

From: Yuan Meng
To: Eric Walters
Cc: Richard Lang
Subject: Bug Description

Eric:

Here are two bugs we talked about it this morning:

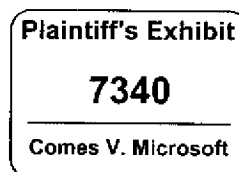
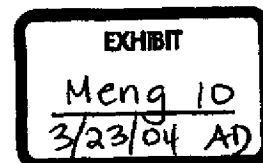
Bug 1: Continue filling the buffer after hitting the stop button (need to be fixed on both SDK and Burst Bridge). This will cause the network traffic especially for low network bandwidth & higher media bitrate. It happens on both WMP7 and WMP 6.4. The cost for this fix is 20 hrs (\$180/hr).

Bug 2: The server is not disconnected after close the media (need to be fixed on Burst Bridge only). This is because of the basic implementation mistake: the thread does not get killed when the media is closed. This will cause the CPU usage, memory leakage, and network bandwidth usage problem. Some of the network traffic problems you saw for Lo-Fi media relate with this bug as well. This bug only happens when play asf on WMP7 or later. The cost for this fix is 50 hrs(\$180/hr).

Feel free to contact me if you have any questions.

Regards,

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