Message

From: Greg Smith [gsmith@movenetworks.com]
Sent: 11/26/2007 3:06:13 PM
To: Christopher Carper [ccarper@windows.microsoft.com]
Subject: Re: VC1/Silverlight

Chris:

These are show stoppers for our customers. All of our content has some [redacted] protection. I haven't seen a system run HD without hardware acceleration. It seems that would greatly limit the number of possible viewers.

Does this eliminate the possibility of using SL for the Olympics, or can you give us a window that we can write to?

Greg

On 11/22/07 9:18 AM, "Christopher Carper" <ccarper@windows.microsoft.com> wrote:

> Yes sorry I was on a plane.
>
> We understand the [redacted] issues, but confused on HW accelleration? Why do you need the HW accelleration [redacted]?
> but would like to better understand the issues with [redacted].
>
> So are you saying these are showstoppers for you? IF so we should get you in the [redacted] now so you can get early drops as these features come on line.
>
> C

From: Greg Smith [gsmith@movenetworks.com]
Sent: Wednesday, November 21, 2007 10:33 PM
To: Christopher Carper
Subject: Re: VC1/Silverlight

Chris,

We had the call with Ed Maia today. I came away with some significant concerns. I can't see the publishers embracing a solution without [redacted] and hardware acceleration. The contemplated integration models require that SL perform those tasks.

Alternatively, we can do those things today; we would need silverlight to allow us to handle rendering.

Greg

On 11/20/07 4:35 PM, "Christopher Carper" <ccarper@windows.microsoft.com> wrote:

> I am on point to set up the call. I just talked to John Edwards, and Greg Smith and we are setting it up for this week if possible, early next week.
>
> Regards,
>
> C
>
> **From:** Joe Stegman
> **Sent:** Monday, November 19, 2007 10:35 PM

To: Greg Smith; Jeremy Condon; Tim Harader
Cc: Tom Honeybone; Mike Van Flandern; Bharath Siravara; Gary Greenbaum; Christopher Carper; Dave Brueck; Mike Harsh; Ed Maia
Subject: RE: VC1/Silverlight

[redacted]

[redacted]

Chris/Top – can one of you schedule a call to discuss such that we can make sure we're all talking about the same thing and ensure the work Move is doing will work with Silverlight?

From: Greg Smith [mailto:gsmith@movenetworks.com]
Sent: Monday, November 19, 2007 6:42 PM
To: Joe Stegman; Jeremy Condon; Tim Harader
Cc: Tom Honeybone; Mike Van Flandern; Bharath Siravara; Gary Greenbaum; Christopher Carper; Dave Brueck; Mike Harsh; Ed Maia
Subject: Re: VC1/Silverlight

Joe:

Are you certain about this? Am I understanding this correctly?

[redacted]

[redacted]

Bharath:

Do you remember our conversations on this topic? There was another person on that call, I don't recall her name.

Greg

On 11/19/07 1:53 PM, "Joe Stegman" <Joe.Stegman@microsoft.com> wrote:

[redacted]

[redacted]

[redacted]

To change resolution using Silverlight 1.0, [redacted]

Perhaps it's work a phone conversation to discuss options?

-----Original Message-----
From: Jeremy Condon [mailto:jcondon@movenetworks.com]
Sent: Monday, November 19, 2007 10:27 AM
To: Joe Stegman
Cc: Tom Honeybone; Mike Van Flandern; Bharath Siravara; Gary Greenbaum; Christopher Carper; Dave Brueck; Greg Smith
Subject: Re: VC1/Silverlight

Joe,
Basically what I am asking in a/b is: How do the [redacted] work? Are they just [redacted] Or do we need to do something at [redacted] to facilitate this behavior?

Thanks,
- Jeremy

On Nov 19, 2007, at 10:53 AM, Joe Stegman wrote:

> For 1, I'm not 100% clear on the questions. For 1a, are you asking
> about [redacted]? For
> 1b, what do you mean by [redacted]?
>
> Joe
>
> -----Original Message-----
> From: Tom Honeybone
> Sent: Friday, November 16, 2007 1:32 PM
> To: Jeremy Condon; Mike Van Flandern; Bharath Siravara; Joe Stegman
> Cc: Gary Greenbaum; Christopher Carper; Dave Brueck; Greg Smith
> Subject: RE: VC1/Silverlight
>
> Thanks for these questions Jeremy. We'll get back to you as quickly
> as possible on them.
> Adding Joe Stegman from the Silverlight engineering team as some of
> the questions fall in his domain.
> Cheers Tom
>
> -----Original Message-----
> From: Jeremy Condon [mailto:jcondon@movenetworks.com]
> Sent: Friday, November 16, 2007 1:25 PM
> To: Tom Honeybone; Mike Van Flandern; Bharath Siravara
> Cc: Gary Greenbaum; Christopher Carper; Dave Brueck; Greg Smith
> Subject: VC1/Silverlight
>
> I have a few questions regarding the VC-1 Pro SDK we received and the
> overall implementation details.
>
>
> 1. From our previous conversations I recall talking about [redacted]

> [redacted]
> 1a. [redacted]
> [redacted]
> 1b. Do we need to [redacted]
> [redacted]
> [redacted]
>
> 2. How does Silverlight DRM work? Our main concern is [redacted]
> [redacted]
> 2a. What about device compatibility (tethered or otherwise)?
>
> 3. How will Silverlight/VC1 [redacted] be handled [redacted]
> [redacted]?
> 3a. Will hardware acceleration functionality be a part of Silverlight
> for things like stretching and displaying decoded content to the
> screen [redacted]?
>
>
> It has been a while since we have had a conversation regarding this
> integration, so here are some of the key details about our player/
> implementation to bring you up to speed. Our Move Media player
> dynamically selects the best audio/video bitrates to optimize an end-
> user's playback experience. Our audio and video regularly "shift
> profiles," this shifting happens seamlessly in our current
> implementation. Audio bitrates, channels, video fps, video bitrate,
> height and width can all change on the fly at any time. We are
> looking into possible silverlight/vc1 implementations.
>
> Thanks,
> - Jeremy
>
>

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