
From: Jeff Henshaw
Sent: Friday, August 02, 2002 4:09 PM
To: Bill Gates; Will Poole
Cc: J Allard; Anoop Gupta (RESEARCH)
Subject: RE: Boost and WM 9

Freestyle and Bobsled folks (JoeB, MarkWei, etc.) attended both a Freon offsite and meet with me about monthly. We didn't get to go into things very deeply in the 15 minutes you had with us here at Xbox, but overall, we want to:

- Make sure that current-generation stuff makes sense from a consumer POV. There will be differences in experience given Boost's accessibility to a larger and lower-end audience, but common operations (playing, copying, visualizing) should smell the same.
- Position Freestyle/eHome to superset and ingest all of the Boost PC-side components next generation. We've already agreed to share our server code and get core technologies like Xbox encryption injected into eHome server code asap.
- Work toward a day when a Boost-like title ships with Windows eHome PCs. "Put this disc in your Xbox and access all of this PC's media on your TV!".

I've been pretty amazed with some of the consumer-oriented work that the Freestyle guys have been doing lately; it's a far cry from the boring-white-text-on-blue-background. They just whipped up a seriously cool set of Freestyle skins, one of which was Xbox-themed. We will definitely keep the loop tight. I'm also quite concerned about our Bobsled trajectory, as it is essential to Freestyle's long term viability in homes, but I'll continue working with them to leverage Xbox as a node until we get the rest of that device space figured out.

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

From: Bill Gates
Sent: Friday, August 02, 2002 3:58 PM
To: Jeff Henshaw; Will Poole
Cc: J Allard; Anoop Gupta (RESEARCH)
Subject: RE: Boost and WM 9

Great, Make sure you take a hard look at the Freestyle work as well.

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

From: Jeff Henshaw
Sent: Friday, August 02, 2002 3:48 PM
To: Bill Gates; Will Poole
Cc: J Allard; Anoop Gupta (RESEARCH)
Subject: RE: Boost and WM 9

Yeah, beginning yesterday I got a string of "Hey I'm from WM and was in a BillG review and he said..." emails. :-)

We've actually been in touch with the player & format folks over time, and have been using code for .WMA and codecs forever. I'm seeing quite a bit of relevant technology being offered up, so we're going to look closely at all of it. One of the better examples is some high-end file compression work being done that could be easily leveraged in Boost 1 for both music and photos on discs.

6/6/2003

Plaintiff's Exhibit

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I'm planning to host a spec review of all of Boost for the senior WM folks in about 3 weeks as well.

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

From: Bill Gates

Sent: Friday, August 02, 2002 3:44 PM

To: Jeff Henshaw; Will Poole

Cc: J Allard; Anoop Gupta (RESEARCH)

Subject: Boost and WM 9

I spent 3 5 hours yesterday morning reviewing our Windows Media Version 9 work (code named Corona).

Lots of very cool stuff.

I told them they should work with Xbox to make sure their stuff is in the SDK for ISVs but that most importantly they should work with the boost team so that the experience of using Boost and Freestyle are as similar as they can be and we get as much synergy as possible.

They said they would be glad to have people get involved in this so I promised I would send mail suggesting you work with them.

Their new version may not make boost v1 but there still is a lot that can be done together

6/6/2003

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