macromedia® FLASH® Media Server 2

DATA SHEET

The scaleable media server for streaming interactive media applications

Flash Media Server 2 (FMS2) offers the unique combination of traditional streaming media capabilities and a flexible development environment for creating and delivering innovative, interactive media applications to the broadest possible audience. This combination enables organizations to create and deliver a range of basic experiences such as Video on Demand, live web-event broadcasts, and MP3 streaming as well as rich media communication applications like video blogging, video messaging, and multimedia chat environments to let you reach your audiences the way you want.

More Reach, Less Hassle

Reach the widest audience with the least effort.

Broadest Reach

Flash is the world's most pervasive software platform, reaching over 98% of all connected desktops, and is distributed through Microsoft®, Apple®, Netscape®, and AOL®.

"It Just Works"

Flash offers consistent media experiences across operating systems and browsers, freeing up your development staff to work on great new experiences rather than creating fixes to work across platforms.

Lower Costs

Bypass the need to encode into different formats and develop multiple versions of your site to reach multiple platforms. Encode and develop once and deliver everywhere with FMS2.

Best Media Experiences

Create and deliver consistent and highly differentiated media experiences.

Seamless Integration

Seamlessly integrate media experiences in your website without having to pop up other windows or browsers for a clean, cohesive look.

Custom Player

Take control of the look and feel of your media player to conform to site design specifications and promote your brands. Build custom players with unique functionality to differentiate your experience and engage and retain your audiences. Showcase your video in a player that reflects your brand guidelines.

High-quality Video

Support for a new video codec offers superior video quality at smaller file sizes.

Instant On

A small, light-weight file format, protocol, and player coupled with a programmable buffer control on the server enable FMS2 streamed media to start instantly when the play button is selected.

Interactivity

Engage your audience with interactive content.

Advanced Seek

Enable your viewers to jump immediately to any part of the video regardless of the length of the video or whether it has been fully downloaded.

Video Hotspots

Embed clickable hotspots in the video to let your viewers display associated content or trigger alternative endings to the content.

Multiple Camera Angles

Let viewers choose from different points of view for deeply engaging, interactive experiences.

Reliable Delivery

A persistent connection between the FMS2 and Flash Player ensures that your audio and video are delivered in the best possible manner.

Bandwidth Detection

Detects the client's connection speed and serves up the appropriate bit rate video. No more confusing "Choose Size of Video" messages for your users.

Automatic Player Detection

Ensure a smooth viewing experience with video encoded in the right format. FMS2 automatically serves up video that's compatible with the user's version of Flash Player.

Dynamic Buffering

Programmatically set the buffer to the precise setting for the fastest start time based on the length and bitrate of the video and the client connection speed. This provides the fastest possible start and enables videos that have a higher bit rate than the client connection speed to be delivered in the most optimal manner.

Quality of Service Monitoring

Track the playback experience on the client and correct unforeseen playback problems due to network congestion in real time.

Firewall and Proxy Traversal

Quickly test multiple port and protocol combinations to bypass firewalls and proxies and choose the fastest connection.

Advanced Media Applications

Programmatic control of your streams and media assets enables innovative media applications.

Playlist and Ad-Insertion Support

Use standard XML formats such as SMIL or ASX for delivering client-side or server-side playlists and monetize content with in-stream pre-roll and interstitial ads.

Live Video Streaming and Recording

Capture and stream live audio and video from any OS-recognized camera and microphone source simply by plugging the camera into a USB or Firewire port. Camera APIs enable developers to specify video capture parameters dynamically. Captured video is broadcast to others in real time and can be recorded to disc on the server.

Multiuser Communications

Create innovative video communication applications such as rich media chat rooms, video blogging, video messaging, multiuser games, and more using multiway, multiuser streaming and remote Shared Object technology for synchronizing data among multiple users.

Secure Media Delivery

Flash Media Server 2 provides the most secure way to deliver audio and video through Flash.

No Client Cache

Because media is not saved to the client's cache when streamed, users are unable to look through their temporary Internet files folders to access video or MP3 files.

Authentication

FMS2 provides a number of approaches to authenticate users prior to serving video streams. Server configuration controls, remote script execution, and the ability to run external authentication processes such as hash key verification provide you with many flexible options for securing streams for single sign-on systems, preventing deep linking, or offering pay-per-view content.

Encrypted Delivery

With support built into both the server and client, streams can be encrypted during delivery for the ultimate protection.

Scalability, Reliability, and Performance

FMS2 is enterprise-ready, scaling to meet increased media demands.

Origin and Edge Servers

Provide the optimal deployment for large-scale media applications, or simplify load balancing, failover, and clustering. Scale with multiple Edge servers to manage bandwidth, traffic, and processing while giving the Origin server a single view to reports, logs, media assets, and application logic.

Multiple Processes

FMS2 can be configured to run virtual hosts, applications, or instances in isolated individual processes providing for complete reliability.

Complements Existing Infrastructure

Flash Media Server 2 will fit in seamlessly with your existing infrastructure.

Backend System Integration

With support for Remoting, File objects, XML objects, sockets, and streams, including support for Jabber® XML streams, FMS2 offers a number of ways to integrate with application servers and media asset management systems for retrieval of meta-data information.

Multiplatform Support

FMS2 runs on both Microsoft® Windows® and Linux servers on standard server hardware giving you the flexibility to choose the platform that best suits your needs for deployment in your existing infrastructure.

Logging

W3C-compliant ASCII logs, a real-time usage monitor, and a complete API for server and stream events ensure that publishers have all the tools they need to track and generate reports on the content usage.

For more information, visit **www.macromedia.com/go/fmsannounce**.