'om:	Jason Boatman
ent:	Thursday, December 02, 1999 2:00 PM
To:	Kyle Faulkner
Cc:	Ed Lyons; Greg Friedman; June White; Tom Koshy
Subject:	RE: SBC/TRI trip report

Kyle:

Sound card
I spoke to Ed Lyons and will speak again with Ahmad at SBC. They believe the Windows Media Player does not require a sound device in the PC it's running on when rendering MPEG1. After we installed the Burstware Bridge the device reported an error.

I assumed the Burstware Filter was reporting the error. I will have to go back to SBC and ask what the error said specifically. This may be difficult for Ahmad to do anytime soon.

The test for Engineering to try is simple:

1. Find PC and de-install Burstware if previous installation exists
2. Take sound card out of PC
3. Play MPEG 1 with WMP (with no previous Burstware installation / No Burstware)
4. RESULT: Video plays, can't hear sound, no error
5. Install Burstware bridge
6. Play MPEG 1 with Burst-enabled WMP
7. RESULT: Video doesn't play, error is reported

RTSP
Dinesh doesn't think that the Burstware Protocol is "unique" or revolutionary. He is adamant that products using the real-time-streaming-protocol fill their buffers "faster than real time" when recovering from errors.

.e claims to have tested this extensively using a packet sniffer and watching a Real Player client recover from disturbances while connected to a Real Server. He is sure they send data faster than real time and seems to think this function is inherent in the RTSP protocol.

I have no grounded information to refute this. Sales has no understanding of the mechanics behind RTSP. I'm requesting understanding of the protocol and a technical comparison of RTSP to the Bursting protocol.

Thanks,
Jason

Jason W. Boatman
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> -----Original Message-----
> From: Kyle Faulkner
> Sent: Thursday, December 02, 1999 1:36 PM
> To: Jason Boatman
> Cc: Ed Lyons; Greg Friedman; June White
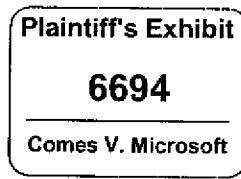> Subject: RE: SBC/TRI trip report
>
> How did you determine that Burstware added a dependency on a sound card? This does not seem likely to me so I need the details so we can attempt a test.
>
> Also what is the real question behind the RTSP issue raised? I could not follow that and do not know how to respond.

1