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## **Symbols**

### **.wma**

The file name extension of an audio file in Windows Media Format.

## **A**

### **analog**

The traditional format in which audio and video are transmitted by using a wave or analog signal. An analog signal may not work with digital speakers; computers use digital signals.

## **B**

### **bit rate**

The number of bits transferred per unit of time, typically expressed in bits per second.

## **C**

### **clip**

Small segment of a larger video file.

### **clipping**

In audio, distortion that occurs in a piece of audio equipment when the input level exceeds the equipment's capacity.

### **codec**

An abbreviation for compressor/decompressor. Software or hardware used to compress and decompress digital media.

## **compression**

A process for removing redundant data from a digital media file or stream to reduce its size or the bandwidth used.

## **cradle**

A hardware device used to connect a portable device to a desktop computer. When the device is in the cradle, data can be synchronized between the device and the computer.

## **D**

### **digital rights management (DRM)**

A technology that provides a persistent level of protection to digital content by encrypting it with a cryptographic key. Authorized recipients (or end users) must acquire a license in order to unlock and consume the content.

## **DRM**

See definition for: [digital rights management \(DRM\)](#)

## **E**

### **encode**

To convert audio and video content to a specified digital format.

### **encoder**

A technology that converts live or prerecorded audio and video content to a specified digital format. Typically, content is compressed during encoding. Windows Media Encoder is an example of an encoder.

## **F**

### **file format**

The structure or organization of data in a file. File format is usually indicated by the file name extension.

### **full mode**

The default operational state of Windows Media Player in which all of its features are displayed. The Player can also appear in skin mode.

## **G**

### **genre**

In Windows Media Technologies, the type of music, such as rock or classical, played by a radio station.

### **keyboard shortcut**

Any combination of keystrokes that can be used to perform a task that would otherwise require a mouse or other pointing device.

## **L**

### **library**

In Windows Media Player, a database that contains information about digital media files on a computer, a network drive, or the Internet.

### **lossless compression**

A process for compressing data in which information is arranged in a more concise form and restored to its original state upon decompression.

## **M**

### **main memory**

The RAM built into the device hardware.

### **multichannel audio**

An audio reproduction system that processes several, typically more than two, channels of sound. For example, 5.1 multichannel audio refers to a surround sound system in which there are five primary channels and a subwoofer channel.

## **P**

### **playlist**

A list of digital media content.

## **Pocket PC**

A mobile device that stores and manages personal information and calendars and can act as a companion to a desktop PC by synchronizing and facilitating data and data transfer and data editing.

## **preamplifier**

An electronic device that increases the output level of a signal to match the required signal input level of another device.

## **preset**

In Plus! Sync & Go for Pocket PC, a numbered button that specifies the content that is synchronized from the desktop computer to the portable device storage card.

## **R**

### **remote sensor**

The device that receives InfraRed (IR) signals from other devices, like a remote control. Remote sensors could be peripheral devices, or could also be built into either computers or monitors.

## **S**

### **skin**

A user interface that provides an alternative appearance and customized functionality for software such as Windows Media Player.

### **skin mode**

An operational state of Windows Media Player in which its user interface is displayed as a skin.

### **storage card**

A card, inserted into a portable device, used to store files.

## **T**

### **track**

An individual song or other discrete piece of audio content.

## **V**

### **visualization**

In Windows Media Player, a graphical display that changes in response to the audio signal.

### **volume leveling**

The process of automatically increasing or decreasing the volume during playback to make all audio content sound similar with respect to volume levels. Volume leveling may change the original dynamic range of the content.