

Adobe® Flash® Media Server 3.0.2 Update Release Notes

Welcome to the Adobe® Flash® Media Server 3.0.2 Update release! This document contains late-breaking product information and updates concerning this release.

[Minimum system requirements](#)

[Install your software](#)

[Uninstall your software](#)

[What's new in this release](#)

[Known issues](#)

[Other resources](#)

This update of Flash Media Server 3.0.2.217 replaces the previously released 3.0.2.210 version, and improves the performance of H.264 streaming, including further performance enhancements and garbage collection to help prevent build up of memory usage. Specifically there has been optimization that improves the memory usage when you play back large H.264 files.

Adobe encourages you to install this update to ensure that you have the most updated version of Flash Media Streaming Server 3.0.2 or Flash Media Interactive Server 3.0.2.

Minimum system requirements

The Flash Media Server 3.0.2 Update system requirements for production environments are:

OS	Version	Memory	Processor
Microsoft® Windows	Windows Server® 2003 SP1 (All 32-bit editions)	2 GB minimum, 4 GB recommended	3.2 GHz Intel® Pentium® 4 processor (dual Intel Xeon® or faster recommended)
Linux®	Red Hat® 4 32-bit only	2 GB minimum, 4 GB recommended	3.2 GHz Intel® Pentium® 4 processor (dual Intel Xeon® or faster recommended)

The Flash Media Server 3.0.2 Update system requirements for development environments are:

OS	Version	Memory	Processor
Microsoft® Windows	Windows XP® SP2	1 GB	1 GHz Intel® Pentium® 4 processor or faster

Install your software

To install Flash Media Server on Windows:

1. Double-click the installer application and follow the on-screen instructions.
2. Enter a serial number. If you don't enter a serial number, Flash Media Development Server installs.

3. During the installation process you will be asked to enter a user name and password for the first valid server administrator. These values are written to the fms.ini file which is located in the conf folder after installation. (You can use the Administration Console to add other administrators later.)
4. Accept the default server ports or enter new port numbers.
5. The final installation step gives you the opportunity to view the Readme.htm file, start Flash Media Server, and select the option to start Flash Media Server manually when you reboot your computer. Select any options you'd like, and click Finish.

The installation is complete. If you configured it to start automatically, the Flash Media Server service starts. To start the server manually, select Start > Programs > Adobe > Flash Media Server 3 > Start Adobe Flash Media Server 3 and Start Flash Media Administration Server 3.

To open the Flash Media Administration Console, select Start > Programs > Adobe > Flash Media Server 3 > Flash Media Administration Console.

To install Flash Media Server on Linux:

1. Log in as a root user (required to install Flash Media Server).
2. Open a shell window and switch to the directory with the installation file, FlashMediaServer3.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: `./installFMS`
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, Flash Media Development 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 fms.ini file which is located inside of the conf folder after the installation.
11. Enter a user for Flash Media Server processes to run as. The default is the "nobody" user. (The user you select is also the owner of the Flash Media Server files.) Your choices are written to the fms.ini file. You can edit the fms.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/fms/`). Use the command `./fmsmgr server start` to start Flash Media Server and `./fmsmgr adminserver start` to start Flash Media Administration Server.

The installation is complete. If you configured it to start automatically, the Flash Media Server service starts.

Uninstall your software

To uninstall Flash Media Server from a Windows computer:

1. Select Start > Programs > Adobe > Flash Media Server 3 > Uninstall Adobe Flash Media Server 3
2. In the confirmation dialog box, click Yes to uninstall Flash Media Server.
3. Flash Media Server is removed from your computer. A second confirmation dialog box appears when the process is complete.

To uninstall Flash Media Server from a Linux computer:

1. Log on to the server where Flash 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/fms`.
4. By default, `/opt/adobe/fms` is the directory where Flash Media Server is installed. If you installed the server in a different directory, replace `/opt/adobe/fms` with the actual installation location.
5. Execute the uninstall script `./uninstallFMS`.
6. Follow the displayed uninstall instructions.

What's new in this release

The following bugs are fixed in this release:

1827394	Live streaming through an Edge server could exhibit a long initial pause. This was due to the server failing to reset certain counters when the number of subscribers dropped to zero and went back up.
1815838	The server created an unbounded number of threads when handling SSL connections on Windows platform.
1809797	FLV file objects were not being garbage collected correctly, resulting in a slow memory leak and eventually a core process crash.

Known Issues

The following issues were known to exist at the time of release:

1769567	SSAS XML class incorrectly interprets BOM (Byte Order Mark) in a file as an xml node.
1691840	Registering very large SWFs, those around or in excess of 1 GigaByte in size, for SWF Verification, can cause the server to exhaust available memory.
1656058	The server behavior is not guaranteed when streaming corrupted files, especially those containing H.264/AAC content, and may result in issues ranging from severe performance degradation, excessive memory usage and possibly server process crashes. Please use FLVCheck tool to ensure content integrity before it is deployed.
1638951	When playing a server side stream, a minimum bufferTime must be set on the client side to ensure smooth playback.
1638498	When playing an mp3, the .mp3 file extension should not be included in the stream name
1631225	When upgrading an FMS 2 Edge server to FMS3, you should not attempt to use media cache files generated by the previous server version. Any existing cache files should be cleared before using FMS3 as an Edge server.
1630621	Very low frame rate H264 videos may take a long time to start if the buffer is set too short.
1630008	Pause command in Flash Player 9.0.115 or later versions will not suspend the buffer from getting filled. If the playback is resumed before the buffer is full, pause and unpause events will not be logged in the server's access.log.
1628134	Recording H.264 content on the server is not supported in this version.
1626125	When the server is overloaded, it can result in non-paged pool memory being exhausted leading to instability which may require rebooting the system (not just restarting Flash Media Server). For more information on this non-paged pool spike, please see http://support.microsoft.com/kb/931311 .
1622396	Live Aggregate Messages feature enables higher performance live streaming but is incompatible with collapsing audio messages. Hence Audio Collapse should be disabled in this situation.
1611644	The OnImageData in H264 streams is not supported in this version.
1602779	Server side play does not play if the file size is less than the configured buffer time (MinBufferTime tag in Application.xml), or 2 seconds.
1525751	While using AMF0 mode with AS3, If Date (or XML) is being passed as an argument in a RMI (NetConnection.call, NetStream.send or SharedObject.send), then it should be passed as the last argument. More specifically, no argument should be sent as reference after a Date or XML has been added to the argument list of an RMI. Using AMF3 with AS3 is recommended.
1322937	Use Microsoft .NET 2003 or Microsoft Visual C++ 2005 to compile adaptors on Windows. Use GNU Compiler Collection 3.4.x to compile adaptors on Linux.

Other resources

[Flash Media Server Documentation Center](#)
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