

Adobe® Flash® Media Encoder 2.5 Release Notes

Welcome to Adobe® **Flash® Media Encoder 2.5**. This document contains important information about this release. We encourage you to read these notes before working with the product.

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Minimum system requirements (Windows Only)

Software requirements

- Microsoft® Windows® XP with Service Pack 2 or 3; Windows Vista® Business, Ultimate, or Enterprise; or Windows Server® 2003 32-bit Web Edition
- 1,024x768 screen resolution with 32-bit video card
- Microsoft DirectX End-User Runtime version 9.0c
- For H.264 and AAC support: Flash Media Encoder 2.5 required

Hardware requirements

- Intel® Pentium® 3 (or compatible) 933MHz or faster processor
- For H.264 and AAC support: Intel Core™ 2 Duo 1.67G required (Intel Core 2 Duo 3G recommended)
- 256MB of RAM (1GB recommended)
- 40MB of available hard-disk space (excludes archived FLV and F4V files)
- Microsoft DirectShow compatible video capture device (see [tested devices](#))

To stream audio and video to Flash Player you also will need one of the following:

- Flash Media Server 2.0.4 or later (download the [latest version](#)); for H.264 and AAC support: Flash Media Server 3 required

- [Flash Video Streaming Service](#)

To view live audio and video feeds being streamed from Flash Media Server or FVSS, you will also need:

- Adobe Flash Player 8 or 9
- For H.264 and AAC support: Adobe Flash Player 9 Update 3 or later required

Install/Upgrade your software

Download the Flash® Media Encoder 2.5 installer from www.adobe.com. Double click .msi file to start the installation process, and then follow the on-screen instructions.

Supported Devices

Flash® Media Encoder 2.5 is designed to work with any Microsoft DirectShow compliant device or driver. For a list of devices that Adobe has specifically tested visit http://www.adobe.com/support/documentation/en/flashmediaencoder/FME_DeviceMatrix.pdf Visit the Flash® Media Encoder forum http://www.adobe.com/go/fme_forum for more compatibility info from the Flash® Media Encoder community.

Documentation

The Flash® Media Encoder 2.5 documentation is installed with the Flash® Media Encoder 2.5 and can be accessed from the Flash® Media Encoder 2.5 Help item in the Help menu.

Discussion Forum

Join the discussion on the [Flash® Media Encoder forum](#) where you can ask questions and give us your feedback.

Reporting Bugs

Found a bug? Please use the [Feature Request and Bug Report form](#) to report any bugs you find in Flash® Media Encoder 2.5.
Thank you for taking the time to send us your feedback.

Issues fixed in this release

- Streaming does not resume when the connection with the server is lost and then restored (network connection loss at Flash Media Encoder side). Workaround is to disconnect and reconnect after 5 minutes or change the stream name to connect immediately. The above issue is fixed with Adobe® Flash® Media Server 3 while it may still persist with previous versions of Flash Media Server (# 1456446)

Known issues

- If device is capable of sending data at a particular fps only, then the device will override the fps setting in Flash Media Encoder. This may result in increased data rate for H.264 encoding. (#1394051, #1689730)
- Local F4V files greater than 2 GB may not be playable. This however does not impact streaming. (# 1669801)
- Local F4V files do not contain timecode information. This however does not impact streaming. (# 1717589)
- Virtual memory used by Flash Media Encoder increases continuously at the time of reconnection in command line, when insert mode of command line is on and command window is clicked. Pressing any key on the command window stops the memory increase.(# 1709609)
- For H.264 video, Flash Player can buffer up to 64 frames before video starts playing. This may result in buffer length increase at Flash Player end. Increase in buffer length may vary depending on the fps selected at Flash Media Encoder end. (# 1699559)
- Stream might have significant latency if the audio or video device sends incorrect data. High CPU usage is one of factors which could lead to this behavior of the device. (# 1699546, # 1699552)
- Stalling may be observed when the CPU usage goes beyond 75%. (# 1641467)
- As the video size increases, Interlacing can only be reduced (not totally removed) using the De-interlaced filter. (# 1663753)
- Playback stops if Flash Media Encoder stops audio/video streaming and starts only video streaming. Workaround is to start the Flash Player again.(# 1609984)
- In Remote Desktop Connection(RDC) mode
 - DirectShow is not able to enumerate audio devices on remote machine when "Bring to this computer" option is chosen over "Leave at remote computer" option available under 'local resource' tab.(# 1538907)
 - DivX codec may interfere with normal functioning of Flash Media Encoder. (# 1688687)
 - Colors of video signals previewed by Flash Media Encoder in RDC are not the same as sent by device, but the encoded stream and file have the same colors as sent by device. It is advisable to use command line while using Flash Media Encoder in RDC mode. (# 1569479, # 1607271)
- Flash Media Encoder may behave improperly when capture device is removed from system during encoding if the system is in sleep/standby mode. No such issue is observed when the user is logged in or if the system is locked. (# 1605063)
- Flash Media Encoder's subscriber will have audio distortions/missing audio if size of buffer at Subscriber is 0. Workaround is to keep the buffer size >= 0.1 (# 1565882, #1632999, #1654044, #1641071)

Customer Care

Customer Service

Adobe Customer Service provides assistance with product information, sales, registration, and other non-technical issues. To find out how to contact Adobe Customer Service, please visit [Adobe.com](http://www.adobe.com) for your region or country and click on Contact.

Support Plan Options and Technical Resources

Free troubleshooting resources include Adobe's support knowledgebase and Adobe user-to-user forums. If you require technical assistance for your product, including information on paid support options and troubleshooting resources, more information is available at <http://www.adobe.com/go/support/>. Outside of North America, go to <http://www.adobe.com/go/intlsupport/>.

Other resources

Online Resources

[Flash® Media Encoder 2.5](#)
[Flash® Media Encoder Forum](#)
[Flash® Media Server Support Center](#)
[Flash® Media Server Developer Center](#)
[Flash® Video Developer Center](#)

Third Party Notices

This product is licensed under the AVC patent portfolio license for the personal and non-commercial use of a consumer to (i) encode video in compliance with the AVC standard (“AVC Video”) and/or (ii) decode AVC Video that was encoded by a consumer engaged in a personal and non-commercial activity and/or was obtained from a video provider licensed to provide AVC Video. No license is granted or shall be implied for any other use. Additional information may be obtained from MPEG LA, L.L.C. See <http://www.mpegla.com>.

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