

From: Deborah Black
Sent: Wednesday, February 19, 1997 11:59 PM
To: Jim Allchin (Exchange); Paul Maritz; Moshe Dunie
Cc: Jay Torborg; Leif Pederson; On Lee
Subject: MM offsite summary

Greg Faust is sending an official summary and arranging a follow-up mtg in March, but this is my summary of the offsite. Dawn is delivering a set of the slides to each of you. The offsite was relatively low-key with the exception of a few lively discussions:

- **NT OS latency.** JimKajiya asserted that MM requires much lower latency than could be expected from NT, and proposed the solution was to use dual processors -- one to run NT and misc apps, the other to do MM. BillG strongly opposed.
- **Central control of audio & video streams from within OS.** Jim Kajiya proposal. Global resource mgmt: memory, scheduling, disk/cd caching. EricEng suggested that it should be done in ActiveX Animation. BillG, JimKaj & Nathan argued strongly that it belongs in the OS - not in AxA.
- **Talisman.** Jay presented the slides you've seen most recently and requested evangelism support. AlexJo (MM evangelist) voiced strong opposition to Talisman, and said that he couldn't evangelize it because of his opposition. BillG's direction on Talisman:
- We've invested a lot in Talisman and should follow through on it.
- We need to close the Intel issue - preferably with Intel as our key partner. However, we can not give in to Intel and allow them to ship Talisman technology on non-Windows systems. Key issue is preventing Intel to use Talisman w/Java VM.
- It's too early to do heavy ISV evangelism, but Jay should evangelize to top 5 ISVs once we have the intel issue closed. Based on their feedback, we can modify message and take it broader once h/w is available.
- **Cross platform support.** BillG restated his position against porting DirectX foundation cross platform.
- **OpenGL/D3D.** Why are we competing with ourselves here? Need clear positioning. I told BillG that we are combining the driver models and will work on resolving the APIs next.

Additional ideas generated which we should investigate further:

- Is there some way to ship Talisman-like technologies in s/w prior to h/w availability so that ISVs can start to write their apps to take advantage of it today? This could potentially accelerate both ISV & IHV adoption. Seamus Blackley from Dream Works testified that he had made use of some of the Talisman ideas in s/w and it had proven extremely useful to him - we should look at licensing it.
- Nathan suggested we should link the DirectX Foundation APIs directly into our tools rather than through DirectX Media.
- Prioritizing audio streams?

Other BillG comments:

- **DirectX Media** -- Should part of this be included in SoftImage?
- Linda Stone's work in Virtual Reality. Can we put this into the platform to differentiate NT? Nathan said that there isn't really much there yet - he will know more 6 months.
- **Caching** -- we should put more IQ on this. Nathan has someone modelling it. We should understand what they have learned.

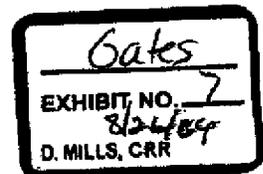
I'll ensure we follow through on all issues and ideas listed above (except BillG's comments re: Linda Stone VR & DirectXMedia within SoftImage). We'll also be engaging closely with Jim Kajiya's group in order to identify any other good ideas to bring into the platform to help differentiate our MM support.

Debbie

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