



Article published on December 23rd 2011 | [Software](#)

Well, no doubt it is a really good news for the Silverlight developers in the industry looking ahead to the release of Silverlight 5. Yes, Silverlight 5 version 5.0.61118 is finally out and right up for grabs! Do be sure you have Visual Studio 2010 SP1 or else Visual Web Developer and next installation the Silverlight 5 Tools. You make sure you put in the most recent version of the Silverlight 5 toolkit.

Silverlight 5 has several improvements, a very important being improved media support. It offers:

--Minimum Latency Audio Play back: Makes use of the SoundEffect API to trigger low-latency sound

--Changeable Speed Play-back: Videos could be played over at various rates of speed and also can support fast-forward plus rewind. Users will be able to correct the sound pitch at about 2 times the speed, yet still they can enjoy video clips even while preserving a normal audio pitch.

--H/W Decode of H.264 media: With the aid of H.26 media decoding of unprotected content substantial overall performance upgrades could very well be observed.

--DRM Key Rotation/LiveTV Playback: Long-running live Television play-back secure making use of rotating licenses

--Application-Restricted Media: Prevents playback of protected content in unauthorized apps

Every Silverlight developer ought to know that media in Silverlight for desktop computer and then Windows Phone is quite distinctive. In Windows Phone, Silverlight media support is based on the native media stack. Its frame rates in Windows phone are really reduced in comparison to desktop computers. Also there are media characteristics which are not supported in Silverlight for Windows phone. These contain: client-side and server-side play lists, and streaming from a Windows Media server that's working Windows Media Services.

Silverlight for Windows Phone supports PlayReady Digital Rights Management (DRM) and provides DRM support like Silverlight. Support for playing downloaded PlayReady secured media with offline mode is maintained by Silverlight for Windows phone but yet this particular function isn't sustained by Silverlight.

Additionally there is upgraded text support found in Silverlight 5. It has got text monitoring and leading that provide Silverlight developers command all over the space in between characters and lines within textual content. The newest edition in addition has put together linked text containers that assist developers come up with linked RichTextBlocks that let the written text move effortlessly from one to a new.

To enhance the quality of textual content, it offered OpenType and Pixel Snapped Text. Additionally gives Postscript vector printing which in turn lowers size of printing jobs and also enhances making very good quality of text. Overall performance improvements for block layout engine also is made available by it.

In the light of the topic, there are many different variations in the Silverlight run time, as well as Silverlight tools if an evaluation is between Silverlight 4 and 5. For all those such alterations, it could be said that most Silverlight 4 applications is effective with Silverlight 5 without having transformations. Yet, if there is any requirement to create modifications, Silverlight would definitely

offer it's finest assistance for to the former applications. And this can be possible by means of quirks mode.

Then again, even after the most effective attempts served by Silverlight, there's a possibility that a result of the adjustments produced to Silverlight components, older Silverlight-based applications can fail or react any other way. This kind of applications which might carry on differently or even fall short are: compile time, XAML load time or possibly

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<http://www.articleside.com/software-articles/latest-features-presented-to-silverlight-developers-microsoft-silverlight-5.htm> - [Article Side](#)

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Article Keywords:

Silverlight Development, Silverlight Application Development, Silverlight developer, Silverlight developers, Silverlight App Development

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