

Macromedia® Flash® Media Server 2.0.5 Release Notes

Welcome to the Macromedia® Flash® Media Server 2.0.5 release! This document contains late-breaking product information and updates concerning this release.

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About Flash Media Server 2.0.5

This update to Flash Media Server 2.0 provides a number of key bug fixes. Adobe recommends that you install this update if you are currently using Flash Media Server 2.x.

You can also check out the many resources available for learning about Flash Media Server at the [Flash Media Server Developer Center](#). Find inspiration with tips, articles, tutorials, and resources, or steer your project to success with forums, code examples, exchanges, and reference materials.

System Requirements

Flash Media Server 2.0.5 is supported on Microsoft® Windows® 2003 Server, Microsoft® Windows® 2000 Server, Linux Red Hat® Enterprise 3.0, and Linux Red Hat® Enterprise 4.0.

For more information, please see the Flash Media Server 2 [system requirements](#).

What's New in this Release

The following bugs have been fixed in this release:

1665185	A deadlock could occur when performing garbage collection of live streams.
1661083	A deadlock could occur when generating thumbnails with live streams.
1658100	A DOS attack caused by sending bad data to the server which resulted in huge memory allocations has been prevented.
1643507	When garbage data sent to the server it could result in a buffer overrun. This has been prevented.
1522463	The performance of disk caching on Edge servers has been improved.
1522442	The server could get into an infinite loop when playing large (~900 MB) MP3 files.
1481331	On Linux, the FMS Edge process could crash when making an RTMP connection to a secure port.

Known Issues

The following issues were known to exist at the time of the release. These issues are in addition to any listed elsewhere.

1475269	Edge process memory can grow significantly when using RTMPT or RTMPS (tunneled), resulting in a crash.
1461759	Status is set as NetStream.Clear.Success when Streams.clear() method is invoked on a pre-recorded .flv file that has read-only permissions.
1453454	The <OutChunkSize> configuration does not result in the same performance gains for On2 live video as it does for Sorenson live video.
1440015	In server-side ActionScript, NetConnection.onStatus always returns NetConnection.Connect.Success when attempting a "remoting" connection (i.e., an HTTP url instead of RTMP), even if the url is invalid.
1437150	When xml.sendAndLoad() is used the xml.loaded stays false even when XML is downloaded successfully and the onLoad event handler is invoked. The workaround is to set this to true in the onLoad handler when you know it has been loaded.
1435704	unloadApp admin API takes a long time to return when the specified application instance doesn't exist.
1431993	When true is passed as the parameter for the FileObject.remove method it does not recursively remove all the files in the folder.
1431369	Streams greater than 2 GB are not supported.

Documentation Updates

In the *Flash Media Server 2 Server Management ActionScript Language Reference* manual, on page 37, the properties for the `getLicenseInfo()` data object have changed. The "key," "type," "family," and "edition" properties are no longer available. A new `license_files` object containing information about license files has been added.

In the *Flash Media Server 2 Server Management ActionScript Language Reference* manual, on page 42, the properties for the `getNetStreamStats()` data object have changed. A new `client_type` property has been added. Different types of clients include the following: normal clients (clients connected directly to the origin server through Flash player), group clients (edge servers connected to the origin), virtual clients (clients connected through an edge to the origin) and service clients (clients connected to the service application).

In the *Flash Media Server 2 Server-Side ActionScript Language Reference* manual, on page 115-116, one of the methods used to invoke `setInterval()` is no longer valid. The first method, `setInterval(function, interval[, p1, ..., pN])` is correct and should be used. The second method, `setInterval(object, methodName, interval[, p1, ..., pN])` is not valid.

In the *Flash Media Server 2 Server-Side ActionScript Language Reference* manual, the usage description for `Stream.setVirtualPath()` on page 158 is incorrect. The statement should read: `Stream.setVirtualPath(virtual Path, directory, virtualKey)` .

Viewing documentation updates using LiveDocs

In addition to accessing Flash Media Server documentation in the Flash Help panel, you can access the same documentation online in the LiveDocs format. One of the advantages of LiveDocs is the ability to see comments that clarify the documentation. Macromedia recommends reviewing LiveDocs to see if any errata or issues relating to the Flash Media Server features you are using have been reported.

To find the equivalent page on the LiveDocs website, click the View Comments on LiveDocs link at the bottom of any help page in the Flash Help panel. Your web browser will launch, and take you to the specified LiveDocs page.

The Flash Media Server LiveDocs are available at:
http://www.adobe.com/go/flashmediaserver_help_en

Reporting a bug to the Flash Media Server Team

Found a bug? Your first step should be to contact Macromedia [Technical Support](#). They can help you resolve issues and they can also log bugs. If you are no longer eligible for support, please use the [Software Feature Request and Bug Report](#) form.

In order for us to understand the issue being reported please include every detail possible, including the operating system details, CPU, memory, crash log (if applicable). We will get back to you when the issue you reported has been verified.

Thank you for using Macromedia Flash Media Server, and for taking the time to send us your feedback

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