

From: Anders Klemets
Sent: Wednesday, October 03, 2001 3:26 PM
To: Bruno Bozza; Jie Li
Cc: Anand Paka; Lan Ye
Subject: RE: Bug 64428 (Opportunistic streaming won't stream at more than 1Mbps)

Who is Bang?

The reason I resolved the bug as "Not Repro" is because I was unable to repro the bug with what was the latest build at the time (build R.0.0.1371). I didn't fix anything. I only resolve bugs as "Fixed" if I actually fixed something. Does it make sense, or not?

Anders

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

From: Bruno Bozza
Sent: Wednesday, October 03, 2001 10:29 AM
To: Anders Klemets; Jie Li
Cc: Anand Paka; Lan Ye
Subject: RE: Bug 64428 (Opportunistic streaming won't stream at more than 1Mbps)

Adding bang.

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

From: Bruno Bozza
Sent: Tuesday, October 02, 2001 5:40 PM
To: Anders Klemets; Jie Li
Cc: Anand Paka; Lan Ye
Subject: Bug 64428 (Opportunistic streaming won't stream at more than 1Mbps)

Why did this come back to me as "Not Repro"? Wouldn't "Fixed" be more appropriate? BTW, I already verified the fix.

64428 (Opportunistic streaming won't stream at more than 1Mbps):

===== Opened by bbozza on 08/22/2001 02:17PM =====

Repro:

- 1) Create an on demand publishing point sourcing from any 300kbps or higher bitrate content
- 2) Using Media -> Zeus, start streaming from it using step
- 3) Monitor the bandwidth allocated by the server to this single player

Expected Result:

In the default setting, and in the absence of links, opportunistic streaming should stream at 6 times the speed of the content, which is 1500kbps in this case

Actual Result:

The server streams at 1Mbps

No matter how high you set the links on the server, opportunistic streaming won't use more than 1Mbps per player. If you see higher than 1Mbps content, the server streams at content bitrate, but no higher.

===== Edited by bbozza on 08/22/2001 08:44PM =====

--> Priority: 1 -> 2

Lowering the priority because you can change the 1Mbps value on Server\Stream\options.xml. However, there is no UI for that.

===== Edited by bbozza on 08/23/2001 10:07AM =====

--> Assigned To: Active -> spidarski

--> Milestone: (not set) -> 401. Milestone beta

4/22/2003

MS-CC-BU 00000021693
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EXHIBIT 14
Althea L. Miller
CSR No. 3353
Date: 4/20/03
Witness:
Balthasar

Plaintiff's Exhibit
7007
Comes V. Microsoft

MS-PCAIA 5000641

--> WARC: (nothing) -> Approved
--> Priority: 3 -> 1
==== Activated by mcdonald on 06/23/2001 02:50PM =====
--> IssueType: Code Defect -> Spec Issue
--> AssignedTo: mcdonald -> troybe
I think this is by Design. Or should we revisit the 1 Mbps limit? What's the deal about the LPT? Do we need a LPT? If so, that would have to
be implemented by the Activity team. It might be sufficient to simply add an extra setting in the per-outputpoint "Limits" category.)
==== Edited by troybe on 06/26/2001 09:20AM =====
It is very broken - I am drafting a proposal to address it.
==== Edited by troybe on 06/27/2001 01:51PM =====
--> AssignedTo: troybe -> mcdonald
--> Severity: 3 -> 2
See DCR 86807 for info on how to address the overall issue.
==== Resolved as Not Repro by mcdonald in 06:00:00.1371 on 06/18/2001 06:52PM =====
--> Status: Active -> Resolved
--> AssignedTo: mcdonald -> bruceab
--> FoundBy: (nothing) -> De.00.00.1371

4/22/2003

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