ADOBE MEDIA SERVER 5.0.10
Release Notes

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Welcome to the 5.0.10 release of Adobe Media Server. This release updated OpenSSL version to 1.0.2d and bug fixes listed in Issues fixed.

Issues fixed

Reference number	Issues fixed
4079030	HLSPackager crashes while packaging content.
4069392	Security vulnerabilities for Adobe Media Server. Fix for Denial-of-service using bad application names.
4047995	Warning message needs to be generated in AMS logs for near expiry DRM certificates. For 1 month before DRM certificate expiry date, AMS logs a warning message in Apache error_log upon request once in an hour.
4026089	The Program Map Table is defined slight differently. Instead of defining both audio and video fields in a single PMT, the audio/video fields can be defined separately. Depending on when the audio/video packets are received for the first time, the PMT will be updated by sending an extra packet. For audio-only streams you will just see one PMT packet, while for video streams you may see two PMT packets. This change is done for optimization purposes.
3941103	Playback of AMS generated HLS live stream stops every 26.5 hours on iOS players. The discontinuity tag on PTS rollover is being added after the TS with the actual discontinuity.

Known issues
The following are the known issues in this release.

4075893	Relay application wrong time stamps when MessageCache is set to true. Ingest drops these data packets because it saves the first timestamp of a new stream and expects all subsequent timestamps be greater than the first. The Ingest sees subsequent calculated timestamps start near 0 and then increment up to the first timestamp. So Ingest drops the packets for approximately the same period of time as the first timestamp value.
3327967	For certain files you may observe audio-video sync issue during seeking on iOS 5.0.1 client when TS duration is configured below 8 seconds.
3305436	When audio only stream is used for PHDS, there may be no audio playback for the first few seconds of the media. This is Flash Player issue tracked as Bug 3307392
3146582	HLS Failover - In case there are fragment discontinuities (which may happen if keyframes are not found at fragment boundaries resulting into fragments bigger than one fragment duration) then the healthy packager may return a 503 after failover resulting in playback stall

3142085	HLS Failover - If recording is not yet started on one packager, requests for TS URLs directed to this packager won't failover (the packager would return a 400 instead of a 503)
3060434	Letting RTMPT traffic proxying through Apache reduces the quality of service for RTMPT connections.
3052723	As of 4.5.2 release, RTMPT can be tunneled through Apache listening on port 80. This is to allow both RTMPT as well as HDS to work over port 80. As a result, it means that RTMP[e] connections on port 80 would fail to connect. This may affect Edge/Origin environments where clients connect to the Edge server over RTMPT on port 80. The Edge server would try to connect to the Origin on the same port. However, the protocol between Edge and Origin is RTMP (or RTMPS), and hence would fail to connect. To avoid this, you could do one of the following: 1. Configure the Origin to have FMS listen on 80; this means that you cannot run both RTMPT and HDS over port 80. 2. Configure <RouteEntry>*:80;*:1935</RouteEntry> in the Edge server's Vhost.xml to remap connections to 80, to 1935 instead. 3. Rewrite the Edge client connection URL to replace port 80 with 1935 so that the Edge will attempt to use 1935 instead of the port the client connected on.
2944919	When doing HDS and HLS live streaming, if audio or video is received after the first fragment has been created can lead to a "Track not found" error that results in a recording error. To ensure this does not happen, audio and video should start at the same time.
2674905	In an n-tier deployment where multiple live streams with different bitrates are being multi-point published from the ingest node to a downstream node, (and synchronized keyframes as required for seamless switching when dynamic streaming), if the streams are being recorded at the downstream node with the intention of utilizing them as DVR streams, the value of "AssumeAbsoluteTime" configuration in application.xml should be set to "true" for the application at the downstream node where the recording is taking place.
2501913	Authorization and Access plugins may result in compilation warnings. These warnings are harmless. Removing the warnings now, would require an interface change, and will break plugins built using the current interface. To maintain compatibility we have decided not to fix these warnings at this time. This will allow users to use their existing plugins without having to rebuild and retest.
2476494	When enabling stream logging via the admin commands logLiveStream and logNetStream, the log directory is always created in the default log directory under the FMS installation directory, regardless of what configured in fms.ini and Logger.xml
2426933	The File Plugin API getAttributes() may be called before the E_FILENAME_TRANSFORM event has been processed. As a result, the wrong file attributes may be returned.

2275665	sc-stream-bytes measures the bytes per stream sent from server to client for a particular client. Note that when compared with sc-bytes, which measures all bytes sent from server to client for a particular client, users may notice a discrepancy. There are a number of situations that could trigger this discrepancy, but users are advised to take note of this if trying to use sc-stream-bytes for billing purposes. Billing should be done based on sc-bytes when possible.
1630621	Very low frame rate H.264 videos may take a long time to start if the buffer is set too short.
1611644	The OnImageData event within H264 streams is not supported.

Minimum system requirements

The minimum requirements to run Adobe Media Server 5 are:

Supported operating systems

- Microsoft® Windows Server® 2012 R2 64 Bit
- Microsoft® Windows Server® 2008 R2 64 bit
- Linux CentOS 6.6 64 bit
- Red Hat® Enterprise Linux® Server 6.6 64 bit
- Windows 7 64 bit (for Adobe Media Server Starter only)

Hardware and network requirements

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

Install Adobe Media Server

Install on a Windows computer

1. Log on to the server as an administrator.
2. Double-click the installation file, AdobeMediaServer5_x64.exe, and follow the prompts in the installation wizard.
   This file is on your installation DVD or you can download it from adobe.com.
3. Read and accept the License Agreement to continue the installation process.
4. If an existing Adobe Media Server installation is found, choose whether to remove the old version and upgrade to the new version or remove the old version only.
5. Enter a serial number.
   If you don't enter a serial number, Adobe Media Server Starter gets installed. You can enter a serial number or a license file after you install the server.
6. Accept the default installation location or enter a new location.
7. Select whether to install Adobe Media Server and Apache HTTP Server (Full installation), or just Adobe Media Server (Compact installation).
   Note: To use Adobe® HTTP Dynamic Streaming and Apple® HTTP Live Streaming, you must install Apache HTTP Server from the Adobe Media Server installer.
8. Accept the default location for the Adobe Media Server program shortcuts or enter a new location.
9. Enter a user name and password for the first valid server administrator. These values are

written to the ams.ini file which is located inside of the conf folder after the installation
After installation, use the Administration Console to reset the password and add other administrators if required.

10. Accept the default server ports. Alternatively, if desired, enter new values.
11. Review your installation choices. Click Back to make any necessary changes.
12. Click Install.
    Note: Microsoft Visual C++ 2005 Redistributable Package and Microsoft Visual C++ 2008 Redistributable Package also install.
13. Select any final options and click Finish. The installation is complete. By default, Adobe Media Server installs to C:\Program Files\Adobe\Adobe Media Server 5
14. If you have an Adobe Media Server 5 license (LIC) file, place it in the rootinstall/licenses folder.
15. Verify your installation.

Install on a Linux computer

1. Log in as a root user (required to install Adobe Media Server).
2. Open a shell window and switch to the directory with the installation file, AdobeMediaServer5_x64.tar.gz
3. Unzip and untar the installation file. A directory with the installation program is created.
4. Switch to the directory that was just unzipped.
5. Start the installation program with the following command: ./installAMS
6. The installation program starts and displays a welcome message.
7. Press Enter to start the installation. Follow the installation instructions on your screen. During the process you will be asked to
8. Enter a serial number. If you don't enter a serial number, Adobe Media Starter Server installs.
9. Enter the installation directory and ports which the server will use
10. Enter an administrative user name and password for the first valid server administrator. These values are written to the ams.ini file which is located inside of the conf folder after the installation.
11. Enter a user for Adobe Media Server processes to run as. The default is the "ams" user. (The user you select is also the owner of the Adobe Media Server files.) Your choices are written to the ams.ini file. You can edit the ams.ini file to modify this and other security properties later, if needed.
12. Review the summary of the installation options you have chosen, which are displayed in the installer.
13. To start the server manually, go to the installation directory (default is /opt/adobe/ams/). Use the command ".amsmgr server ams start" to start Adobe Media Server and "./amsmgr adminserver start" to start Adobe Media Administration Server.
14. The installation is complete. If you configured it to start automatically, the Adobe Media Server service starts.

Uninstall Adobe Media Server

Uninstall from a Windows computer

Uninstalling the server on Windows removes all files installed by the Adobe Media Server installer unless the files were modified. Any folders and files that you added or modified after installation are not removed. The configuration files and Apache configuration files are backed up, and the log files are not deleted.

1. Back up existing data
2. Do one of the following:
   a. Select Start > Programs > Adobe > Adobe Media Server 5 > Uninstall Adobe Media Server 5
   b. Choose Start > Control Panel > Uninstall a program, select the version of Adobe Media Server you want to remove and click Uninstall.
3. In the confirmation dialog box, click Yes.

Uninstall from a Linux computer

1. Log on to the server where Adobe Media Server was installed.
2. Switch to the root user, or a user with root permissions. Normally you would use su - root to switch to the root user.
3. At the UNIX shell prompt, enter cd /opt/adobe/ams.
4. By default, /opt/adobe/ams is the directory where Adobe Media Server is installed. If you installed the server in a different directory, replace /opt/adobe/ams with the actual installation location.
5. Execute the uninstall script ./uninstallAMS.
6. Follow the displayed uninstall instructions.

More resources

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