

Where the foundations of great multimedia applications are developed.



Sony Ericsson P990



RealPlayer® for Linux



Nokia N800



Rhapsody®



Reciva Internet Radio

The Helix Community is an open collaborative effort among multimedia enthusiasts to develop and extend the Helix DNA™ platform. The community offers a collaborative, consensus-based development process, with an extensive and diverse ecosystem of developers all involved in creating world class multimedia enabled applications. The Helix Community was created in July of 2002 by RealNetworks to help the industry standardize on an open digital media platform.

Helix DNA is the leading open multi-format digital media platform, created to accelerate the development and deployment of digital media applications of any media, on any device, over any network, on any operating system and created in any development environment. It not only consists of source code for the playback of digital media but also for the creation and delivery of it. The Helix DNA code is available in binary and source code form and is licensable under various open-source and commercial-source licenses.

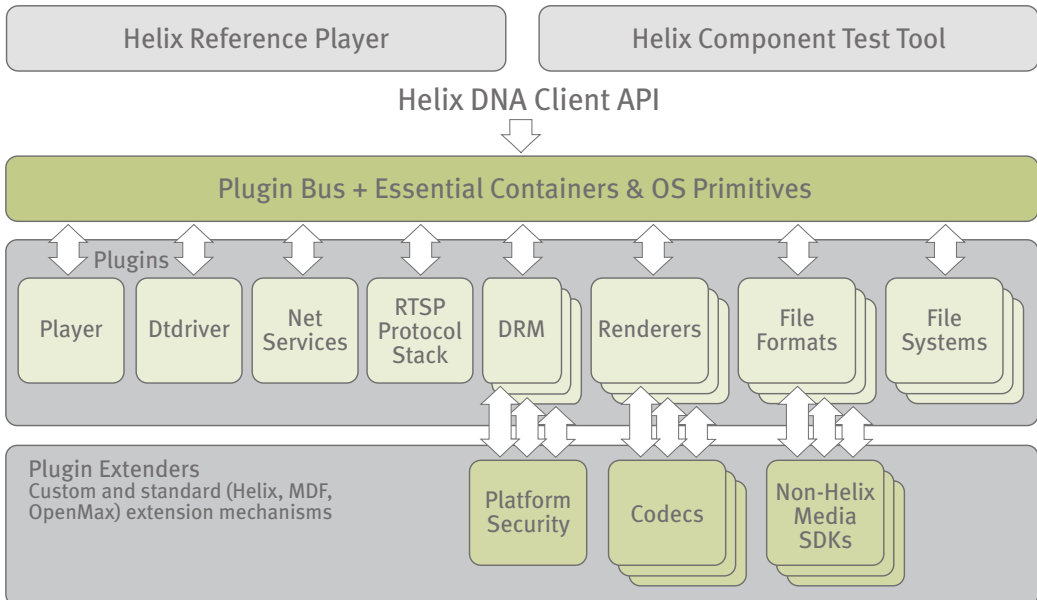
The Helix DNA Client is the universal digital media playback engine of the Helix DNA platform, supporting playback of any format and codec on any device. It is the underlying digital media platform for the RealPlayer for Windows, Mac and Linux, Rhapsody and Helix Banshee™. It is also the underlying media engine for millions of mobile multimedia applications shipped by partners such as Nokia, Motorola, Samsung and Sony-Ericsson.

Benefits of the Helix DNA Client:

- Multi-format
- Flexible
- Cross-platform
- Extensible
- Scalable
- Modular architecture

All of these benefits allow our community members to create applications specifically tailored to the needs of their customers.

Helix DNA Client Platform Architecture



Helix DNA Client Applications

From mobile TV to living room devices, the Helix DNA client's modular architecture gives developers the flexibility to create applications that can be customized for a variety of environments.

Mobile



- Mobile TV
- Mobile Video
- Mobile Music
- Ring Tones
- PMP

Desktop



- Utility Player
- Desktop TV
- Desktop Video
- Desktop Music
- PMC Manager

Living Room



- IP-TV
- Video Center
- Music Center
- DVD Players

Whether used for download or streaming, RealNetworks' **RealAudio®** and **RealVideo®** family of codecs delivers unparalleled quality from narrowband to HDTV. These award-winning codecs are also available for licensing from the Helix Community. StreamingMedia.com* picked RealVideo as the best overall codec for all three screen experiences (TV, PC, mobile), including broadband, 3GPP and modem content. RealVideo consistently beat Flash, WMV, QuickTime and H.264 and StreamingMedia.com commented that "no other codec came close in terms of consistent quality" to RealVideo. For more information on RealAudio and RealVideo, please visit <https://rarvcode.helixcommunity.org>

Partner Spotlight - Nokia

Nokia has been working with the Helix DNA technology for many years now and has recently decided to standardize on the Helix DNA Client as their default media playback application on all S60 3rd Edition Feature Pack 2 devices onwards. Some of the main reasons for this decision were:

- The Helix Community offered an attractive way for S60 to involve external S60 licensees at an earlier phase of product development
- The ability to leverage advances from a diverse ecosystem of multiple contributors, multiple operating systems and diverse needs, which leads to innovative solutions to problems
- The ability to give our contributions back to the community so the ecosystem as a whole receives the benefits, which also facilitates a rapid evolution of the solution
- Improved modularity allows S60 licensees to vary their product offerings based on future memory and footprint requirements
- Faster time to market for new features
- Improved efficiency
- Platform scalability

Participation in the Helix Community is voluntary and welcome; our goal is to make participation both valuable and relevant to our community members and contributors. Contributing can be as easy as downloading our latest Helix Player and trying it out, reporting a bug, submitting an idea for a new feature, downloading the Helix DNA source code and creating a new module, or simply visiting a project home page and reading the current news.

We have a number of exciting projects that could benefit from your participation:

- Helix Player: <https://player.helixcommunity.org>
- Helix DNA Client: <https://helix-client.helixcommunity.org>
- Helix Player for Symbian: <https://symbian.helixcommunity.org>
- Helix Banshee: <https://helix-banshee.helixcommunity.org>

For more information about the Helix Community, please e-mail feedback@helixcommunity.org or visit www.helixcommunity.org

*Proprietary Codecs, 2006: Choosing and Using the Optimal Video Codec by Jan Ozer, Contributing Analysts, StreamingMedia.com