



# RealPlayer® for Mobile Devices

The Universal Media Player Solution for Emerging Devices

RealPlayer for Mobile Devices is a multi-format, cross-platform player solution for delivering the highest quality digital media content and services to Windows, Linux, and Android-based emerging mobile devices.

Built on the popular Helix DNA™ Client, RealPlayer Mobile offers a simplified royalty and license administration, content protection, and a standardized media delivery platform for truly turnkey integration of third-party multimedia services.

RealPlayer for Mobile Devices provides a ubiquitous, reliable, and familiar media player experience with the performance to handle all of a consumer’s digital entertainment needs. Whether using the familiar RealPlayer branding or your own custom look and feel, end users will recognize and appreciate the core features in RealPlayer Mobile as the same ones found in the popular PC-version of the RealPlayer.



Dell Mini Netbook

## Simplified “One-Stop-Shop” Business Model

End users need a tightly-integrated and well-packaged media playback solution built into their personal communication and entertainment devices. With RealPlayer for Mobile Devices, licensees get a one-stop-shop license from a single source (RealNetworks) for all supported codecs.

RealPlayer Mobile integrates all the technologies into a single, robust application that can easily be bundled with any supported platform. Licensees report shipments and pay codec license fees quarterly to a single company instead of to each individual codec licensor, thereby decreasing development, legal and administrative costs, and reducing time-to-market.

Containers	Video	Audio	Photo
.rm, .rmvb, .ra	RealVideo 7-10	RealAudio (Voice, LBR, HBR, AAC, Lossless)	JPEG
.wmv, .wma, .asf	WMV 7, 8, 9	WMA (Voice, 2-9, 9-1, Lossless, Pro)	GIF
.mp4, .m4a, .m4v	H264 – BP, MP, HP	PCM (8-bit, 16-bit, uLaw, aLaw)	BMP
.mp3, .3gp, .avi	H263/263+ H261	MP3 (Layer 1, 2, 3)	WBMP
.mov, .aac, .amr	MPEG4 –S P, ASP	AAC/AAC+ AMR	PNG
.flv, .ram, .sdp	MPEG1 MJPEG	Theora EVRC	
.wav, .au, .aiff	DIVX 5, 6 VC1	QCELP FLAC	
.ogg, .ogm	Sorenson VP6		
.m3u, .pls	Vorbis XVID		
.mpg, .mpeg			
.mkv, .jpg, .gif			
.png, .bmp/.wbmp			
.asx, .wax, .wvx			



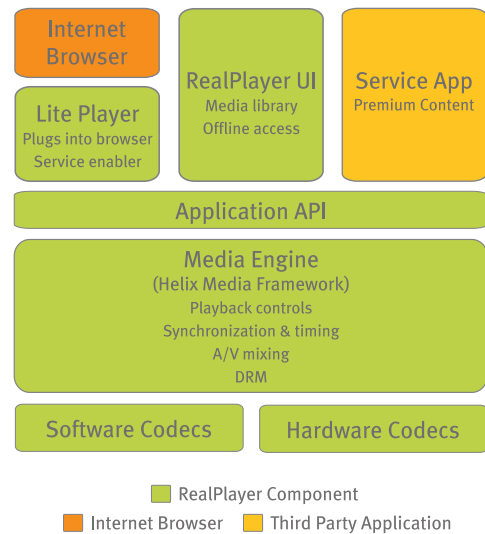
# RealPlayer for Mobile Devices

## Open Platform for 3rd Party Services

Developed from the industry leading Helix DNA multimedia framework, RealPlayer for Mobile Devices features a modular open platform API for seamless integration with third-party content services. The Helix media engine and codec functionality are available to all device applications making it the ideal choice for manufacturers, multimedia service providers, and mobile carriers that are looking for a standardized way to deliver multi-format content services and custom applications to any device, on any operating system, creating in any development environment.

## Turnkey Multimedia Solution

Availability of common codecs and open platform make RealPlayer for Mobile Devices the ideal choice for both multimedia service providers and mobile carriers that are looking for a standardized way to seamlessly deliver services across different platforms. In fact, several consumer services will work on a RealPlayer Mobile enabled device right “out of the box.” End users can watch full-length movies, online TV, or even listen and download music via popular multimedia services such as Rhapsody® and SuperPass. In addition, several telecom carrier-based multimedia services can be readily deployed on new devices by simply bundling the RealPlayer. RealNetworks ASP services are deployed with 78 communication providers around the world including AT&T, Verizon Wireless, and Vodafone. RealPlayer Mobile enables aggressive go-to-market strategies for manufacturers wishing to deploy their devices on these carrier networks.



## RealPlayer Mobile System Requirements

- Intel® Atom™ or ARM® Cortex-based processor - including implementations from Qualcomm Snapdragon, Broadcom, Freescale, and Texas Instruments OMAP
- Android, Windows XP or Linux operating system - including Canonical, DeviceVM, Linpus, Moblin v2, Phoenix, Red Flag and Xandros distributions
- 192 MB RAM (Smartphone), 512 MB RAM (Netbook)



## Simplified Licensing for Everyone

RealNetworks offers a variety of licensing options for OEMs, ODMs, and OSVs, including licenses for free testing and demonstration. For more information on distribution of RealPlayer for Mobile Devices, supported codecs, or a copy of all licensing agreements, please email your request to [licensing@helixcommunity.org](mailto:licensing@helixcommunity.org).

