# Adobe® Media Server 5 Standard

## High quality video playback consistent across devices

Step up from progressive download video delivery and deliver adaptive streams to the widest audience. Stream to iOS and Adobe Flash® Player with a single media source.

Adobe Media Server 5 Standard is an economical solution that enables you to start streaming live and on demand content quickly and easily to a wide variety of platforms and devices. It provides all the features you need to stream and encrypt video and audio, providing a consistent playback across Apple iOS, Android, connected TVs, and the desktop—with a simplified workflow and better performance.

## New features in Adobe Media Server 5 Standard

Adobe Media Server 5 Standard provides numerous video streaming innovations—over standard HTTP connections as well as RTMP delivery.

- **Simplified publishing workflows for HTTP streaming**—Use the same source media and live streams to deliver full adaptive bitrate experiences to Adobe Flash, Android, and Apple devices.
- **Integration with Adobe Access 4**—Enjoy protected RTMP support via a content license technology embedded in the server (Adobe Access 4 licensing server is a separate purchase).
- **608/708 Closed Caption compliance**—Support all avenues to increase your audience size with full support for closed caption transmission to Adobe Flash and Apple iOS devices such as the New iPad. EIA-608 (line 21) closed caption support meets FCC requirements
- **Reduced storage and infrastructure costs**—A single MPEG-4 asset is required for each bitrate, and optional real time packaging eliminates the need to prepare content in advance.
- **Standalone offline packaging utilities for HDS and HLS**—Utilize the new HLS packaging utility with encryption to prepare your media content.
- **Enhanced On-Demand stream packaging**—Publish faster, reduce storage costs and save time by publishing video once with full adaptive bitrate support, now with enhanced performance, failover, and fault tolerance—allowing you to deliver more streams reliably from a single server.

## System requirements

### Supported operating systems

- Microsoft® Windows Server® 2008 R2 (64 bit)
- Red Hat Enterprise Linux Server 5.8 (64 bit) or Linux CentOS 5.8 (64 bit)

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

## Key Advantages

Adobe Media Server 5 Standard provides numerous video streaming innovations—over standard HTTP connections as well as RTMP delivery.

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

**Simplify video publishing workflows**—Adobe Media Server 5 Standard streamlines media publishing workflows with support for on-Demand stream packaging for HTTP streaming. Now your media can be packaged and encrypted on-the-fly for HTTP delivery for iOS, Android, Flash Player, and connected TVs with full adaptive bitrate support, and file caching.

**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.

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

## For more information

*www.adobe.com/go/ams*

## For deployment guides

*www.adobe.com/go/ams_devcenter*

## For encoding guides

*http://www.adobe.com/devnet/video/encoding.html*

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