draft-seantek-kerwin-arcmedia-type

The Question

- **Should we create a new top-level media type called “archive”, to contain media types representing archive formats?**
- We will not form a WG to do this here
 - If the answer is clearly “yes”, we can do it through APPSAWG
 - If the answer is clearly “no”, we’re done
 - If the answer is not clear, the Ads can decide to form a tightly-focused WG to discuss it further

Some Things To Consider

- Use cases
- Exemplary formats (what's in, what's out)
- What to do with the stuff already under “application”
- Identify interchange considerations
- Identify semantics common to all archive media types (fragment identifier syntax, etc.)
- Coordination with industry?
- Want actual registrations used in actual applications, not just a single spec

Some Things To Consider

- Code page issues (~charset for text types)
- Archives piped through other encodings (e.g., .tar.bz files)
 - Draws from same registry as Content-Encoding
- Common fragment identifier syntaxes
 - Path
 - Character Encoding
 - Extended attributes, alternative data streams
 - Metadata
- Applicability to software distributions (msi), bundles (apk)
- Applicability to self-extracting archives
- Split archives
- Volunteers for specific registrations?