ADOBE® FLASH® MEDIA SERVER 3 Preview FAQ

What are the new Flash Media Server 3 features are being previewed?

- ***Improved performance*** – Adobe Flash Media Server 3 will increase its capacity for the number of concurrent streams by over 200% compared with the previous version. This improvement will help to lower the cost per stream because more streams can be delivered per server. The performance gains will be achieved in both Windows and Linux Red Hat 4 implementations. Adobe will publicly release performance benchmarks when the product ships.

  H.264 and AAC streaming support – Adobe Flash Media Server 3 will support streaming of industry standard H.264 and HE-AAC video and audio content to Flash Player, AIR and Adobe Media Player. FMS3 will also support enhanced seeking for H.264 content, which means you, can seek to any point within the video and start streaming quickly.

  New security features – Adobe's secure, Real Time Messaging Protocol (RTMP) will be enhanced with new, higher performance encryption to help to secure streamed media and communication. This enhanced protocol will be RTMPE. Similar in strength to SSL (RTMPS), content owners and communication developers can leverage this new enhancement to add additional protection to their content. Additionally, SWF verification will also help to protect SWF files from being re-used, modified, or hosted in alternate locations. FMS3 will also support streaming of encrypted content to the Adobe Media Player.

- ***Improved live video support*** – Adobe Flash Media Server 3 will introduce scalable live streaming support for high-quality video and audio streams from the Flash Media Encoder. This will allow more live streams to be hosted from a single Flash Media Server.

- ***Adobe Media Player support*** – Adobe Flash Media Server 3 will introduce content measurement services for the upcoming release of Adobe Media Player. FMS3 can also be used to stream protected content to Adobe Media Player

- ***Mobile video delivery to Flash Lite 3*** – Adobe Flash Media Server will support both pre-recorded and live streaming to the Flash Lite 3 mobile platform. The same video experience in the browser can now be delivered to mobile devices supporting Flash Lite 3.

- ***Better out of the box experience*** – Adobe Flash Media Server 3 will ship with special pre-built services to make it easier to stream. The documentation and help systems have also been completely updated to support ActionScript 3 in Flex and Flash CS3.

- ***New Plug*-in architecture** – Adobe Flash Media Server 3 will increase it's extensibility by introducing powerful new C++ API's to customize the built-in authentication and file access functionality. These plug-ins can be used to develop Geo-filtered content or http-based Origin services.

- ***Server-side re-Publish*** – This exciting new feature will let developers push either a live stream or a playlist to another Flash Media Server or CDN. A developer can inject cue-point messages into a live stream before it gets distributed making it easier to develop applications that react to the video events.

I use a web server today to deliver my video, why should I buy Flash Media Server 3?
Adobe Flash Media Server 3 is a streaming solution that provides a higher quality of service and better user experience for video delivery. When you deliver video from a web server, it's called Progressive Download.

1. ***Content protection*** –Streaming with Flash Media Server 3 offers methods to help publishers protect their content from file theft, deep linking, and other attacks. The new Enhanced RTMP and SWF Verification features will also help protect content and communication services. Additionally FMS3 streaming does not store video in a client-side cache so the video is never available on a consumers computer like it is when you deliver video from a web server

2. ***Live video streaming*** – Flash Media Server 3 and Flash Media Encoder enable publishers to broadcast high quality live events and programming 24x7.

3. ***Social Media services API*** – Flash Media Server 3 lets you take advantage of the communication API's in Flash Player and AIR. You can develop powerful real time communication services using ActionScript on the server-side to enhance your video experience with new services such as live webcam chat, video messaging, videoblogging, podcasting, etc. Using Flash Media Server 3 with AIR will let you build desktop applications or widgets that you can push data to and from.

4. ***Tracking*** – Flash Media Server 3 provides detailed information via W3C-standard logs to enable media publishers to understand and monetize the anonymous content viewing habits.

5. ***Better Video Experience*** – Flash Media Server 3 capabilities such as bandwidth detection, player detection and dynamic buffering create the best user experience for video. FMS3 can deliver the appropriate video (bit rate, and format), quality of service monitoring, ability to jump into any point within the video and instantly start playing.

6. ***Network Efficiencies*** – Streaming video through FMS can support more concurrent high quality streams per server then with progressive download because streaming only serves the video that's requested.

When will FMS3 ship?
We expect to ship FMS 3 in Q1 2008.

What will be the price of FMS 3? What versions will be offered?
Pricing and product configuration information is not being discussed at this time.

I have FMS2, can I upgrade to FMS3?
Yes, there will be an upgrade configuration for FMS3 for FMS2 owners. However if you own Flash Communication Server 1.x, you will need to either upgrade to FMS2 to qualify for the upgrade, or purchase a full version of FMS3.

When will CDNs like Akamai and Limelight support FMS3?
Adobe will make every effort to encourage our current CDN's and new CDN's to adopt FMS3. We encourage you to contact them to learn more about their plans.

Can Flash Media Server 3 run on all versions of Linux?
Flash Media Server 3 will be officially supported on Windows Server 2003 (all editions) and Linux Red Hat 4. Flash Media Server will also be supported in a development configuration on Windows XP.

What version of Flash Player will support Flash Media Server 3?
Flash Media Server 3 can connect and stream to Flash Players since Flash Player 6. To leverage the new Enhanced RTMP protocol, SWF Verification features and H.264 support, users will have to run Flash Player 9 update (currently available on Adobe Labs).

Is Flash Media Server 3 scalable?
Yes, Flash Media Server 3 will continue its support for Origin and Edge configurations. The Origin and Edge architecture provides the caching services required for large and distributed installations.

Does Flash Media Server 3 work with AIR?
Yes, you can build very compelling desktop solutions using Flash Media Server 3 and AIR. Applications such as Instant Messengers, Instant Webcam chats or even application remote control widgets. Because your AIR application can connect to FMS 3 you will always have a way to push data to AIR. Data such as Stock quotes, Weather, RSS feeds, Video, Audio and any other data types you can think of.

Will services I wrote in FMS2 still work on FMS3?
Yes, the services (or server-side applications) developed for FMS2 will run on FMS3 with no change to your Server Side or Client Side ActionScript.

Will FMS3 support ActionScript 3?
Yes, FMS 3 supports AS3 only on the client side. Services (Applications) will continue to be developed using AS1, which is similar to JavaScript. FMS3 will also introduce support for AMF3 allow you to send bitmap data objects from one client to another.

Will FMS3 run on my 64-bit Windows or Linux systems?
Yes, FMS3 will run on 64-bit systems, but it will run in 32-bit mode. FMS3 will also now support 64-bit file lengths. This means that FMS3 can handle file lengths longer then 2 Gigabytes.

What are some of the tools that will ship with Flash Media Server 3?

2 new tools will be shipped with FMS3. **FMSCheck** is a command-line program that can check on the health of critical FMS sub systems. You can use it within your own script to report the status of the server. **FLVCheck** is a tool that verifies the structure of the FLV file so it can be streamed. This tool will also support the validation of MPEG-4 structures. The FLV version for Windows is being previewed on Adobe Labs right now.

Will FMS3 support a solution similar to HTTP-302 redirect?
Yes, this will be a new feature of FMS3 to support advanced load balancing and smart re-direction.

My company requires that all new servers support IPV6, Will FMS support IPV6?
Yes, IPv6 will be fully supported with FMS3.

Does Flash Media Server support Multiple Camera Angle switching?
Yes, you can develop solutions that dynamically switch live or pre-recorded video streams.

Can I create an Internet TV or Radio station with Flash Media Server 3?
Yes, using Server side playlists, you can leverage pre-recorded content or mix between pre-recorded and live content to create your 24x7 Internet television station?