

Adobe® Flash® Media Server 4.5

Secure video experiences consistent across devices



Deliver adaptive streams to the widest audience. Secure your premium content with protected RTMP and HTTP streaming to Adobe Flash® Player and iOS, delivered by a full-featured media origin server.

Increase your audience—Reach the widest possible audience by delivering content to Adobe Flash Player, Adobe AIR® applications, and iOS devices. With new **HTTP Live Streaming (HLS)** to Apple® iPad® and other iOS devices—plus new protected HTTP Dynamic Streaming (HDS) for Flash Player supported on Google® Android™ devices—the video experience can now be delivered smoothly and securely to more devices, with adaptive bitrate support to reach audiences without disruption.

More protection options to secure video across platforms and devices—Adobe Flash® Access software optimized for streaming to Flash Player uses new cachable key delivery and does not require a license server or manual encryption of content. For full Digital Rights Management (DRM) business rules, easily add on full Flash Access compatibility. For Apple iPad and other iOS devices, use **encrypted HLS for iOS** with secure key exchange and device binding to protect your media.

Simplify video publishing workflows—Adobe Flash Media Server 4.5 streamlines media publishing workflows with new support for **On-Demand stream packaging for HTTP streaming**. Now your media can be packaged and protected on-the-fly for HTTP delivery for both iOS and Flash Player with full adaptive bitrate support and file caching.

Take control of your streaming—Turn your media server into a full-featured HTTP origin server with more resilient **HTTP origin services**. Add fault tolerance, manage QoS, control stream access and protection, access new features quickly, and leverage cloud services by operating your own media origin server for both HDS for Flash Player and HLS for iOS.

Advanced manifest and playlist support—Set-level F4M manifests for Flash Player and Variant M3u8 playlist support enable media players to easily leverage adaptive bitrate streaming, simplifying the production workflows and integration with your content management systems.

Scalable real-time communication—Achieve massive scale for P2P communication across multiple servers with new **P2P introduction forwarding for RTMFP**. Network Address Translation (NAT) for P2P maintains uninterrupted P2P communication when switching between networks. Higher-quality video (H.264) and audio capture inside Flash Player and AIR lets you develop applications for desktop and mobile devices such as business communication tools that leverage traditional VoIP systems.

Optimize network efficiencies for the enterprise—Publish into your corporate or broadcast network with higher quality using **multicast**. Flash Media Server 4.5 now supports Source-Specific Multicast (SSM) and Any-Source Multicast (ASM) plus new multicast ingest, recording, and re-transmission to add scale and resiliency. Multicast fusion with peer-assisted networking is now supported in both Flash Media Interactive Server and Flash Media Enterprise Server.

Turnkey solution—Use the latest streaming features out of the box, such as Protected HTTP Dynamic Streaming, multitrack audio, multicast streaming, DVR functionality, and HTTP Dynamic Streaming—with the choice of a prebuilt player, hosted player, or full Open Source Media Framework (OSMF). Enhanced tools for generating multicast addresses and creating manifest files for HTTP streaming simplify publishing workflow and are built right into the server.

System specifications

Supported operating systems

- Microsoft® Windows Server® 2008 R2 64 bit
- Linux CentOS CentOS 5.5 64 bit
- Red Hat® Enterprise Linux® Server 5.5 64 bit
- Windows® 7 32 bit (for Flash Media Development Server only)

Hardware requirements

- 3.2GHz Intel® Pentium® 4 processor (dual Intel Xeon® or faster recommended)
- 64-bit operating systems: 4GB of RAM (8GB recommended)
- 1Gb Ethernet card recommended (multiple network cards and 10Gb also supported)

Related products

- Adobe Flash Access
- Adobe Pass for TV Everywhere
- Adobe Flash Media Live Encoder
- Open Source Media Framework
- Adobe Flash Media Playback
- Strobe Media Playback

For more information

www.adobe.com/go/fms

For deployment guides

www.adobe.com/devnet/fms

For encoding guides

<http://www.adobe.com/devnet/video/encoding.html>

Compare editions of Adobe Flash Media Server

Capacity—Flash Media Server is available in five different configurations with timed broadcast limits and concurrent connection limits for RTMFP.					
	Flash Media Development Server 4.5	Flash Media Streaming Server 4.5	Flash Media Interactive Server 4.5	Flash Media Enterprise Server 4.5	Flash Media Server On Amazon Web Services
RTMP	50	Unlimited	Unlimited	Unlimited	Unlimited
HTTP Dynamic Streaming (HDS) for Flash Player (live and video on demand)	10 minutes	● NEW IN 4.5	●	●	●
NEW HLS streaming for iOS (live and video on-demand)	10 minutes	●	●	●	●
IP multicast	30 minutes	Not available	●	●	Not available
RTMFP unicast	50	Not available	500	15,000	100; 1,000; 15,000
RTMFP P2P introductions	50	Not available	500 NEW IN 4.5	15,000	100; 1,000; 15,000
SIP connections for VoIP	5 audio	5 audio	5 audio	25 audio + video	Not available
Content protection—All configurations support protected RTMP streaming, access controls, and token authentication. Additional HTTP protection is available as follows.					
NEW Protected HTTP Dynamic Streaming for Flash Player compatible devices	10 minutes	Not available	●	●	
NEW Protected HTTP Live Streaming for iOS devices	10 minutes	Not available	●	●	
Adobe Flash Access DRM readiness	●		●	●	●
Real-time encryption for multicast and P2P	●		●	●	●
Video streaming—All configurations support high-quality adaptive bitrate video streaming using both HTTP and RTMP.					
Adaptive bitrate (RTMP, HDS, HLS)	●	●	●	●	●
H.264 / AAC codec	●	●	●	●	●
Multicast fusion	30 minutes		●	●	
Application-level multicast (P2P)	30 minutes		●	●	●
Stream splitting and multiprotocol	●		●	●	●
Multicast ingest and recording	●		●	●	●
Communications—Flash Media Server can be configured for real-time communications with high-quality video and audio experiences across devices.					
NEW High-quality audio/video capture support	●	One-way broadcast only	●	●	●
NEW P2P introduction forwarding for RTMFP	●		●	●	
Peer-assisted networking (P2P)	50		●	●	●
Robust server programming	●		●	●	●
Video recording	●		●	●	●

Note: "Unlimited" means there is no technical or license limit to the concurrent connection count; however, limits may be imposed by configurations, server applications, and resources (such as CPU, disk, or network).

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