| | |
|---|---|
| `om:` | June White |
| `ent:` | Tuesday, February 08, 2000 9 40 AM |
| To: | Rick Jones |
| Subject: | FW Excite@Home |

This is not in the budget

June

-----Original Message-----
| | |
|---|---|
| From: | Tom Koshy |
| Sent: | Tuesday, February 08, 2000 9:34 AM |
| To: | Kyle Faulkner |
| Cc: | June White; Mike Moskowitz, Laks Sampath, Dave Egan, Roberta Sanchez |
| Subject: | RE: Excite@Home |

Kyle,

I believe the time has come to get serious about a Mac Player. Could you or June please investigate an outside source to do this work? Richard is in favor of this effort, let us kick this off and find out what is feasible. Please take this as the approval for the project No need for another meeting to approve. I am copying Richard on this message If he has any concerns he will let us know today or tomorrow From my limited perspective on the level of effort, I would think that WMP for Mac may be the easier and faster one to do since we are already familiar with WMP

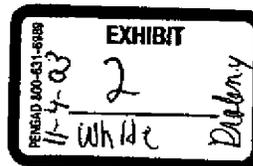Laks, please work the PFR Thanks

Tom

-----Original Message-----
| | |
|---|---|
| From: | Kyle Faulkner |
| Sent: | Monday, February 07, 2000 9:25 PM |
| To: | Roberta Sanchez; Dave Egan |
| Cc: | June White; Mike Moskowitz; Laks Sampath; Tom Koshy; June White |
| Subject: | RE: Excite@Home |

I have asked Mike, Dave and Laks to work on a PFR for a Mac player and am generally supportive of working on one The first thing is to determine which player platform and other functional requirements. The two obvious player platforms are the QuickTime or WMP for Mac So the thing you can contribute is some grounding for the required feature list needed to make some sales.

As for a schedule that is harder since I do not have any agreement from the steering committee authorizing the project or setting the relative priority. Once the project is approved we would need to identify someone to do it which would, presumably be an outside firm to do the initial port of our SDK and take it to proof of concept. Since I don't have this resource yet that also adds some uncertainty. At a high level, once approved and budgeted I would expect that we could have a proof of concept in a couple of months and would then have to determine the level of effort needed to productize it

Thanks

Kyle Faulkner
Chief Technology Officer
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-----Original Message-----
| | |
|---|---|
| From: | **Roberta Sanchez** |
| Sent: | Monday, February 07, 2000 6 17 PM |
| To: | Dave Egan (E-mail) |
| Cc: | June White; Kyle Faulkner |

EXHIBIT
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White

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**Subject:** Excite@Home

We have successfully completed the first step (multimedia staff review) and are moving to step two - which is to place Burstware in their network testing lab. I have a meeting at Excite@Home to discuss that process on Wednesday. It is anticipated that this process will take a minimum of six months. That's the good news

In preparation for that meeting I need to know our position on a Mac player solution. Are we going to support it and when will it be available. Jonathan Bates, Multimedia Producer, told me last week that if we don't have a Mac solution it will be a definite deal killer. (He prefers the WMP for the Mac. They are not willing to contribute any developmental dollars, however he suggested we contact Microsoft about that.

My meeting is Wednesday afternoon, so if you could get back to me before then I would appreciate it. Thanks for your help.

> Roberta Sanchez
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