

Adobe® Flash® Media Interactive Server 4

Powerful and scalable multiprotocol media streaming



Who is this product for?

- Medium to large businesses that can benefit from flexible delivery methods (protocols) and complex deployment requirements (Edge/Origin/C++/SSAS/ACL/LDAP)
- Social networks requiring real-time communication such as video chat, VoIP, multiplayer games, or text chat
- Educational institutions that want to create virtual classrooms or broadcast live interactive experiences
- Government agencies that want to implement real-time communication or interactive training
- Anyone seeking scalable, more secure streaming with custom server-side application logic

Deliver more secure, scalable live and on-demand streaming, along with real-time multiway communication. Take advantage of network efficiencies with new IP multicast and HTTP Dynamic Streaming for superior playback quality. Enable consistent, more secure interactive playback experiences across the broadest range of platforms and devices.

Experience a more secure, flexible multiprotocol delivery—Choose to deliver live and on-demand streams using the industry-standard HTTP protocol with HTTP Dynamic Streaming support or the industry-standard RTMP/RTMPE protocol. For HTTP delivery, the Adobe Flash Media Server 4 family of products enables live stream packaging including optionally adding digital rights management (DRM) protection with Adobe Flash Access™ 2 software. Deliver live and on-demand streams using the integrated HTTP server as an origin service, which can use standard HTTP caching and network infrastructures. Realize higher network efficiencies with new IP multicast support, saving bandwidth and network costs within the enterprise.

Take advantage of support for social interaction—Benefit from the ubiquity of Flash Media Server, the underlying platform for the majority of multiway experiences that use Adobe Flash technology on the web today. Deliver breakthrough, engaging environments supported by enhanced multiway communications, HD-quality video, integrated live video streams, delivery to mobile devices, plus deeper interactivity through an extensible development architecture.

Provide a superior playback experience—Take advantage of the enhanced functionality in Adobe Flash Player 10.1 software, which gives interactive access to media held in the buffer, enabling features such as faster seeking, trick mode playback (fast motion, slow motion, and frame stepping). It also allows the video player to reconnect to the server if the connection is lost while still playing out the contents of the buffer for smooth, uninterrupted playback.

Get started easily—Implement the latest player features such as protection with Flash Access, DVR functionality, HTTP Dynamic Streaming, and RTMP Dynamic Streaming, with the choice of a prebuilt player, a hosted player, or the full Open Source Media Framework (OSMF). Adobe Flash Media Playback is a hosted solution that features cached player logic for optimized media playback. Strobe Media Playback allows designers, content owners, enterprises, and developers to get started more easily with an out-of-the-box, feature-rich media player, with the flexibility of open source code. If you prefer to build a completely custom player, leverage the standards-based OSMF, which can reduce the complexity of player development, allowing more time to focus on the overall user experience and content.

Maintain unparalleled reach—Reach the widest possible audience by delivering content to Flash Player or Adobe AIR® applications, allowing users to stream premium content to Mac OS, Windows®, or Linux® desktops on the most ubiquitous media delivery platform. Deliver both live and on-demand streams to a growing number of mobile devices that support Flash Player 10.1. The same video experience in the browser can now be delivered smoothly to various mobile devices.

System requirements

Supported operating systems

- Microsoft® Windows Server 2008 R2 64 bit/SP2 32 bit
- Microsoft® Windows Server 2003 SP2 32 bit
- Linux CentOS 5.3 64 bit/32 bit
- Red Hat® Enterprise Linux® Server 5.3 64 bit/32 bit

Hardware requirements

- 3.2GHz Intel® Pentium® 4 processor (dual Intel Xeon® or faster recommended)
- 32-bit operating systems: 2GB of RAM (4GB recommended); 64-bit operating systems: 4GB of RAM (8GB recommended)
- 1Gb Ethernet card

Related products

- Adobe Flash Media Enterprise Server 4
- Adobe Flash Media Streaming Server 4
- Adobe Flash Media Development Server 4
- Adobe Flash Access 2
- Open Source Media Framework
- Adobe Flash Media Playback
- Strobe Media Playback

Top reasons to buy Flash Media Interactive Server 4

Enhanced buffer—Take advantage of the enhanced functionality in Flash Player 10.1 that gives interactive access to media held in the buffer, enabling features such as trick mode playback (fast motion, slow motion, and frame stepping). It also allows the video player to continue to play buffered video while reconnecting to the server if the connection is lost.

Full 64-bit support—Maximize your server resources with full 64-bit support. Install on a wider range of platforms, now with support for CentOS 5.3, Red Hat Enterprise Linux 5.3, and Windows Server 2008.

IP multicast broadcast—Publish a more secure multicast broadcast into your network to increase the quality of your live video communication. Adobe Flash Media Interactive Server 4 software can broadcast high-quality streams to Flash Player 10.1 that significantly reduce the network load. Use prebuilt tools and OSMF to get started quickly.

Faster switching with RTMP Dynamic Streaming—Enjoy faster switching between streams when utilizing RTMP Dynamic Streaming for adaptive bitrate delivery, which improves the user experience during bandwidth fluctuations. RTMP Dynamic Streaming is a quality-of-service feature that responds to changes in a viewer's bandwidth or computing resources and quickly switches between bitrates during playback without disruption.

Absolute time code—Help ensure that existing time codes persist within media files to allow richer synchronization between streams, improving interactive experiences (such as switching audio tracks or camera angles) with multibitrate and multistream video and synchronized playback events.

RTMP quality-of-service improvements—Support differentiated services to allow quality of service and guaranteed services for RTMP communication and media streaming, enabling administrators to help ensure that RTMP communication can be prioritized while limiting the disruption caused by other network activity.

Integrated HTTP server—Help ensure that your content is easily and reliably delivered, even when RTMP delivery is not supported. Use this integrated solution to deliver all components of your video application over HTTP.

Easier implementation—Get started right away with easy out-of-the-box deployment. Flash Media Interactive Server 4 software comes with prebuilt features for live and video-on-demand delivery of encrypted media for play back to Flash Player and the Adobe AIR runtime.

Multuser experiences for your audience—Deliver breakthrough, engaging environments with enhanced multuser experiences (such as video chat, VoIP, video overlays, server-side playlists, and server-side recording), plus deeper interactivity through an extensible development architecture and rich server-side scripting support.

DVR functionality—Archive live, high-definition streams on the server and enable HD DVR functionality with support for H.264 stream recording for both RTMP and HTTP Dynamic Streaming. Pause a live stream, or seek backwards into the video that was missed.

For more information

www.adobe.com/go/fms



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