
From: Linda Averett
Sent: Tuesday, December 19, 2000 6:03 PM
To: Dave Fester
Subject: FW: GREAT REAL REVIEW!!

Attachments: Whistler Shell and Player Integration.ppt

Can you send me the final BLT slide deck? The link Will sent earlier does not work. Also, I have a review tomorrow with Allchin to discuss shell/player integration. Anything I should know from yesterday?

My slide deck for tomorrow is attached. Thanks, Linda



Whistler Shell and
Player Inte...

----- Original Message -----

From: Will Poole
Sent: Tuesday, December 19, 2000 5:50 PM
To: Denmark West; Rich Lappenbusch; David Caulton; David Workman; Kurt Buecheler; Gary Schare; John A.C. Kelly (LCA); Dave Fester; Amir Majidmehr
Cc: Amar Nehru; Richard Emerson; Salman Ullah; Bruce Jaffe; Digital Media Division; RealNetworks Core Team; RealNetworks Strategy
Review: Peter Davidson (SMD INTL); Curtis Beck
Subject: RE: GREAT REAL REVIEW!!

The effort put into analysis for this review and the resulting level of understanding we drove for ourselves and with the BLT and other execs was simply excellent. Thanks again to everyone who participated, particularly those of you on the TO line. Anyone who was not involved but would like to understand Real better should borrow a copy of the review from RichLap.

----- Original Message -----

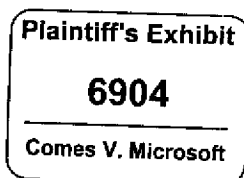
From: Denmark West
Sent: Tuesday, December 19, 2000 5:06 PM
To: Rich Lappenbusch; Denmark West; David Caulton; David Workman; Kurt Buecheler; Gary Schare; John A.C. Kelly (LCA); Will Poole; Dave Fester; Amir Majidmehr
Cc: Amar Nehru; Richard Emerson; Salman Ullah; Bruce Jaffe; Digital Media Division; RealNetworks Core Team; RealNetworks Strategy
Review: Peter Davidson (SMD INTL); Curtis Beck
Subject: GREAT REAL REVIEW!!

We nailed it! Congratulations are in order. Mail server issues are the only thing that kept this message from going out earlier. I'm sending a message below on behalf of Richlap so keep that in mind when you read the mail. As a team, you did a fantastic job and should be commended. As the team lead, I think Rich did a phenomenal job and should be acknowledged. Now a few words from Rich (I wish we had gone to the studio so we could have a video file with the message)...

On behalf of DMD and CorpDev, Denmark and I are both very pleased to be associated with the overall quality of presentation witnessed yesterday at the RealNetworks strategic review to the BLT. I think of all the work from the dozens of folks worldwide that contributed to this and I feel extremely proud of what we we're able to accomplish with a cross-divisional project based team. Denmark and I would like to thank all of you for gathering the data, forming the thinking, building the slideware, cranking the killer demos, raising the issues, defending the positions, and yes even copying the decks in record time. Microsoft is one big step closer to "getting it" in the converging space of the media and software industries and you are to thank for it.

Obviously, attendees we're impressed as well since several approached us immediately afterwards to congratulate us. Many told us this was an "awesome job." With two reviews left we got THE "Best Rookie Deck" from SteveB and a

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“very good” from BillG. But most importantly, I bet Rob himself would be impressed.

This was a big win. Revel in it for a few days, you deserve it.

Rich and Denmark

Whistler Shell and Player Integration

12/19/00
Linda Averett

Microsoft Confidential – Windows Media Platform Group

DRAFT 1

Overview of Existing Integration

- **Player**
 - **Web View for My Music**
 - Rip to My Music
 - Write ini files to define artist and album views
 - Write album art, buy url into album folders
 - **Create playlists and burn cds from the shell**
 - Add to playlist on track right context menu
 - Audio burn on track right context menu
 - **Media Library**
 - Shortcuts so links track
 - Shell folder list view control
 - **Auto features**
 - Autoplay on media insertion
 - Autolaunch on device connection
 - **Theme support**
 - Skin switch on theme change
 - Support themes in standard dialogs

Overview of Existing Integration (2)

- Shell to Player
 - Web View for My Music
 - Default display of thumbnails
 - Retrieve and display track album and artist metadata
 - Music task for Play selection
 - Music task for Shop online
 - Music task for player launch
 - CD Burning
 - Detect if audio on Write to CD, query user for audio burn, then launch player for burn
 - Search
 - Search for music and/or video
 - User can select results and use player right click, Add to Playlist/Burn/Play
 - Auto Features
 - System side of auto launching registered software on device connection
 - System side of auto playing registered software on media insertion

Overview of Post Beta2 Integration

- Player
 - Playlist
 - Save playlist created from the shell
 - Add "New" function to select playlist dialog to make creating playlists from the shell very easy
 - CD Burning
 - Persist the burn list, thus enabling users to select tracks from several shell folders
 - Size on source and target show time instead of size to clarify audio burn
 - Add right context "audio burn" inside player for shell compatibility
 - CD Copy
 - Show rip path on status line
 - Tools/options for user configuration of track name (track number, track name, album, artist, bit rate, genre)
 - Store compilations cds under album primary artist rather than under each guest artist (makes My Music view much better)
 - Move to 1 based track number (rather than 0 based)

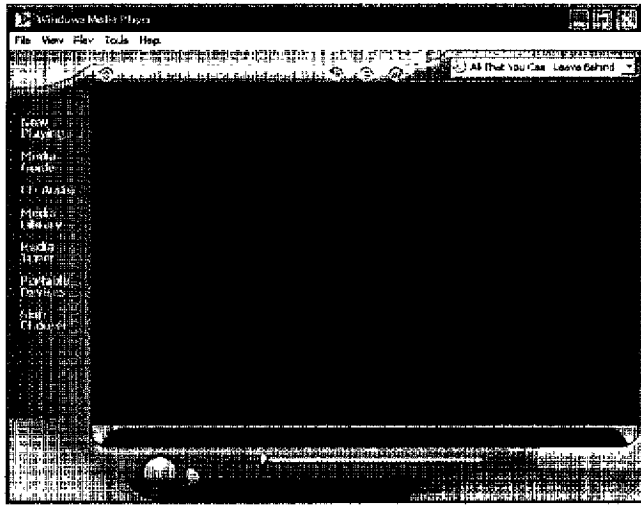
Overview of Post Beta2 Integration (2)

- Shell
 - Web View
 - Music Task for Make Audio CD
 - Enable player to add Add to Playlist and Audio burn to folder right context
 - Display mini-thumbnails for Artist folder

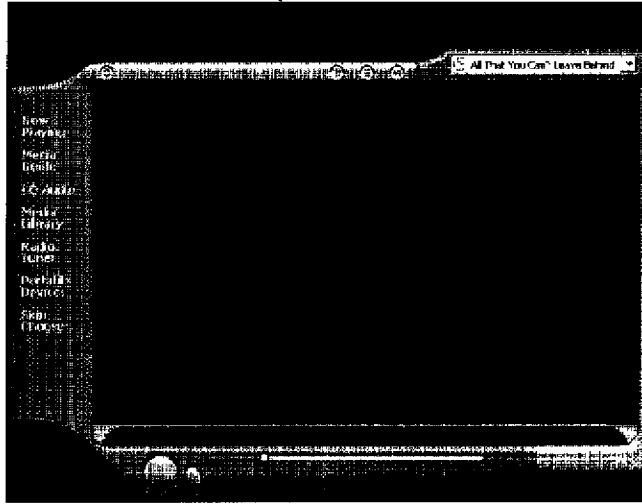
Visual Refresh

- Refresh all visuals – full mode, compact mode, full screen video
- Changed from drawing via C++ to via skin
- Working with Rob Girling
- Used Frog for concepts
- Schedule
 - Draft full mode visuals 1/8/01
 - New draft visuals in build 1/12/01
 - Final full mode visuals 1/17/01
 - Other final graphics 1/24/01
 - Icons 1/29/01
 - Visual Freeze 2/14/01

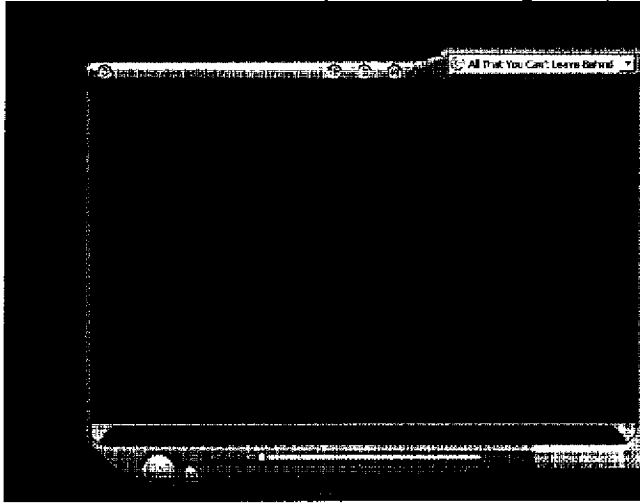
Visual Refresh (Default Full Mode)



Visual Refresh (Default with AutoHide)



Visual Refresh (No Menu Option)



Visual Refresh

- Options considered along the way
 - [\\Showtime\public\jkdesign\Cmps\helix_visual_refresh.htm](#)
- Frog concepts

Media Library vs Shell

- Technology Base: Jet light
- Key Features
 - Filtering on relationships
 - Artist, Album, Genre
 - Audio, Video
 - Sorting on metadata
 - Artist, author, genre, drm, type
 - Faster performance because files don't have to be opened to get metadata
 - Playlists
 - Streams and files can be mixed, local and non-local
 - Metadata management

Overview of Skin Model

- Technology
 - Rendering engine
 - XML parser
 - Jscript for interactivity
- Key Features
 - Non-rectangular
 - Launch performance (much faster than trident)
 - Ability to move to Mac