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**NETSTREAMS DEMONSTRATES WORLD'S FIRST IP-BASED HOME
VIDEODISTRIBUTION SYSTEM AT 2006 CONSUMER ELECTRONICS SHOW**

**First with IP-Based Multi-Room Audio, *NetStreams* Debuts Video Capability
on *DigiLinX* Networked Entertainment System; Products to handle HDTV**

LAS VEGAS -- January 4, 2006 -- At the 2006 Consumer Electronics Show, ***NetStreams***[®], the global leader in networked entertainment systems based on Internet protocol (IP) technology, announced the world's first successful demonstration of a fully IP-Based video distribution system suitable for home or commercial use.

NetStreams, makers of world's only IP-Based Multi-Room Audio entertainment system, said the IP video capability would be incorporated into its *DigiLinX* IP-Based Multi-Room entertainment system in new products to be launched within 12 months and would be available for integration into other companies' products in a similar time frame.

"This is a huge step forward for distributing TV, music videos, and home theater programs over a home network and other systems based on local area network architecture," said *NetStreams* president and founder Herman Cardenas.

Cardenas said that because of the system's network architecture, which distributes high quality uncompressed audio, video, and control signals via TCP/IP on a CAT5 cabling, *DigiLinX* video products would deliver uncompressed HDTV signals over packetized TCP/IP streams to multiple rooms in a home or system.

NetStreams is conducting private demonstrations of *StreamNet*[™] video technology for its authorized dealers, strategic partners, technology analysts, and press during the Consumer Electronic Show, which runs through Sunday, January 8.

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Unlike other multi-room audio-video systems, the *NetStreams DigiLinX* uses only digital computer network technology to link all components. The system's key advantage, of carrying both system control and content information along a standard network cable using open-standard protocols, greatly reduces system wiring, simplifies installation and set-up, ensures excellent signal quality, and allows other companies' IP-Based products, such as climate, lighting, or security controls, to operate on the same network.

While *NetStreams* employs the streaming technology used for sending music and video over the Internet, its patent-pending *StreamNet* technology involves synchronizing content delivery so that programs play at precisely the same time throughout an entire system, an essential feature for multi-room entertainment.

Additional information can be obtained by contacting Jimmie Owsley, *NetStreams* assistant marketing manager, at 512-977.9393.

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