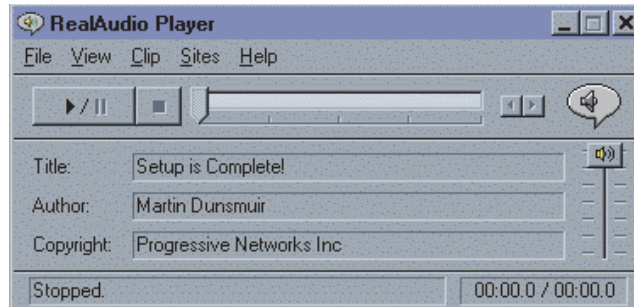


## Release Notes: RealAudio Player 2.0 for Windows

## RealAudio Player Controls

To use the RealAudio Player, click on any RealAudio link on a World Wide Web page. Your Player should open and play automatically.



**Player Window**



**Play/Pause**

RealAudio clips start playing automatically when you link to a clip from a Web page. You can pause a clip for approximately two minutes before the RealAudio Server terminates your connection. The Play and Pause commands are also available from the shortcut menu that appears when you click the right mouse button anywhere in the Player window.



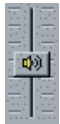
**Stop**

Stops the clip. Stop can also be executed from the shortcut menu.



**FF/Rewind**

Fast Forwards or Rewinds the RealAudio clip in 10 second intervals.



**Volume**

Changes the volume of the clip.



**Home Button**

Shows when the Player is connecting to a RealAudio Server (the speaker spins), when the Player is playing a RealAudio file (the speaker shows animated sound waves), and when the Player is attempting to play a RealAudio file, but is encountering high data loss (a lightning bolt comes from the speaker). Clicking on the Home Button takes you to the [RealAudio Home Page](#).

### Status Bar

The current state of the Player is displayed in the status bar at the bottom of the Player. The following messages will display:

- **Buffering.** When you connect to a link on a Web page, the audio stream received by the Player will collect in the buffer (holding area) until enough packets arrive to start playing the audio stream. This takes only a few seconds.
- **(Clip x of y).** When the RealAudio Player has been told to play more than one RealAudio (.ra) file in a row, you will be told how many total clips are to be played, and what clip number you are on.
- **Stopped.** This indicates the audio has stopped, either because you selected the stop button, or because the end of the clip has been reached.
- **Paused.** This indicates the audio has paused because you selected the pause button.

DPX Exhibit 1017

- **Playing (14.4 or 28.8) network stream.** This message displays when the Player is playing audio over the Internet. The number (14.4 or 28.8) indicates the sound algorithm used to encode the file (see [the Sound page](#)). If you do not hear any audio when this message is displayed, adjust the volume on the Player and on your speakers. If you are still having problems, you may need to adjust the Wave volume in your sound card's mixer application.
  - If you are using Windows 3.1x, look for your sound card Program group. You should be able to access your wave mixer from there.
  - If you are using Windows 95, choose Multimedia from the Control Panel and adjust the Audio Playback volume.
- **Playing (14.4 or 28.8) local stream.** If you play a clip from a local file rather than over the Internet, this message will be displayed while the clip is playing. The number (14.4 or 28.8) indicates the sound algorithm used to encode the file (see [the Sound page](#)).
- **Playing (14.4 or 28.8) live stream.** You will see this message when playing a live event across the Internet. The number (14.4 or 28.8) indicates the sound algorithm used to encode the file (see [the Sound page](#)).
- **Contacting Host.** This indicates that the Player is requesting a file from a RealAudio Server.

The display to the right shows how long the clip has been playing and the total length of the clip. Note that the total length of the clip is not shown when listening to a live network stream.

Continue to [Player Menus](#)

---

[Table of Contents](#) • [Main Help Page](#) • [Support Request](#) • [RealAudio HomePage](#)

---

[Copyright](#) © Progressive Networks, 1995, 1996, all rights reserved. [RealAudio](#) is a trademark of [Progressive Networks](#).