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the equipment by welding, riveting, or permanent adhesive. The label shall be designed to last the expected lifetime of the equipment in the environment in which the equipment may be operated and must not be readily detachable. The label shall not be a stick-on, paper label.

(2) When the device is so small that it is not practicable to place the warning label on it, the information required by this paragraph shall be placed in a prominent location in the instruction manual or pamphlet supplied to the user and shall also be placed on the container in which the device is marketed. However, the FCC identifier must be displayed on the device.

[64 FR 22561, Apr. 27, 1999, as amended at 66 FR 32582, June 15, 2001]

§ 15.122 Closed caption decoder requirements for digital television receivers and converter boxes.

(a)(1) Effective July 1, 2002, all digital television receivers with picture screens in the 4:3 aspect ratio with picture screens measuring 13 inches or larger diagonally, all digital television receivers with picture screens in the 16:9 aspect ratio measuring 7.8 inches or larger vertically and all separately sold DTV tuners shipped in interstate commerce or manufactured in the United States shall comply with the provisions of this section.

NOTE TO PARAGRAPH (a)(1): This paragraph places no restrictions on the shipping or sale of digital television receivers that were manufactured before July 1, 2002.

(2) Effective July 1, 2002, DTV converter boxes that allow digitally trans-

mitted television signals to be displayed on analog receivers shall pass available analog caption information to the attached receiver in a form recognizable by that receiver's built-in caption decoder circuitry.

NOTE TO PARAGRAPH (a)(2): This paragraph places no restrictions on the shipping or sale of DTV converter boxes that were manufactured before July 1, 2002.

(b) Digital television receivers and tuners must be capable of decoding closed captioning information that is delivered pursuant to EIA-708-B: "Digital Television (DTV) Closed Captioning" (incorporated by reference, see § 15.38).

(c) *Services.* (1) Decoders must be capable of decoding and processing data for the six standard services, Caption Service #1 through Caption Service #6.

(2) Decoders that rely on Program and System Information Protocol data to implement closed captioning functions must be capable of decoding and processing the Caption Service Directory data. Such decoders must be capable of decoding all Caption Channel Block Headers consisting of Standard Service Headers, Extended Service Block Headers, and Null Block headers. However, decoding of the data is required only for Standard Service Blocks (Service IDs <-6), and then only if the characters for the corresponding language are supported. The decoders must be able to display the directory for services 1 through 6.

(d) *Code space organization.* (1) Decoders must support Code Space C0, G0, C1, and G1 in their entirety.

		C 0		G 0				C 1		G 1							
B7-b4		0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
b3-b0	0	NUL	EXT1	SP	0	@	P	`	p	CW0	SPA	NBS	°	À	Ð	à	ð
	1			!	1	A	Q	a	q	CW1	SPC	¡	±	Á	Ñ	á	ñ
	2			"	2	B	R	b	r	CW2	SPL	¢	²	Â	Ò	â	ò
	3	ETX		#	3	C	S	c	s	CW3		£	³	Ã	Ó	ã	ó
	4			\$	4	D	T	d	t	CW4		¤	´	Ä	Ö	ä	ö
	5			%	5	E	U	e	u	CW5		¥	µ	Å	Õ	å	õ
	6			&	6	F	V	f	v	CW6		¦	¶	Æ	Ö	æ	ö
	7			'	7	G	W	g	w	CW7	SWA	§	·	Ç	×	ç	÷
	8	BS	P16	(8	H	X	h	x	CLW	DF0	"	,	È	Ø	è	ø
	9)	9	I	Y	i	y	DSW	DF1	©	¹	É	Ù	é	ù
	A			*	:	J	Z	j	z	HDW	DF2	ª	º	Ê	Ú	ê	ú
	B			+	;	K		k	{	TGW	DF3	«	»	Ë	Û	ë	û
	C	FF		,	<	L	\	l		DLW	DF4	¬	¼	Ì	Ü	ì	ü
	D	CR		-	=	M]	m	}	DLY	DF5	-	½	Í	Ý	í	ý
	E	HCR		.	>	N	^	n	~	DLC	DF6	®	¾	Î	Þ	î	þ
	F			/	?	O	_	o	¸	RST	DF7	¸	¿	Ï	ß	ï	ÿ
		C 2		G 2				C 3		G 3							
	0			TSP								EC					
	1			NBTS	‘												
	2			P	’												
	3				“												
	4				”												
	5			...													
	6							1/8									
	7							3/8									
	8							5/8									
	9							7/8									
	A			Š	š												
	B			Œ	œ												
	C			Œ	œ												
	D			SM				—									
	E							¸									
	F			ÿ													

Table 1 DTVCC Code Set Mapping

(2) The following characters within code space G2 must be supported:

- (i) Transparent space (TSP).
- (ii) Non-breaking transparent space (NBTS).
- (iii) Solid block ().
- (iv) Trademark symbol (™).
- (v) Latin-1 characters Š, Œ, š, œ, ÿ.

(3) The substitutions in Table 2 are to be made if a decoder does not support the remaining G2 characters.

TABLE 2—G2 CHARACTER SUBSTITUTION TABLE

G2 Character	Substitute with
Open single quote (’), G2 char code 0x31.	G0 single quote (’), char code 0x27
Close single quote (’), G2 char code 0x32.	G0 single quote (’), char code 0x27

TABLE 2—G2 CHARACTER SUBSTITUTION TABLE—Continued

G2 Character	Substitute with
Open double quote (“), G2 char code 0x33.	G0 double quote (“), char code 0x22
Close double quote (”), G2 char code 0x34.	G0 double quote (“), char code 0x22
Bold bullet (•), G2 char code 0x35.	G1 bullet (•), char code 0xB7
Elipsis (. . .), G2 char code 0x25.	G0 underscore (_), char code 0x5F
One-eighth (1/8), G2 char code 0x76.	G0 percent sign (%), char code 0x25
Three-eighths (3/8), G2 char code 0x77.	G0 percent sign (%), char code 0x25
Five-eighths (5/8), G2 char code 0x78.	G0 percent sign (%), char code 0x25
Seven-eighths (7/8), G2 char code 0x79.	G0 percent sign (%), char code 0x25

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TABLE 2—G2 CHARACTER SUBSTITUTION
TABLE—Continued

G2 Character	Substitute with
Vertical border (), G2 char code 0x7A.	G0 stroke (), char code 0x7C
Upper-right border (⌋), G2 char code 0x7B.	G0 dash (-), char code 0x2D
Lower-left border (⌌), G2 char code 0x7C.	G0 dash (-), char code 0x2D
Horizontal border (—), G2 char code 0x7D.	G0 dash (-), char code 0x2D
Lower-right border (⌋), G2 char code 0x7E.	G0 dash (-), char code 0x2D

Upper-left border (⌌), G2 char code 0x7F. G0 dash (-), char code 0x2D

(4) Support for code spaces C2, C3, and G3 is optional. All unsupported graphic symbols in the G3 code space are to be substituted with the G0 underscore character (_), char code 0x5F.
(e) *Screen coordinates.* Table 3 specifies the screen coordinate resolutions and limits for anchor point positioning in 4:3 and 16:9 display formats, and the number of characters per row.

TABLE 3—SCREEN COORDINATE RESOLUTIONS AND LIMITS

Screen aspect ratio	Maximum anchor position resolution	Minimum anchor position resolution	Maximum displayed rows	Maximum characters per row
4:3	75v×160h	15v×32h	4	32
16:9	75v×210h	15v×42h	4	42
Other	75v×(5×H)	15v×H*	4	1

*H = 32 × (the width of the screen in relation to a 4:3 display). For example, the 16:9 format is 1/3 wider than a 4:3 display; thus, H = 32 × 4/3 = 42.667, or 42.

(1) This means that the minimum grid resolution for a 4:3 aspect ratio instrument is 15 vertical positions × 32 horizontal positions. This minimum grid resolution for 16:9 ratio instrument is 15 vertical positions × 42 horizontal positions. These minimum grid sizes are to cover the entire safe-title area of the corresponding screen.

(2) The minimum coordinates equate to a 1/3 reduction in the maximum horizontal and vertical grid resolution coordinates. Caption providers are to use the maximum coordinate system values when specifying anchor point positions. Decoders using the minimum resolution are to divide the provided horizontal and vertical screen coordinates by 5 to derive the equivalent minimum coordinates.

(3) Any caption targeted for both 4:3 and 16:9 instruments is limited to 32 contiguous characters per row. If a caption is received by a 4:3 instrument that is targeted for a 16:9 display only, or requires a window width greater than 32 characters, then the caption may be completely disregarded by the decoder. 16:9 instruments should be able to process and display captions intended for 4:3 displays, providing all other minimum recommendations are met.

(4) If the resulting size of any window is larger than the safe title area for the

corresponding display's aspect ratio, then this window will be completely disregarded.

(f) *Caption windows.* (1) Decoders need to display no more than 4 rows of captions on the screen at any given time, regardless of the number of windows displayed. This implies that no more than 4 windows can be displayed at any given time (with each having only one caption row). However, decoders should maintain storage to support a minimum total of 8 rows of captions. This storage is needed for the worst-case support of a displayed window with 4 rows of captioning and a non-displayed window which is buffering the incoming rows for the next 4-row caption. As implied above, the maximum number of windows that may be displayed at any one time by a minimum decoder implementation is 4. If more than 4 windows are defined in the caption stream, the decoder may disregard the youngest and lowest priority window definition(s). Caption providers must be aware of this limitation, and either restrict the total number of windows used or accept that some windows will not be displayed.

(2) Decoders do not need to support overlapped windows. If a window overlaps another window, the overlapped window need not be displayed by the decoder.

(3) At a minimum, decoders will assume that all windows have rows and columns “locked”. This implies that if a decoder implements the SMALL pen-size, then word-“un”wrapping, when shrinking captions, need not be implemented. Also, if a decoder implements the LARGE pen size, then word wrapping (when enlarging captions) need not be implemented.

(4) Whenever possible, the receiver should render embedded carriage returns as line breaks, since these carriage returns indicate an important aspect of the caption’s formatting as determined by the service provider. However, it may sometimes be necessary for the receiver to ignore embedded line breaks. For example, if a caption is to appear in a larger font, and if its window’s rows and/or columns are unlocked, the rows of text may need to become longer or shorter to fit within the allocated space. Such automatic reformatting of a caption is known as “word wrap.” If decoders support word-wrapping, it must be implemented as follows:

(i) The receiver should follow standard typographic practice when implementing word wrap. Potential breaking points (word-wrapping points) are indicated by the space character (20h) and by the hyphen character (2Dh).

(ii) If a row is to be broken at a space, the receiver should remove the space from the caption display. If a row is to be broken after a hyphen, the hyphen should be retained.

(iii) If an embedded return is to be removed, it should usually be replaced with a space. However, if the character to the left of the embedded return is a hyphen, the embedded return should be removed but NOT replaced with a space.

(iv) This specification does not include optional hyphens, nor does it provide for any form of automatic hyphenation. No non-breaking hyphen is defined. The non-breaking space (A0h in the G1 code set) and the non-breaking transparent space (21h in the G2 code

set) should not be considered as potential line breaks.

(v) If a single word exceeds the length of a row, the word should be placed at the start of a new row, broken at the character following the last character that fits on the row, and continued with further breaks if needed.

(g) *Window text painting.* (1) All decoders should implement “left”, “right”, and “center” caption-text justification. Implementation of “full” justification is optional. If “full” justification is not implemented, fully justified captions should be treated as though they are “left” justified.

(i) For “left” justification, decoders should display any portion of a received row of text when it is received. For “center”, “right”, and “full” justification, decoders may display any portion of a received row of text when it is received, or may delay display of a received row of text until reception of a row completion indicator. A row completion indicator is defined as receipt of a CR, ETX or any other command, except SetPenColor, SetPenAttributes, or SetPenLocation where the pen relocation is within the same row.

(ii) Receipt of a character for a displayed row which already contains text with “center”, “right” or “full” justification will cause the row to be cleared prior to the display of the newly received character and any subsequent characters. Receipt of a justification command which changes the last received justification for a given window will cause the window to be cleared.

(2) At a minimum, decoders must support LEFT_TO_RIGHT printing.

(3) At a minimum, decoders must support BOTTOM_TO_TOP scrolling. For windows sharing the same horizontal scan lines on the display, scrolling may be disabled.

(4) At a minimum, decoders must support the same recommended practices for scroll rate as is provided for NTSC closed-captioning.

(5) At a minimum, decoders must support the same recommended practices for smooth scrolling as is provided for NTSC closed-captioning.

(6) At a minimum, decoders must implement the “snap” window display effect. If the window “fade” and “wipe” effects are not implemented, then the decoder will “snap” all windows when they are to be displayed, and the “effect speed” parameter is ignored.

(h) *Window colors and borders.* At a minimum, decoders must implement borderless windows with solid, black backgrounds (i.e., border type = NONE, fill color = (0,0,0), fill opacity =

SOLID), and borderless transparent windows (i.e., border type = NONE, fill opacity = TRANSPARENT).

(i) *Predefined window and pen styles.* Predefined Window Style and Pen Style ID’s may be provided in the DefineWindow command. At a minimum, decoders should implement Predefined Window Attribute Style 1 and Predefined Pen Attribute Style 1, as shown in Table 4 and Table 5, respectively.

TABLE 4—PREDEFINED WINDOW STYLE ID'S

Style ID #	Justify	Print direction	Scroll direction	Word wrap	Display effect	Effect direction	Effect speed	Fill color	Fill opacity	Border type	Border color	Usage
1	Left	Left-to-right	Bottom-to-top.	No	Snap	n/a	n/a	(0,0,0) Black.	Solid	None	n/a	NTSC Style PopUp Captions
2	Left	Left-to-right	Bottom-to-top.	No	Snap	n/a	n/a	n/a	Transparent.	None	n/a	PopUp Captions w/o Black Back-ground
3	Cntr	Left-to-right	Bottom-to-top.	No	Snap	n/a	n/a	(0,0,0) Black.	Solid	None	n/a	NTSC Style Centered PopUp Captions
4	Left	Left-to-right	Bottom-to-top.	Yes	Snap	n/a	n/a	(0,0,0) Black.	Solid	None	n/a	NTSC Style RollUp Captions
5	Left	Left-to-right	Bottom-to-top.	Yes	Snap	n/a	n/a	n/a	Transparent.	None	n/a	RollUp Captions w/o Black Back-ground
6	Cntr	Left-to-right	Bottom-to-top.	Yes	Snap	n/a	n/a	(0,0,0) Black.	Solid	None	n/a	NTSC Style Centered RollUp Captions
7	Left	Top-to-bottom.	Right-to-left	No	Snap	n/a	n/a	(0,0,0) Black.	Solid	None	n/a	Ticker Tape

TABLE 5—PREDEFINED PEN STYLE ID'S

Predefined style ID	Pen size	Font style	Offset	Italics	Underline	Edge type	Foregrnd color	Foregrnd opacity	Backgrnd color	Backgrnd opacity	Edge color	Usage
1	Strdr	0	Normal	No	No	None	(2,2,2) White.	Solid	(0,0,0) Black.	Solid	n/a	Default NTSC Style*

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2	1	Normal	No	No	None	(2,2,2) White.	Solid	(0,0,0) White.	Solid	n/a	NTSC Style* Mono w/ Serif
3	2	Normal	No	No	None	(2,2,2) White.	Solid	(0,0,0) Black.	Solid	n/a	NTSC Style* Prop w/ Serif
4	3	Normal	No	No	None	(2,2,2) White.	Solid	(0,0,0) Black.	Solid	n/a	NTSC Style* Mono w/ o Serif
5	4	Normal	No	No	None	(2,2,2) White.	Solid	(0,0,0) Black.	Solid	n/a	NTSC Style* Prop w/o Serif
6	3	Normal	No	No	Uniform	(2,2,2) White.	Solid	n/a	Transparent.	(0,0,0) Black.	Mono w/o Serif, Bor-dered Text, No BG
7	4	Normal	No	No	Uniform	(2,2,2) White.	Solid	n/a	Transparent.	(0,0,0) Black.	Prop. w/o Serif, Bor-dered Text, No BG

**NTSC Style*—White Text on Black Background

(j) *Pen size.* (1) Decoders must support the standard, large, and small pen sizes and must allow the caption provider to choose a pen size and allow the viewer to choose an alternative size. The STANDARD pen size should be implemented such that the height of the tallest character in any implemented font is no taller than $\frac{1}{15}$ of the height of the safe-title area, and the width of the widest character is no wider than $\frac{1}{32}$ of the width of the safe-title area for 4:3 displays and $\frac{1}{42}$ of the safe-title area width for 16:9 displays.

(2) The LARGE pen size should be implemented such that the width of the widest character in any implemented font is no wider than $\frac{1}{32}$ of the safe-title area for 16:9 displays. This recommendation allows for captions to grow to a LARGE pen size without having to reformat the caption since no caption will have more than 32 characters per row.

(k) *Font styles.* (1) Decoders must support the eight fonts listed below. Caption providers may specify 1 of these 8 font styles to be used to write caption text. The styles specified in the “font style” parameter of the SetPenAttributes command are numbered from 0 through 7. The following is a list of the 8 required font styles. For information purposes only, each font style references one or more popular fonts which embody the characteristics of the style:

- (i) 0—Default (undefined)
- (ii) 1—Monospaced with serifs (similar to Courier)
- (iii) 2—Proportionally spaced with serifs (similar to Times New Roman)
- (iv) 3—Monospaced without serifs (similar to Helvetica Monospaced)
- (v) 4—Proportionally spaced without serifs (similar to Arial and Swiss)
- (vi) 5—Casual font type (similar to Dom and Impress)
- (vii) 6—Cursive font type (similar to Coronet and Marigold)
- (viii) 7—Small capitals (similar to Engravers Gothic)

(2) Font styles may be implemented in any typeface which the decoder manufacturer deems to be a readable rendition of the font style, and need not be in the exact typefaces given in the example above. Decoders must include the ability for consumers to

choose among the eight fonts. The decoder must display the font chosen by the caption provider unless the viewer chooses a different font.

(1) *Character offsetting.* Decoders need not implement the character offsetting (*i.e.*, subscript and superscript) pen attributes.

(m) *Pen styles.* At a minimum, decoders must implement normal, italic, and underline pen styles.

(n) *Foreground color and opacity.* (1) At a minimum, decoders must implement transparent, translucent, solid and flashing character foreground type attributes.

(2) At a minimum, decoders must implement the following character foreground colors: white, black, red, green, blue, yellow, magenta and cyan.

(3) Caption providers may specify the color/opacity. Decoders must include the ability for consumers to choose among the color/opacity options. The decoder must display the color/opacity chosen by the caption provider unless the viewer chooses otherwise.

(o) *Background color and opacity.* (1) Decoders must implement the following background colors: white, black, red, green, blue, yellow, magenta and cyan. It is recommended that this background is extended beyond the character foreground to a degree that the foreground is separated from the underlying video by a sufficient number of background pixels to insure the foreground is separated from the background.

(2) Decoders must implement transparent, translucent, solid and flashing background type attributes. Caption providers may specify the color/opacity. Decoders must include the ability for consumers to choose among the color/opacity options. The decoder must display the color/opacity chosen by the caption provider unless the viewer chooses otherwise.

(p) *Character edges.* Decoders must implement separate edge color and type attribute control.

(q) *Color representation.* (1) At a minimum, decoders must support the 8 colors listed in Table 6.

TABLE 6—MINIMUM COLOR LIST TABLE

Color	Red	Green	Blue
Black	0	0	0
White	2	2	2
Red	2	0	0
Green	0	2	0
Blue	0	0	2
Yellow	2	2	0
Magenta	2	0	2
Cyan	0	2	2

(2)(i) When a decoder supporting this Minimum Color List receives an RGB value not in the list, it will map the received value to one of the values in the list via the following algorithm:

(A) All one (1) values are to be changed to 0.

(B) All two (2) values are to remain unchanged.

(C) All three (3) values are to be changed to 2.

(ii) For example, the RGB value (1,2,3) will be mapped to (0,2,2), (3,3,3) will be mapped to (2,2,2) and (1,1,1) will be mapped to (0,0,0).

(3) Table 7 is an alternative minimum color list table supporting 22 colors.

TABLE 7—ALTERNATIVE MINIMUM COLOR LIST TABLE

Color	Red	Green	Blue
Black	0	0	0
Gray	1	1	1
White	2	2	2
Bright White	3	3	3
Dark Red	1	0	0
Red	2	0	0
Bright Red	3	0	0
Dark Green	0	1	0
Green	0	2	0
Bright Green	0	3	0
Dark Blue	0	0	1
Blue	0	0	2
Bright Blue	0	0	3
Dark Yellow	1	1	0
Yellow	2	2	0
Bright Yellow	3	3	0
Dark Magenta	1	0	1
Magenta	2	0	2
Bright Magenta	3	0	3
Dark Cyan	0	1	1
Cyan	0	2	2
Bright Cyan	0	3	3

(i) When a decoder supporting the Alternative Minimum Color List in Table 7 receives an RGB value not in the list (i.e., an RGB value whose non-zero elements are not the same value), it will map the received value to one of the values in the list via the following algorithm:

(A) For RGB values with all elements non-zero and different—e.g., (1,2,3), (3,2,1), and (2,1,3), the 1 value will be changed to 0, the 2 value will remain unchanged, and the 3 value will be changed to 2.

(B) For RGB values with all elements non-zero and with two common elements—e.g. (3,1,3), (2,1,2), and (2,2,3), if the common elements are 3 and the uncommon one is 1, then the 1 elements is changed to 0; e.g. (3,1,3) → (3,0,3). If the common elements are 1 and the uncommon element is 3, then the 1 elements are changed to 0, and the 3 element is changed to 2; e.g. (1,3,1) → (0,2,0). In all other cases, the uncommon element is changed to the common value; e.g., (2,2,3) → (2,2,2), (1,2,1) → (1,1,1), and (3,2,3) → (3,3,3).

(ii) All decoders not supporting either one of the two color lists described above, must support the full 64 possible RGB color value combinations.

(r) *Character rendition considerations.* In NTSC Closed Captioning, decoders were required to insert leading and trailing spaces on each caption row. There were two reasons for this requirement:

(1) To provide a buffer so that the first and last characters of a caption row do not fall outside the safe title area, and

(2) To provide a black border on each side of a character so that the “white” leading pixels of the first character on a row and the trailing “white” pixels of the last character on a row do not bleed into the underlying video.

(i) Since caption windows are required to reside in the safe title area of the DTV screen, reason 1 (above) is not applicable to DTVCC captions.

(ii) The attributes available in the SetPenAttributes command for character rendition (e.g., character background and edge attributes) provide unlimited flexibility to the caption provider when describing caption text in an ideal decoder implementation. However, manufacturers need not implement all pen attributes. Thus it is recommended that no matter what the level of implementation, decoder manufacturers should take into account the readability of all caption text against a variety of all video backgrounds, and should implement some

automatic character delineation when the individual control of character foreground, background and edge is not supported.

(s) *Service synchronization.* Service Input Buffers must be at least 128 bytes in size. Caption providers must keep this lower limit in mind when following Delay commands with other commands and window text. In other words, no more than 128 bytes of DTVCC commands and text should be transmitted (encoded) before a pending Delay command's delay interval expires.

(t) *Settings.* Decoders must include an option that permits a viewer to choose a setting that will display captions as intended by the caption provider (a default). Decoders must also include an option that allows a viewer's chosen settings to remain until the viewer chooses to alter these settings, including periods when the television is turned off.

[65 FR 58471, Sept. 29, 2000, as amended at 69 FR 2849, Jan. 21, 2004]

§ 15.123 Labeling of digital cable ready products.

(a) The requirements of this section shall apply to unidirectional digital cable products. Unidirectional digital cable products are one-way devices that accept a Point of Deployment module (POD) and which include, but are not limited to televisions, set-top-boxes and recording devices connected to digital cable systems. Unidirectional digital cable products do not include interactive two-way digital television products.

(b) A unidirectional digital cable product may not be labeled with or marketed using the term "digital cable ready," or other terminology that describes the device as "cable ready" or "cable compatible," or otherwise indicates that the device accepts a POD or conveys the impression that the device is compatible with digital cable service unless it implements at a minimum the following features:

(1) Tunes NTSC analog channels transmitted in-the-clear.

(2) Tunes digital channels that are transmitted in compliance with SCTE 40 2003 (formerly DVS 313): "Digital Cable Network Interface Standard" (in-

corporated by reference, *see* §15.38), provided, however, that with respect to Table B.11 of that standard, the phase noise requirement shall be -86 dB/Hz including both in-the-clear channels and channels that are subject to conditional access.

(3) Allows navigation of channels based on channel information (virtual channel map and source names) provided through the cable system in compliance with ANSI/SCTE 65 2002 (formerly DVS 234): "Service Information Delivered Out-of-Band for Digital Cable Television" (incorporated by reference, *see* §15.38), and/or PSIP-enabled navigation (ANSI/SCTE 54 2003 (formerly DVS 241): "Digital Video Service Multiplex and Transport System Standard for Cable Television" (incorporated by reference, *see* §15.38)).

(4) Includes the POD-Host Interface specified in SCTE 28 2003 (formerly DVS 295): "Host-POD Interface Standard" (incorporated by reference, *see* §15.38), and SCTE 41 2003 (formerly DVS 301): "POD Copy Protection System" (incorporated by reference, *see* §15.38), or implementation of a more advanced POD-Host Interface based on successor standards. Support for Internet protocol flows is not required.

(5) Responds to emergency alerts that are transmitted in compliance with ANSI/SCTE 54 2003 (formerly DVS 241): "Digital Video Service Multiplex and Transport System Standard for Cable Television" (incorporated by reference, *see* §15.38).

(6) In addition to the requirements of paragraphs (b)(1) through (5) of this section, a unidirectional digital cable television may not be labeled or marketed as digital cable ready or with other terminology as described in paragraph (b) of this section, unless it includes a DTV broadcast tuner as set forth in §15.117(i) and employs at least one specified interface in accordance with the following schedule:

(i) For 480p grade unidirectional digital cable televisions, either a DVI/HDCP, HDMI/HDCP, or 480p Y,Pb,Pr interface:

(A) Models with screen sizes 36 inches and above: 50% of a manufacturer's or importer's models manufactured or imported after July 1, 2004; 100% of such