



# realPlayer™ for Mobile Devices



BenQ Mobile Internet Device S6



Lenovo IdeaPad



BenQ JoyBook Lite Netbook



Wistron PBook

## The Universal Media Player Solution for Emerging Devices

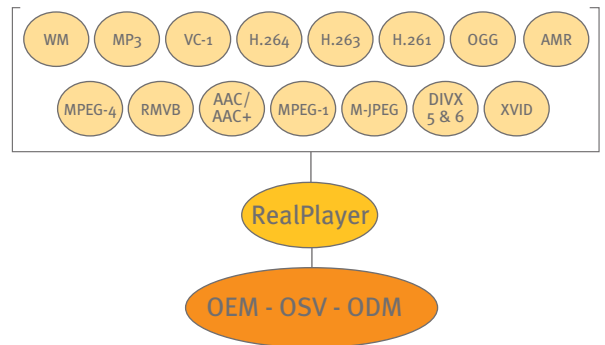
**RealPlayer™ for Mobile Devices** is a multi-format, cross-platform player solution for delivering the highest quality digital media content, and services to Windows, Linux, and Android-based mobile devices. Built on the popular Helix DNA Client™, RealPlayer for Mobile Devices offers a simplified royalty 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 UI, end users will recognize and appreciate the core features in RealPlayer for Mobile Devices as the same ones found in the popular PC-version of the RealPlayer.

### 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 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.

### One-Stop-Shop License



RealPlayer for Mobile Devices supports the following codecs: RealMedia, Windows Media (v7-10), MPEG1, MPEG4, AMR, AAC/AAC+, VC-1, H.264, H.263, MP3, Ogg, H.261, M-JPEG, DIVX 5/6, XVID and the following containers: .asf, .rm, .rmvb, .m4a, .mp4, .3gp, .wmv, .mov, .mpg, and .avi.

### Open Platform for 3rd Party Services

Whether running on Linux or Windows, RealPlayer for Mobile Devices delivers an open platform API that allows for extensibility and customization, as well as content protection - all of which make it a great choice for third-party application developers to create innovative user experiences.

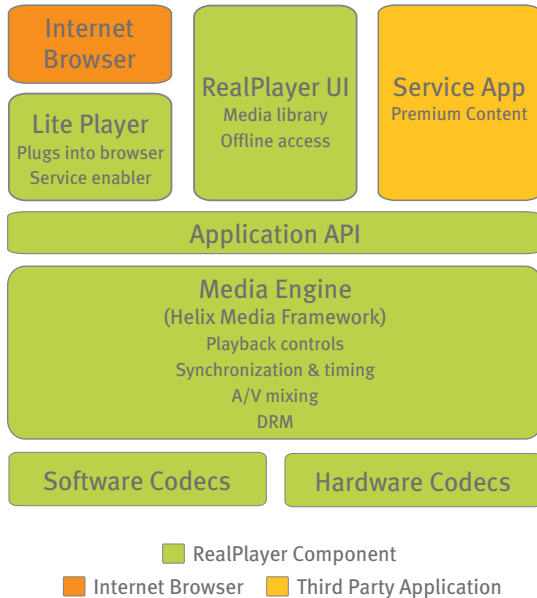
### Turnkey Multimedia Solution

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 deliver services across different platforms. In fact, several consumer services will work on a RealPlayer-enabled device right "out of the box." End users can watch full-length movies, online TV, or even listen and download music via existing Internet multimedia services such as Rhapsody™ and SuperPass™. In addition, several telecom carrier-based multimedia services can also 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 provides quick time-to-market for the manufacturer wishing to deploy their devices on these carrier networks.

## Ubiquity, Performance, and Reliability

RealPlayer for Mobile Devices is built on the popular Helix DNA Client. To date, this 13th generation media framework has been deployed on over 430 million devices including Netbooks, Smartbooks, Nettops, Mobile Internet Devices (MIDs), and Smartphones. The open-source Helix DNA Client is available to developers via free-to-develop community source licenses through the Helix Community ([www.helixcommunity.org](http://www.helixcommunity.org)). In addition, several hardware-optimized codecs used by the RealPlayer are also available under a Porting and Optimization license. The community offers a collaborative, consensus-based development process, with an extensive and diverse ecosystem of developers involved in creating world class multimedia enabled applications.

## Architecture



## RealPlayer System Requirements

- Intel® Atom™, ARMv7 (including ARM® Cortex-A8TM), Qualcomm Snapdragon, or Texas Instruments OMAP compatible processor
- Windows XP or Linux operating system (including Canonical, DeviceVM, Linpus, Moblin v2, Phoenix, Red Flag and Xandros distributions)
- 512 MB RAM
- 1GB HD or SSD

## 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).

