DMS Firestream
Streaming Multi Platform
SD/HD Streaming

IPTV main objective to delivery content such as news, sport programs or entertainment programs to audient.

Key of success is to use streaming system that supports latest technology to ensure audient coverage.

Streaming system is the key to delivery your to where every audient might be.

KEY FEATURE

Delivery real-time live video SD-HD video quality 24 hour non-stop service with SD video quality streaming can delivered

Video stream to at least 2000 concurrent audient or more than 20,000 service subscribers

Video on demand deliver on demand video server over IP network to many devices such as IP set top box , Computer PC, Laptop, 3G Mobile phone even Wi Fi devices iPhone/iPad/Android

Support advance H.264/AVC video streaming with multirole subsystem :
Live from encoder and on demand service

Support various type of IP network : MPLS, ADSL, Leased Line, IP-Satellite, GPRS, EDGE, UMTS, LAN even WLAN

Optional SAS/RAID configuration for large amount capacity required when archive hours of video

Optional EDGE or Load balance configuration for large scale deployment

Share video/media/content database over area network using IP protocol

Converage computer user support various operation system type like Windows, Mac OS and Linux

Full compatibility with video encoder server SD and HD also with portable encoder and mobile encoder

STRENGETH

High-performance- highly multi threaded 64-bit Java server streaming performance for on demand and live streaming on standard hardware

Realiable - built from the ground up as an infrastructure grade server

Your objective is to stream multi-protocol media without worries. It delivers the raliability you need to maintain 24/7 uptimes at high traffic loads.

Unified standard H.264 to any platform and any screen

Unify multi-protocol, multi-player h.264 streaming into a single workflow that lets you stream to any media platform and any screen simultaneously from vitually any conventional RTSP/RTP, MPEG-TS or RTMP encoders or files in standard containers (.f4v, .mp4, .m4a, .mov, .mp4v, .3gp and .3g2). No more special player -specific encoders or servers.

Scalable - multi-server scalability for live or on demand

Multi-server scalability easy and cost effective - it features Live Stream Repeater functionality as a standard feature so you can infintely scale up live streaming when and were needed. Ensures that your live and on-demand streams will be distributed efficiently among multiple servers without overwhelming your infrastructure.

Extensible - comprehensive API's, scripting, programming and integration

Manageable - standards based,easy to deploy and integrate

A standards - based Java Management Extension (JMX) interface and logging (log4j)

Standards based W3C logging, including per-session logging for all player types

Management and monitoring with a variety of administration consoles like JConsole and MC4J

Log analysis and reporting with software like Sawmill

Economical - Unlimited multi-protocol connections at unbeatable prices

Concurrent Streaming Capacity
estimate

	Average	Maximum
HD TV Streaming	200	600
Standard TV Streaming	1000	2000
Mobile Streaming	4000	5000
Radio / Video QCIF	7000	12000

Flash -streaming , video chat, recording , RIAs and more

100% Flash, Fles and AIR player compatibility

Live on demand streaming up to HD

Complete RTMP dynamic streaming support , including RTMPE

HTTP dynamic streaming support

Support for video /audio/text chat , recording ,collaboration

Remote shared objects (RSO)

Flash (RTMP) and Non-Flash (RTSP/RTP, MPEG-TS) live encoder support

Exclusive MP and AAC shoutcast/Icecast re-streaming

Bi-directional AMF support

Support for all flash player video and audio formats

Streaming to game consoles like Wii and PS3 and Flash compatible set-tops

Mobile streaming to the Flash player 10.1+equipped devices

Support live streaming video record for VOD application

3GPP - live and on-demand smart phone streaming

Playback in native media players on Android (Various manufactures), Palm, Sony Ericsson , Nokia and other H.264 -capable 3GPP smart phones

Per-session logging for complete content usage visibility

Multi-server streaming scalability for a virtually unlimited capacity

iPhone/iPad-live and on-demand HTTP Streaming

Wowza media server support :

In browser playback on iPhone/iPod touch with iOS 3.0 or later, later, or iPad

Support on desktop in QuickTime player (10.0 or later) and Safari browser (4.0 or later on Snow Leopard) using HTML5 tag

Playback on other Apple HTTP streaming compatible devices, such as the Roku streaming player

Multi-bitrate adaptive streaming - consistent video delivery in variable wireless conditions, from EDGE to WiFi

Per-session logging for complete content usage visibility
Multi-server streaming scalability for a virtually unlimited capacity

3G/4G
streaming Multiplatform

Realtime Stat

HD
full HD 1080p

4K
beyond streaming

QuickTime-live and on demand RTSP streaming

Goes beyond what the other servers can give you. Wowza Media Server 2 can stream live H.264 , AAC and MP3 content to the Quick-Time player and other plyer types and devices that support ther Real Time Streaming Protocol (RTSP). And it also covers the rest of the streaming universe - Flash , Silverlight, iOS and more.

Silverlight - live and on demand smooth streaming

Stream Silveright from any OS-Windows Server and IIS are not needed
Compatible with Silverlight player (3.0 or later)
Multi-bitrate smooth streaming
Per-session logging for complete content usage visibility
Multi-server streaming scalability for virtually unlimited capacity

IPTV and beyond - set top boxes , game consoles and more

Delivers video (and audio) at up to 1080p HD quality to the IPTV set tops boxes , IP-connected TVs, game consoles and more.

The MPEG2 Transport Streaming protocol (MPEG-TS) Streaming enables connectivity with many conventional IPTV set top boxes

Apple HTTP Streaming (HLS) support is compatible with popular consumer set top players like the Roku

Flash RTMP and HTTP streaming let you reach game consoles like Wii and PS3, and set top boxes capable of streamed Flash playback.

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