**3GPP TSG SA WG4 Meeting #128 *-241063***

**Jeju,South Korea 4**

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| *CR-Form-v12.2* | | | | | | | | |
| **pseudo CHANGE REQUEST** | | | | | | | | |
|  | | | | | | | | |
|  |  | **CR** |  | **rev** | - | **Current version:** | **0** |  |
|  | | | | | | | | |
| *For* [***HE******LP***](http://www.3gpp.org/3G_Specs/CRs.htm#_blank)*on using this form: comprehensive instructions can be found at* [*http://www.3gpp.org/Change-Requests*](http://www.3gpp.org/Change-Requests)*.* | | | | | | | | |
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| ***Proposed change affects:*** | UICC apps |  | ME | **X** | Radio Access Network |  | Core Network | **X** |

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| ***Title:*** | [SR\_MSE] pCR ASR Profile Client API extension | | | | | | | | | |
|  |  | | | | | | | | | |
| ***Source to WG:*** | Nokia | | | | | | | | | |
| ***Source to TSG:*** | S4 | | | | | | | | | |
|  |  | | | | | | | | | |
| ***Work item code:*** |  | | | | |  | ***Date:*** | | | 14 May 2024 |
|  |  | | | |  | |  | | |  |
| ***Category:*** | **C** |  | | | | | ***Release:*** | | |  |
|  | *Use one of the following categories:* ***F*** *(correction)* ***A*** *(mirror corresponding to a change in an earlier release)* ***B*** *(addition of feature),* ***C*** *(functional modification of feature)* ***D*** *(editorial modification)*  Detailed explanations of the above categories can be found in 3GPP [TR 21.900](http://www.3gpp.org/ftp/Specs/html-info/21900.htm). | | | | | | | | *Use one of the following releases: Rel-8 (Release 8) Rel-9 (Release 9) Rel-10 (Release 10) Rel-11 (Release 11) … Rel-16 (Release 16) Rel-17 (Release 17) Rel-18 (Release 18) Rel-19 (Release 19)* | |
|  |  | | | | | | | | | |
| ***Reason for change:*** | | Extensions to Client API for ASR profile. | | | | | | | | |
|  | |  | | | | | | | | |
| ***Summary of change:*** | | 1. Addition of extensions to Client API for ASR profile | | | | | | | | |
| ***tr*** | |  | | | | | | | | |
| ***Consequences if not approved:*** | | ASR profile may not be directly leveragable by an application | | | | | | | | |
|  | |  | | | | | | | | |
| ***Clauses affected:*** | | Annex C.2.7 | | | | | | | | |
|  | |  | | | | | | | | |
|  | | **Y** | **N** |  | | | |  | | |
| ***Other specs*** | |  | **X** | Other core specifications | | | | TS/TR ... CR ... | | |
| ***affected:*** | |  | **X** | Test specifications | | | | TS/TR ... CR ... | | |
| ***(show related CRs)*** | |  | **X** | O&M Specifications | | | | TS/TR ... CR ... | | |
|  | |  | | | | | | | | |
| ***Other comments:*** | |  | | | | | | | | |
|  | |  | | | | | | | | |
| ***This CR's revision history:*** | | N/A | | | | | | | | |

1. Start of Change 1

## C.2.7 Extension to Client API Functions

The SRC should perform adaptive split management which may be based on metrics reports of an ongoing split rendering session, scene being rendered and UE operating conditions. For adaptive split rendering, the SRC exposes functions to load and update scene description resources. The SRC may also expose functions to an application to allow application developers to deploy custom logic for split management.

| **Method** | **Parameters** | | **State after Success** | **Description** |
| --- | --- | --- | --- | --- |
| **in** | **out** |  |  |
| setScene() | -session handle  -scene description resource | -status | N/A | The application requests the SRC to load a scene description resource for rendering in the split rendering session. |
| updateScene() | -session handle  -scene description resource | -status | N/A | The application request the SRC to update a scene description resource being rendered in the split rendering session. |
|  |  |  |  |  |

SRC may optionally expose the function below to the application to allow application developers to deploy custom split management logic.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| updateSplit() | -session handle  -rendering split | -status  -rendering split | N/A | The application requests or queries the SRC for a new rendering split or the current rendering split in use |

The parameters used are defined below:

* session handle : as defined in Clause 9.2
* scene description resource: A scene description resource compliant with capabilities specified in clause C.2.4.4. The scene description resource may be a subset of the scene description resource being rendered by the SRS. It is assumed that the application provider makes the scene description resource available to the application, for example, via RTC-8.
* status: indicates whether the call was successful (OK) or not successful (FAIL)
* rendering split: A pointer to a renderingSplit object defined in C.2.3.

1. End of Change 1