Installing
ADOBE® FLASH® MEDIA SERVER 3.5

Adobe

Installing Adobe® Flash® Media Server 3.5

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Contents

Chapter 1: Installing the server

To install Adobe® Flash® Media Interactive Server 3.5, Adobe Flash Media Streaming Server 3.5, or Adobe Flash Media Development Server 3.5, review the system requirements, back up existing data, and run the installer.

System requirements

For the most up-to-date requirements, see www.adobe.com/go/learn_fms_sysreqs_en.

Note: *When CPU usage of the server is above 80%, quality of service cannot be guaranteed.*

Preparing to install

Designing a deployment

A Flash Media Server deployment can be as simple as one computer or as complex as multiple clusters of edge servers and origin servers with authentication and content storage performed on separate computers.

You must run the installer on each computer on which you want to run Flash Media Server. After running the installer, you can configure the server to run as an origin server or an edge server.

Choosing to install Apache HTTP Server

You can choose to install Apache HTTP Server with Flash Media Server. If you install and enable Apache, Flash Media Server can act as a progressive download server and as a streaming server. You can write client-side ActionScript that serves video over HTTP if a client cannot use RTMP. You can also serve client SWF files, HTML files, and other page-related files such as CSS, Javascript, AIR applications, and images over HTTP.

During installation of Flash Media Server, the default option is to install Apache. If you want to use your own web server, do not install Apache. You can proxy HTTP connections from your own web server through Flash Media Server.

License files and serial numbers

Before running the installer, verify that you have a serial number or license file.

Note: *The terms serial number and serial key have the same meaning.*

If you have a serial number, you'll be asked to enter it during installation. If you have a 3.5 upgrade serial number, you are also asked for a version 2 or version 3 serial number. If you have a license (LIC) file, leave the serial number field blank and install the Development server.

If you don't enter a serial number during installation, Flash Media Development Server installs. You can enter a serial number after installation to upgrade to Flash Media Streaming Server or Flash Media Interactive Server. You can enter a serial number in any of the following locations:

- The fms.ini file (located in the *RootInstall*/conf folder)
- The Administration Console (Manage Servers > License tab > Enter Serial Key > Add Serial Key)

- Run the installer and choose to update the serial number

Note: *When adding a serial number to the fms.ini file, add the number to the SERVER.LICENSEINFO parameter. This parameter takes a semi-colon separated list of serial numbers. The server must be restarted after adding serial numbers using this method. If you do not want to restart the server, add serial numbers using the Administration Console - the Administration server recognizes the key immediately.*

You can stack an unlimited number of Flash Media Interactive 3.5 license files or serial numbers. Stacking license files increases the number of processors a computer hosting the server can use. If you have additional Flash Media Interactive Server 3.5 serial numbers, add them after installation by editing the fms.ini file. You can also enter the serial numbers through the Administration Console (as described above). Serial number stacking is not supported through the installer. Flash Media Interactive Server 3.5 license files are stacked by adding additional files to the RootInstall/licenses folder. (Flash Media Server 2.0 and 3.0 LIC files are ignored.)

Note: *You cannot stack license files and serial numbers together. License files are taken exclusively over serial numbers.*

If you require different or additional serial numbers or license files, contact Adobe Support and Customer Service.

Third-party software conflicts

Before installing the server, uninstall any software that wraps calls to network connections. You cannot use this type of software on a server hosting Flash Media Server. You can, however, use this type of software on computers running client applications in Flash® Player or Adobe® AIR™.

Some antivirus programs, such as Panda Antivirus, and programs that install their own wrappers for system-level socket calls may cause Flash Media Server to fail. (Other antivirus programs, such as Norton AntiVirus™, are compatible with Flash Media Server.) If you are experiencing problems with Flash Media Server and have antivirus software installed, try removing the antivirus program.

Preparing to upgrade

Workflow for upgrading

1. Understand the upgrade paths. See "Upgrade paths" on page 2.
2. Back up existing data. See "Back up data" on page 3.
3. Remove the existing version of the server. See "Uninstalling the server" on page 6.
4. Install the server. See "Installing the server" on page 3.

Upgrade paths

You can upgrade to Flash Media Interactive Server 3.5 from the following:

- Flash Media Streaming Server 3.5
- Flash Media Interactive Server 3
- Flash Media Streaming Server 3
- Flash Media Server 2.x (Professional, Origin, and Edge editions)

You can upgrade to Flash Media Streaming Server 3.5 from the following:

- Flash Media Streaming Server 3

Back up data

1 Before you upgrade to Flash Media Server 3.5, save copies of the following folders to another computer or to external media:

- applications/
- conf/
- licenses/
- modules/
- webroot/

2 After installing the server, do the following:

- Modify the new configuration files to match the settings from your old files that you want to keep. For example, host port settings, application and streams virtual folder settings, and so on. Restart the server.

  Important: *Do not copy configuration files from previous versions of the server to Flash Media Server 3.5. You must manually edit the new configuration files to match your old settings.*

- Copying license files to Flash Media Server 3.5 is not required (no upgrade paths for license files).
- If you have C++ plug-ins (also called *adaptors*) that you want to reuse, recompile them. On Windows, use MicrosoftVisual Studio .NET 2003 or Microsoft Visual C++ 2005. On Linux, use GNU Compiler Collection 3.4.x. For more information, see Working with plug-ins.
- Copy any applications you want to deploy on Flash Media Server 3.5 to the *RootInstall*/applications folder. (If you changed the default application folder, copy the applications to the new folder.)

Installing the server

Install the server on Windows

1 Double-click the installation file, FlashMediaServer3.5.exe, and follow the prompts in the installation wizard.

This file is on your installation CD, or you can download it.

2 Read and accept the License Agreement to continue the installation process.

3 If an existing Flash Media Server installation is found, choose whether to remove the old version and upgrade to the new version or remove the old version only.

4 Enter a serial number.

If you don't enter a serial number, Flash Media Development Server 3.5 installs. See "License files and serial numbers" on page 1.

5 Accept the default installation location or enter a new location.

6 Select whether to install Flash Media Server and Apache HTTP Server (Full installation), or just Flash Media Server (Compact installation).

7 Accept the default location for the Flash Media Server program shortcuts or enter a new location.

8 Enter a user name and password for the first valid server administrator.

These values are written to the fms.ini file in the *RootInstall*/conf folder. You can use the Administration Console to add other administrators later.

9 Accept the default server ports for Flash Media Server, Flash Media Administration Server, and, if you chose to install it, Apache HTTP Server. Alternatively, if desired, enter new values.

10 Review your installation choices. Click Back to make any necessary changes.

11 Click Install.

Note: *On Windows, Microsoft Visual C++ 2005 Redistributable Package also installs.*

12 Select any final options and click Finish.

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

13 If you have a Flash Media Server 3.5 license (LIC) file, place it in the *RootInstall*/licenses folder and restart the server.

14 To verify your installation, see "Verifying installation" on page 8.

Install the server on Linux

1 Log in as a root user (required to install Flash Media Server).

2 Locate the installation file, FlashMediaServer3.5.tar.gz.

This file is on your installation CD, or you can download it.

3 Copy the file to a directory on your local disk.

4 Open a shell window and switch to the directory with the installation file.

5 Untar the installation file:

```
tar -xzf FlashMediaServer3.5.tar.gz
```

A directory with the installation program is created.

6 At the shell prompt, enter **cd** and navigate to the directory created in step 5.

7 Start the installation program with the following command:

```
./installFMS
```

The installation program starts and displays a welcome message.

8 Press Enter to start the installation.

By default, Flash Media Server is installed to the `/opt/adobe/fms` directory.

9 Follow the installation instructions on your screen.

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 properties later, if needed.

Enter a serial number. If you don't enter a serial number, or if you enter an invalid serial number, Flash Media Development Server is installed. After installation, you can enter a serial number in the fms.ini file to upgrade to Flash Media Streaming Server or Flash Media Interactive Server.

10 Review the summary of the installation options you have chosen, which are displayed in the installer.

The installation is complete. If you configured it to start automatically, the Flash Media Server service starts. To start the server manually, enter **fmsmgr server fms start**. If you're in the *RootInstall* directory, enter **./fmsmgr server fms start**.

11 If you have a Flash Media Server 3.5 license (LIC) file, place it in the *RootInstall*/licenses folder and restart the server.

12 To verify your installation, see "Verifying installation" on page 8.

Starting and stopping the server

Start and stop the server on Windows

Start the server from the Start menu

1 Choose Start > All Programs > Adobe > Flash Media Server 3.5 > Start Adobe Flash Media Server 3.5.

2 Choose Start > All Programs > Adobe > Flash Media Server 3.5 > Start Flash Media Administration Server 3.5.

Stop the server from the Start menu

1 Choose Start > All Programs > Adobe > Flash Media Server 3.5 > Stop Flash Media Administration Server 3.5.

2 Choose Start > All Programs > Adobe > Flash Media Server 3.5 > Stop Adobe Flash Media Server 3.5.

Start, stop, or restart the server from the Services window

1 Choose Start > Control Panel > Administrative Tools > Services.

2 Select Flash Media Server (FMS) from the Services list and click Stop, Start, or Restart.

3 Select Flash Media Administration Server from the Services list and click Stop, Start, or Restart.

Start and stop the server on Linux

On Linux, Flash Media Server is installed as a service. You start and stop the Flash Media Server service using the fmsmgr utility. Use the fmsmgr utility to perform other tasks as well, such as configuring the service to start automatically when the system is started.

To start Flash Media Server on Linux, the Linux server must have NSPR (Netscape Portable Runtime) library installed. The NSPR library must include the following files: libnspr4.so, libplc4.so, libplds4.so.

Start, stop, or restart Flash Media Server

1 Log in as a root user.

2 Change to the directory where the server is installed.

3 Open a shell window and type one of the following: **./fmsmgr server start|stop|restart**.

Start, stop, or restart the Administration Server

1 Log in as a root user.

2 Change to the directory where the server is installed.

3 Open a shell window and type one of the following: **./fmsmgr adminserver start|stop|restart**.

Starting and stopping Apache

By default, Flash Media Server starts and stops Apache automatically. If you are proficient at working with Apache, you can disable this functionality and manage it on your own.

1 Open the *RootInstall*/conf/fms.ini file in a text editor.

2 Set the `SERVER.HTTPD_ENABLED` parameter to `false`.

3 Restart Flash Media Server.

On Windows, run the ApacheMonitor.exe application manually. Alternately, you can set up Apache as a Windows service that starts and stops itself at start and shutdown. On Linux, you can write a script that uses the apachectl script to start and stop Apache at start, shutdown, or telinit. On both platforms, you can run httpd from the command line. For example, to start Apache, open a console in the *RootInstall*/Apache2.2 directory and enter **sbin/httpd -d `readlink -f .` start**.

If you start and stop Apache manually, start Apache after Flash Media Server and stop Apache after Flash Media Server. Follow the same procedure if you set up Apache as a service.

Uninstalling the server

Uninstall on Windows

Uninstalling the server on Windows removes all files installed by the Flash Media Server installer unless the files were modified. Any folders and files that you added or modified after installation are not removed. The configuration files and Apache configuration files are backed up, and the log files are not deleted.

Uninstall from a Windows computer

1 Back up existing data. See "Back up data" on page 3.

2 Do one of the following:

- Select Start > Programs > Adobe > Flash Media Server 3.5 > Uninstall Adobe Flash Media Server 3.5.
- Choose Start > Control Panel > Add or Remove Programs, select the version of Flash Media Server or Flash Communication Server you want to remove and click Remove.

3 In the confirmation dialog box, click Yes.

Flash Media Server is removed from your computer. A second confirmation dialog box appears when the process is complete.

Uninstall on Linux

Uninstalling the server on Linux removes all files in the Flash Media Server root directory, including files and directories that you created.

Uninstall from a Linux computer

1 Back up existing data. See "Back up data" on page 3.

2 Log in to the server where Flash Media Server was installed.

3 Switch to the root user or a user with root permissions. Normally, you would use `su - root` to switch to the root user.

4 At the shell prompt, enter **cd /opt/adobe/fms**.

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 Enter the following to run the uninstall script:

```
./uninstallFMS
```

6 Follow the instructions.

Chapter 2: Verifying installation

Verifying installed files

Installed files on Windows

If you chose the default folder in the installer, the installation folder is C:\Program Files\Adobe\Flash Media Server 3.5.

Note: *The documentation refers to the default folder as RootInstall.*

The Flash Media Server 3.5 folder contains the following items, in alphabetical order:

Name	File or Folder	Description
Apache2.2	Folder	The Apache 2.2 HTTP Server. You can choose to install Apache when you install Flash Media Server. This folder contains the following standard Apache subfolders: bin, cgi-bin, conf, error, icons, include, lib, logs, manual, modules. The Flash Media Server installation of the Apache2.2 folder also contains a folder called local-cgi-bin and an extra ReadMe file. In addition, there are three modified configuration files in the conf folder and some custom files in the custom webroot folder. The web server files are located in *RootInstall*/webroot.
applications	Folder	The default directory that holds Flash Media Server applications. To create an application, create a folder in the applications folder with the name of the application. For example, applications/mediaApp. Use this name in the client NetConnection call to connect to the application. For example, `nc.connect("rtmp://someFMSserver.com/mediaApp")`. To change the location of the applications directory, edit the fms.ini file.
applications/vod applications/live	Folder	Contains the built-in vod service and live service, respectively. The applications/vod/media folder is the location for media files that you want to stream over RTMP through the vod service.
certs	Folder	The certificates of trusted Certificate Authorities. The installer imports certifications from the Microsoft Windows certificate store into a format and location accessible by Open SSL.
conf	Folder	Contains the hierarchy of XML configuration files and the fms.ini file.
documentation	Folder	Contains the documentation in PDF.
licenses	Folder	Contains the LIC files (signed FMS licenses). The LIC file establishes the licensed capabilities of the server.
logs	Folder	As soon as the server is started, it creates a logs directory containing all of the server logs.
modules	Folder	Contains plug-ins that extend the functionality of the server.
samples	Folder	Contains plug-in sample files, the sample video player, and interactive examples from the documentation.
scriptlib	Folder	Contains Server-Side Adobe® ActionScript® (ASC) files to use in server-side scripts. You can change this location in the `ScriptLibPath` tag in the Application.xml file.

Name	File or Folder	Description
tools	Folder	Contains the fmscheck.exe, flvcheck.exe, and far.exe tools, along with fms_adminConsole.htm and fms_adminConsole.swf. Also contains BAT files that you can use to start or stop the main server and the Administration Server.
webroot	Folder	The default web server root for the HTTP server installed with Flash Media Server. Also contains the Flash Media Server Start Screen.
webroot/vod	Folder	The default location for media files that can be streamed from the vod service or progressively downloaded. Files in this folder are accessible over both RTMP and HTTP.
webroot/live_recorded	Folder	The default location for live stream recordings (live streams that have been recorded to file) that can be played over HTTP. To play back recordings of live streams over HTTP, place the streams in this folder.
FMSAdmin.exe	File	Flash Media Administration Server. This server communicates with the server to perform administration tasks. To connect to the Administration Console or call an Administration API, Flash Media Administration Server must be running.
FMSCore.exe	File	The executable where Flash Media Server services run. All script execution and streaming takes place from this location.
FMSEdge.exe	File	Monitors for connections to Flash Media Server and passes connections to an FMSCore process. There can be more than one instance of FMSEdge running on the system.
FMSMaster.exe	File	The main Flash Media Server executable.
unins000.exe	File	Removes the server.
dh1024.pem and dh512.pem	Files	Key files for SSL connections.
vcredist_x86.exe	File	Microsoft Visual C++ 2005 Redistributable Package.
f_server.ico, start.ico, stop.ico, fms_installer.ico	File	The Flash Media Server icons.
License.htm	File	The End User License Agreement.
readme.htm	File	Late-breaking information and important details about Flash Media Server.
Miscellaneous DLL files	Files	The server uses various DLL files to provide functionality that the Windows platform can't provide, including js32.dll, the Server-Side ActionScript engine (Mozilla SpiderMonkey).

Installed files on Linux

If you chose the default directory in the installer, the installation directory is /opt/adobe/fms/.

Note: *The documentation refers to the default folder as RootInstall.*

The fms directory contains the following items:

Name	File or Directory	Description
Apache2.2	Directory	The Apache 2.2 HTTP Server. You can choose to install Apache when you install Flash Media Server. This directory contains the following standard Apache subfolders: bin, cgi-bin, conf, error, icons, logs, manual, modules. The Flash Media Server installation of the Apache2.2 folder also contains a local-cgi-bin directory and a sbin directory (which contains the main binaries). In addition, there is an extra ReadMe file, three modified configuration files in the conf folder, and some custom files in the custom webroot folder. The web server files are located *RootInstall*/webroot.
applications	Directory	The default directory that holds Flash Media Server applications. To create an application, create a folder in the applications folder with the name of the application. For example, applications/mediaApp. Use this name in the client NetConnection call to connect to the application. For example, `nc.connect("rtmp://someFMSserver.com/mediaApp")`. To change the location of the applications directory, edit the fms.ini file.
applications/vod applications/live	Folder	Contains the built-in vod service and live service, respectively. The applications/vod/media folder is the location for media files that you want to stream over RTMP through the vod service.
conf	Directory	Contains the hierarchy of XML configuration files and the fms.ini file.
documentation	Directory	Contains the documentation in PDF.
licenses	Directory	The directory in which to copy LIC files (signed FMS licenses). The LIC file establishes the licensed capabilities of the server.
logs	Directory	As soon as the server is started, it creates a logs directory containing all of the server logs.
modules	Directory	Contains plug-ins that extend the functionality of the server.
samples	Directory	Contains plug-in sample files, the sample video player, and interactive examples from the documentation.
scriptlib	Directory	Contains Server-Side ActionScript (ASC) files to use in server-side scripts. You can change this location in the `ScriptLibPath` tag in the Application.xml file.
tools	Folder	Contains the fmscheck.exe, flvcheck.exe, and far.exe tools, along with fms_adminConsole.htm and fms_adminConsole.swf. Also contains BAT files that you can use to start or stop the main server and the Administration Server.
webroot	Folder	The default web server root for the HTTP server installed with Flash Media Server. Contains the Flash Media Server Start Screen.
webroot/vod	Folder	The default location for media files that can be streamed from the vod service or progressively downloaded. Files in this folder are accessible over both RTMP and HTTP.
webroot/live_recorded	Folder	The default location for live stream recordings (live streams that have been recorded to file) that can be played over HTTP. To play back recordings of live streams over HTTP, place the streams in this folder.
fmsadmin	File	Flash Media Administration Server. This server communicates with the server to perform administration tasks. To connect to the Administration Console or call an Administration API, Flash Media Administration Server must be running.
fmscore	File	The executable where Flash Media Server services run. The way the server is configured determines how many services run on a single FMSCore. All script execution and streaming takes place from this location.

Name	File or Directory	Description
fmsedge	File	Monitors for connections to Flash Media Server and passes connections to a FMSCore process. There can be more than one instance of FMSEdge running on the system.
fmsmaster	File	The Flash Media Server application.
js32.so	File	The Server-Side ActionScript engine (Mozilla SpiderMonkey).
License.htm	File	The Flash Media Server license agreement.
ReadMe.htm	File	Late-breaking information and important details about Flash Media Server.
far tool		Command line compiler utility that lets you package all server-side scripts into one archive file.
tcSrvMsg	File	Server component.
fms	Script	Packages the combination of calling adminserver and server at the same time.
fmsconfig and fmsini	Files	Configuration files used by the server during installation.
uninstallFMS	Script	Removes the server.
installFMS	Script	Installs the server.
fmsmgr	Script	Starts and stops the server. It also checks on status and other actions, such as controlling autostart status.
adminserver	Script	Start, stop, and restart the Administration Server directly. This script is also used to set up fmsadmin correctly.

Verifying that the server streams media

Launch the Flash Media Server Start Screen

From the Start Screen, you can do the following:

- Access the Administration Console.
- Stream video on demand.
- Capture, publish, and view live video streams.
- Test dynamic streaming.
- Check for updates.
- File a bug.
- Submit a feature request.
- Access many useful links to get you started.

❖ To launch the Start Screen, do one of the following:

- Select Start > All Programs > Adobe > Flash Media Server 3.5 > Flash Media Server Start Screen.
- If you installed Apache, go to http://localhost/ in a web browser.

Connect to the Administration Console

Flash Media Server installs with an auxiliary server, Flash Media Administration Server. Flash Media Administration Server has an Administration API that lets you query and manage Flash Media Server. Flash Media Administration Console is an application built with the Administration API. You can use the Administration Console to monitor applications running on Flash Media Server. To verify that Flash Media Administration Server was installed successfully, open the Administration Console and connect to the server.

Note: *Keep the Administration Console open while you test streaming. Use it to see clients connect to applications and to see clients access streams. You can also use it to view server-side* `trace()` *statements in the Live Log.*

Open the Administration Console on Windows

1. Do one of the following:
   - Launch the Start Screen and press Launch the Flash Media Administration Console.
   - Select Start > All Programs > Adobe > Flash Media Server 3.5 > Flash Media Administration Console.
2. In Flash Media Administration Console, enter the Server Address.

   If the Administration Console is on the same computer as Flash Media Server, enter **localhost**.
3. Enter the user name and password you created during installation.
4. Click Login.

Open the Administration Console on Linux

- If you aren't running a GUI desktop environment, copy the *RootInstall*/tools/fms_adminConsole.swf and *RootInstall*/tools/fms_adminConsole.htm files. Add the files to a computer running a Linux GUI desktop environment and open the fms_adminConsole.htm file in a browser. You can also add the files to a computer running Windows or Mac OS and open the fms_adminConsole.htm file.

Troubleshoot the Administration Console

1. Use the Services window (Windows) or the service window (Linux) to verify that Flash Media Server and Flash Media Administration Server are running.
2. Verify your user name and password. This information is stored in the `SERVER.ADMIN_USERNAME` and `SERVER.ADMIN_PASSWORD` variables in the fms.ini file located in the *RootInstall*\conf directory.
3. Check the logs for errors. Logs are located in the *RootInstall*/logs folder. The master.xx.log file and the core.xx.log file show start-up failures. The edge.xx.log file shows on which ports the server is listening.
4. Contact Adobe Support at www.adobe.com/support.

See also

Using the Administration Console

Stream video on-demand

The vod (video on-demand) service is a publishing point. Copy audio and video files to the server and stream them to media players connected to the vod service. You can stream files without building an application or configuring the server.

Note: *Log in to the server through the Administration Console to view information about the vod application as it runs.*

Stream a video from the Start Screen

❖ Launch the Start Screen.

A video streams over RTMP from the vod service. To serve a video over HTTP, click PLAY VIDEO (HTTP).

Stream a video from the sample video player

1 Double-click the file *RootInstall*/samples/videoPlayer/videoplayer.html to open the sample video player in a browser.

2 Click a filename in the video list to play a video from the vod service.

Stream your own video

1 Copy a video to the *RootInstall*/applications/vod/media folder.

2 Double-click the file *RootInstall*/samples/videoPlayer/videoplayer.html to open the sample video player in a browser.

3 Enter the URL of your video in the address bar, for example, rtmp://localhost/vod/*filename*, and click PLAY STREAM.

If the video is an MPEG-4 file, prefix the filename with `mp4:`. If the file is an mp3 file, prefix the filename with `mp3:`.

Troubleshoot streaming

1 Use the Services window (Windows) or the service window (Linux) to verify that Flash Media Server and Flash Media Administration Server are running.

2 Open the Administration Console and choose View Applications to verify that the client is connecting to the vod application.

3 Verify that the *RootInstall*/applications/vod directory is installed and contains the following files: allowedHTMLdomains.txt, allowedSWFdomains.txt, Application.xml, and main.far. If any files are missing, uninstall and reinstall the server.

4 Check the logs for errors. Logs are located in the *RootInstall*/logs folder. The master.xx.log file and the core.xx.log file show start-up failures. The edge.xx.log file shows on which ports the server is listening.

5 Contact Adobe Support at www.adobe.com/support.

See also

Streaming services

Verify progressive download over HTTP

If you installed and enabled Apache HTTP Server, you can serve video files to clients over HTTP.

Note: *When Apache serves video over HTTP, the video player does not connect to the vod service. You cannot view information about the client or the video in the Administration Console because the client is not connected to Flash Media Server.*

View a sample video

1 Launch the Start Screen.

2 Click PLAY VIDEO (HTTP).

View your own video

1 Copy a video file to the *RootInstall*/webroot/vod folder.

The server can server media in this folder over HTTP or RTMP.

2 Double-click the *RootInstall*/samples/videoPlayer/videoplayer.html file to open the sample video player in a browser.

3 Enter the URL of your video in the address bar, for example, http://localhost/vod/familyouting.flv.

Note: *Use the filename extension in an HTTP address.*

4 Click PLAY STREAM.

Troubleshoot progressive download

1 Use the Services window (Windows) or the service window (Linux) to verify that Flash Media Server, Flash Media Administration Server, and Apache are running.

2 Open the Administration Console and choose View Applications to verify that the client is connecting to the vod application.

3 Verify that the *RootInstall*/applications/vod directory is installed and contains the following files: allowedHTMLdomains.txt, allowedSWFdomains.txt, Application.xml, and main.far. If any files are missing, uninstall and reinstall the server.

4 Verify that the media files are installed in the *RootInstall*/webroot/vod folder. If any files are missing, uninstall and reinstall the server.

5 Check the logs for errors. Logs are located in the *RootInstall*/logs folder. The master.xx.log file and the core.xx.log file show start-up failures. The edge.xx.log file shows on which ports the server is listening.

6 Contact Adobe Support at www.adobe.com/support.

Stream live video

The live service is a publishing point that lets you use stream live video. You can stream live video without building a service or configuring the server.

Note: *Log in to the server through the Administration Console to view information about the live application as it runs.*

Publish and view a live stream from Flash Media Live Encoder

Flash Media Live Encoder is configured by default to publish a stream to the live service. To download Flash Media Live Encoder, go to www.adobe.com/go/fme.

1 Connect a camera to your computer.

2 Open Flash Media Live Encoder and click Start.

3 Double-click the *RootInstall*/samples/videoPlayer/videoplayer.html file to open it in a browser.

4 In the video player, click livestream.

Publish and view a live stream from the Start Screen

You can use ActionScript to create a Flash Player or Adobe AIR application that captures and encodes audio and video. The Start Screen includes a custom Flash Player application.

1 Connect a camera to your computer.

2 Do one of the following to open the Flash Media Server Start Screen:

- Choose Start > All Programs > Adobe > Flash Media Server 3.5 > Flash Media Server Start Screen.
- If you installed Apache, enter http://localhost in a browser.

3 On the Start Screen, click Interactive.

4 Click Allow to let Flash Player access your camera and microphone.

5 Click Publish.

The left side of the screen displays the live video from your camera.

6 Click Play Live Stream.

The right side of the screen displays the live stream sent from Flash Media Server to the client.

Troubleshoot live streaming

1 Use the Services window (Windows) or the service window (Linux) to verify that Flash Media Server and Flash Media Administration Server are running.

2 Open the Administration Console and choose View Applications to verify that the client is connecting to the live application.

3 Verify that the *RootInstall*/applications/live directory is installed and contains the following files: allowedHTMLdomains.txt, allowedSWFdomains.txt, Application.xml, and main.far. If any files are missing, uninstall and reinstall the server.

4 In Flash Media Live Encoder, select the Encoding Options tab, choose Output from the Panel Options menu, and verify the following:

- The value of FMS URL is rtmp://localhost/live.
- The value of Stream is livestream.

5 Check the logs for errors. Logs are located in the *RootInstall*/logs folder. The master.xx.log file and the core.xx.log file show start-up failures. The edge.xx.log file shows on which ports the server is listening.

6 Contact Adobe Support at www.adobe.com/support.

Test dynamic streaming

Dynamic streaming lets the server stream content at multiple bit rates depending on available bandwidth. The server switches streams seamlessly when the available bandwidth changes. For more information about dynamic streaming, see the article "Dynamic streaming for advanced developers" at www.adobe.com/go/fms_dynstream_advanced.

1 Launch the Flash Media Server Start Screen.

2 Click the DYNAMIC STREAM tab.

3 Press the (+) and (-) buttons in the video player to switch between the content streams.

When you increase or decrease the quality, the stream does not switch instantly. The video player notifies you when the stream switches. You can roll over the HD bar to see the current bit rate.

4 Use the Administration Console to see the stream names switch. Choose Start > All Programs > Adobe > Flash Media Server 3.5 > Flash Media Administration Console to open the Administration Console.

5 In the Administration Console select vod from the list of running applications in the left pane.

6 Select the Streams tab and select the stream name.

The stream name displays in the Stream Data pane.

7 On the Start Screen, click the minus (-) button while the video is playing to switch to a lower quality stream.

8 In the Administration Console, view the stream name.

The name changes from, for example, mp4:sample1_1500kbps.f4v to mp4:sample1_1000kbps.f4v.

See also

Inspecting applications

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