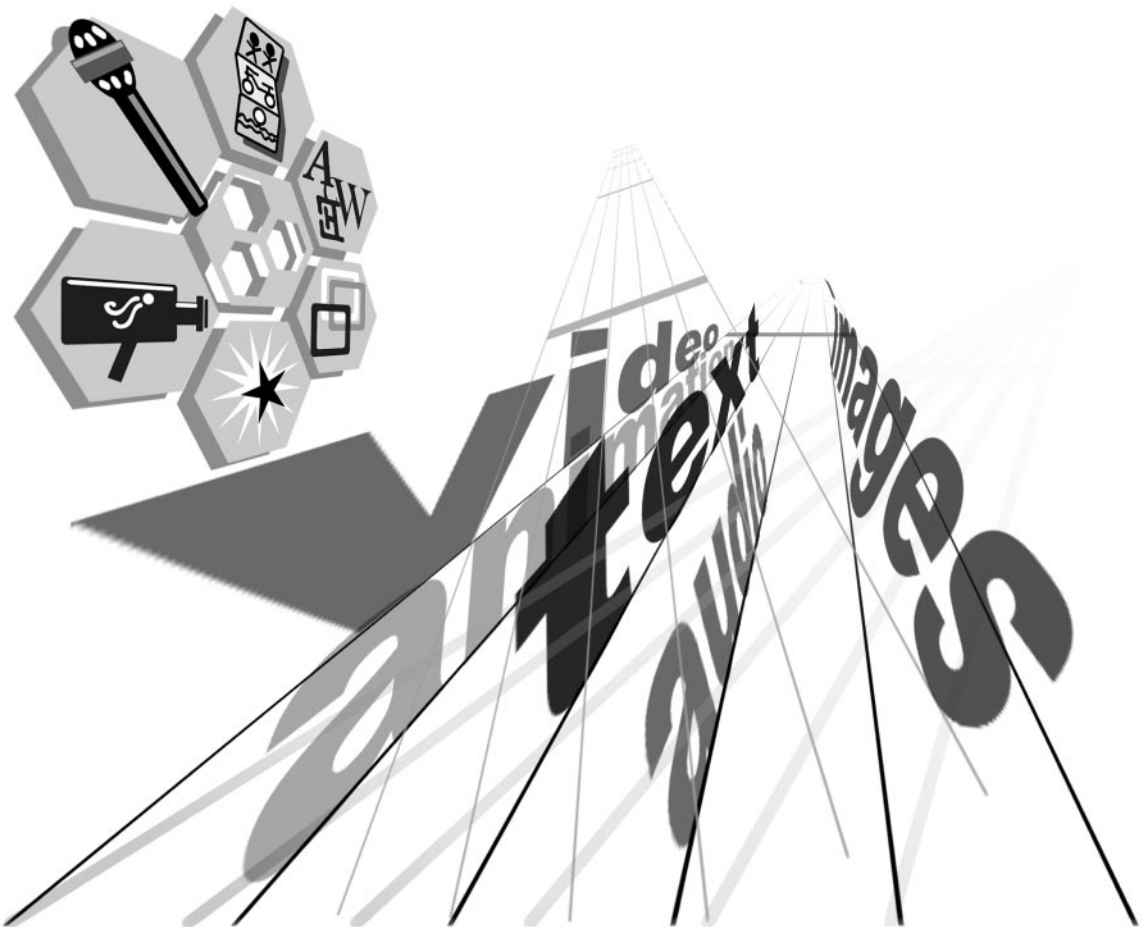




**REALSYSTEM™ G2 PRODUCTION GUIDE UPDATE NOTE**  
RealSystem G2, Release 7



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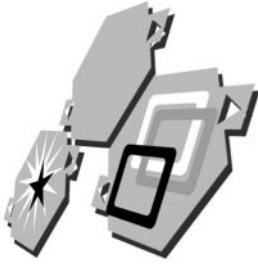
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## REALSYSTEM G2 PRODUCTION GUIDE UPDATES

Periodically, RealNetworks updates its documentation to reflect changes in RealSystem G2 products. This documentation update for *RealSystem G2 Production Guide* explains new features and corrects mistakes found in the previous versions of the guide. This update document contains information on the following:

- Release 6.1 Update. See page 2.
- Release 7 Update. See page 5.



## RELEASE 6.1 UPDATE

This section lists additions, deletions, and corrections to the *RealSystem G2 Production Guide* for Release 6.1. The printed, PDF, and HTML versions of the Release 6.1 production guide reflect these changes.

### Additions

#### Ad Serving Support

RealServer now includes an optional ad streaming feature that allows it to place ads in SMIL presentations. Chapter 10 has been revised to explain how to use ad streaming. Note, however, that ad streaming features first must be configured by the RealServer administrator.

#### New High Frequency Response RealAudio Codecs

The RealProducer G2 Release 6.1 encoding tools include two new RealAudio codecs:

- 20 Kbps Music-G2 Mono High Response
- 32 Kbps Music-G2 Mono High Response

These codecs provide higher frequency response than the standard RealAudio G2 20 Kbps and 32 Kbps mono codecs. RealProducer users can set these codecs as the defaults when encoding music requiring a high response rate.

#### **Additional Information**

See “Choosing RealAudio Codecs” on page 49 for information on all RealAudio codecs.

#### New RealVideo Scalable Video Technology (SVT) Codec

RealNetworks encoding tools now use RealVideo SVT as their default codec. With Scalable Video Technology, a high frame rate clip can scale down its frame rate on slower machines.

#### **Additional Information**

See “Scaling Frame Rates with SVT” on page 64.

### Captions Authoring

The RealPlayer G2 preferences window has an option to enable captions for the hearing-impaired. You write the captions as a RealText clip. The section “Displaying Captions for the Hearing Impaired” on page 204 explains how you then use SMIL to turn captions on or off based on the viewer’s preference.

### Reliable Image Transmission

A `reliable=true` option ensures that images in SMIL presentations are transmitted to RealPlayer under extremely adverse network conditions. See “Ensuring Reliable Image Transmission” on page 120.

### Broadcasting with SMIL

The broadcasting chapter includes a new section, “Using SMIL with a Broadcast” on page 176, about using a SMIL file when broadcasting. This section explains how to use the `wallclock` option to synchronize multiple broadcast streams.

## Deletions

### RealFlash Tuning Tools Moved to Authoring Kit

The RealFlash Bandwidth Tuner and RealFlash Bit Rate Calculation Spreadsheet have been removed from the HTML version of the production guide. They are now available as part of the RealSystem G2 Authoring Kit, available through registration at <http://www.real.com/products/tools/authkit/index.html>.

### Information on Bundling RealPlayer Presets Removed

The section on bundling RealPlayer presets for download has been removed from the chapter on delivering presentations. See the *RealPlayer G2 Manual* or online help for information about bundling presets.

## Corrections

### Flash 3.0 Features in RealFlash

Previously, Chapter 6 stated that RealFlash supported Flash 3.0 features with the exception of transparency. This is not correct. RealFlash does not support most Flash 3.0 features, including transparency and Alpha channels. Flash 3.0 morphing (“shape tweening”) is supported but should be used in limited

instances. Although you can use Flash 3.0 to prepare RealFlash clips, you must create a Shockwave Flash 2.0 file when exporting animation.

**NOLABELS for RealPlayer 5.0 Only**

For presentations embedded in a Web page, the NOLABELS option of the <EMBED> and <OBJECT> tags works only for RealPlayer 5.0. It does not affect RealPlayer G2.

**Additional Information**

See “NOLABELS” on page 143.



## RELEASE 7 UPDATE

This section lists additions, deletions, and corrections to the *RealSystem G2 Production Guide* for the Release 7 update to RealSystem G2. This release comprises RealServer 7, RealProducer 7, and RealPlayer 7. The printed, PDF, and HTML versions of the Release 7 production guide reflect these changes.

### Additions

#### PNG Image Support

RealPlayer 7 includes support for the Portable Network Graphics (PNG) image format (.png file extension) in addition to JPEG and GIF formats. You can now use PNG images in both SMIL and RealPix presentations.

#### New Chapter on SMIL Extensions

The new Chapter 8, which starts on page 117, covers RealNetworks' extensions to SMIL. The section on extensions to the SMIL `<img.../>` tag `src` attribute has been moved to this chapter. The chapter also covers the multiple window and caching features of RealPlayer 7.

#### Multiple RealPlayer 7 Windows

You can write hyperlinks that open content in new RealPlayer 7 windows. This lets you pop up a new RealPlayer window when a viewer clicks a link in a SMIL or RealText presentation.

#### **Additional Information**

See “Popping Up New RealPlayer Windows” on page 121.

#### Graphics Caching

You can instruct RealPlayer 7 to cache image files downloaded through HTTP. This is useful for SMIL presentations that RealPlayer 7 users repeatedly view. On reloads or revisits, RealPlayer uses cached images instead of downloading the images again from the server.

**Additional Information**

See “Caching Images Files” on page 125.

**Switching Clips for Different RealPlayer Versions**

You can use the SMIL <switch> tag to stream different presentations to different versions of RealPlayer. This is useful if you want to use new features of a new RealPlayer, yet still want to support older RealPlayer versions.

**Additional Information**

See “Switching Presentations for Different RealPlayer Versions” on page 201.

**SMIL Source View through RealPlayer 7**

RealPlayer 7 has a **View>Source** command that displays the mark-up for the presentation’s SMIL source file in your Web browser. This helps you learn how other content authors have assembled their presentations.

**Additional Information**

See “Viewing SMIL Source Mark-Up” on page 195.

**Appendix Answering Common Questions**

Appendix A, starting on page 179, answers basic questions for new users, such as when to use SMIL and what goes in a Ram file.

**Double-Size and Full-Size Clip Playback**

RealPlayer can open a presentation at double its normal size, or in full-screen mode, if you launch the presentation through a Ram file. This feature is not available with Ramgen.

**Additional Information**

See “Changing a Presentation’s Starting Size” on page 167.

## Deletions

None.

## Corrections

**SMIL Image Source Tag is <img.../>**

Previous versions of the production guide incorrectly listed the SMIL source tag for GIF and JPEG images as <image.../>. The correct tag is <img.../>.

**RealProducer Description becomes Clip Abstract**

Previous versions of the production guide stated that clip abstracts had to be added through SMIL. RealProducer 6.1 and RealProducer 7 have a **Description** field you can fill in when encoding a clip. This text then becomes the clip abstract.

### **Additional Information**

See “Adding Presentation Information” on page 95.

**Optimum Sampling Rate for 32 Kbps and 44 Kbps RealAudio G2 Stereo Codecs**

In the “RealAudio High Bandwidth Codecs” table on page 51, the 33 Kbps and 44 Kbps RealAudio G2 Stereo codecs were incorrectly listed as having a 44.01 kHz optimal sampling rate. The optimal rate for these stereo codecs is 20.05 kHz.

**“RealFlash” now “Flash with RealSystem G2”**

The term “RealFlash” has been replaced with “Flash for RealSystem G2.” This manual uses “Flash” to refer to Macromedia’s Flash software, a Flash file (.fla), and Flash animation in general. It uses “Shockwave Flash” to refer to the compressed Flash file (.swf) used in streaming.