RealNetworks Announces RealPlayer for Intel-based Mobile Internet Devices

New RealPlayer for MID on Moblin-compliant Linux Provides One-Stop-Shop Media Player Solution

April 2, 2008—Shanghai, China—From the Intel Developer Forum 2008 in Shanghai, digital entertainment services company RealNetworks®, Inc. is announcing the upcoming availability of RealPlayer for MID for Intel Architecture -based Mobile Internet Devices (MIDs). RealPlayer for MID presents the first comprehensive solution for the delivery of digital media on Intel Architecture-based MIDs using Moblin-compliant Linux.

The new RealPlayer for MID is the first media player on this platform that, out of the box, is enabled to decode most popular and standard media formats (RealMedia, Windows Media, MP3, MPEG4, H.264, AAC, AAC+, VC-1 and Ogg). Real developed this technology in the Helix Community (www.helixcommunity.org) where source code is available to original equipment manufacturers (OEMs) who distribute the product.

"Mobile Internet Devices is an emerging growth category and will enable users to enjoy the best Internet experience in pocketable devices," said Shane Wall, vice president of Intel's Mobility Group and director of strategy and planning for the Ultra Mobility Group. "Our collaboration with Real to deliver an integrated solution encompassing a range of technology elements such as the Moblin-compliant Media Framework, Player, and Codecs will make it easier for our customers to deliver faster solutions to market."

A primary feature of the new RealPlayer for MID is a simplified business model that covers licensing, royalties and reports. In addition, the application delivers bundled codecs and the ability to play browser content or use the application as a stand-alone media player, while preserving battery life with codec implementations optimized for MIDs based on Intel Centrino® Atom™ processor technology. Further, the solution integrates easily and runs on Moblin compliant operating systems.

"With the new RealPlayer for MID, OEMs using the Intel MID platform can license a single media player application from Real. This will save time and resources, alleviating the need to build an entire media stack in-house and license multiple decoders individually from patent holders," commented Jack Klingert, vice president of intellectual property licensing, RealNetworks. "Real also plans to develop upcoming versions that will provide an open application programming interface and enable premium content services."

Real will be showcasing RealPlayer for MID at the Intel Developer Forum in Shanghai, April 2-3, 2008.

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ABOUT REALNETWORKS
RealNetworks, Inc. delivers digital entertainment services to consumers via PC, portable music player, home entertainment system or mobile phone. Real created the streaming media category in 1995 and has continued to lead the market with pioneering products and services, including: RealPlayer®, the first mainstream media player to enable one-click downloading and recording of Internet video; the award-winning Rhapsody® digital music service, which delivers more than 1 billion songs per year; RealArcade®, one of the largest casual games destinations on the Web; and a variety of mobile entertainment services, such as ringback tones, offered to consumers through leading wireless carriers around the world. RealNetworks' corporate information is located at www.realnetworks.com/company.

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