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nanoStream Documentation - RTMP Plugin

# **RTMP Network Renderer & Writer**

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# **Purpose**

Writing RTMP compatible video/audio streams over a network connection

DirectShow filter for streaming to Wowza and Flash Media Servers

- Supported Architectures: Microsoft DirectShow, Windows XP, Vista, 7, Server
- Supported Formats: H.264 + AAC

# **Module / Version**

nanocosmos RTMP Network Writer nRtmpRenderer.ax Version 2.5.0.3

# **DirectShow Connectivity**

The RTMP Writer is implemented as a "Renderer Filter", which means it only has 2 input pins for compressed video and audio and no output pin.

The input is accepting connections matching the following media types:

Pin 1 Media Types:

MEDIATYPE\_Video

Pin 1 Media Subtypes:

FourCCs: H264, h264

Pin 1 Formats:

FORMAT\_MPEG2\_VIDEO,

FORMAT\_NONE

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Pin 2 Major Media Types:

MEDIATYPE Audio

Pin 2 Media Subtypes:

MEDIASUBTYPE AAC, FourCC: 0x000000FF

Pin 2 Formats:

FORMAT\_WaveFormatEx, FORMAT\_NONE

# **Configuration**

The configuration may be set by using either the property page or the COM-Interface IRTMPOptions as declared in header file IRTMPSettings.h .

```
// Filter Guids
// {B4FB59C5-983B-4d96-9204-F8B0E46704EE}
DEFINE_GUID(CLSID_RTMPSink,
0xb4fb59c5, 0x983b, 0x4d96, 0x92, 0x4, 0xf8, 0xb0, 0xe4, 0x67, 0x4, 0xee);

// Property Page GUID
// {EFC673DE-E20E-4699-8331-9522C5DF7A6D}
DEFINE_GUID(CLSID_RTMPSinkPropPages,
0xefc673de, 0xe20e, 0x4699, 0x83, 0x31, 0x95, 0x22, 0xc5, 0xdf, 0x7a, 0x6d);

// Configuration Interface GUID
// IID_IRTMPOptions interface
// {B8AF4593-BE31-449c-8485-3E6D65CBC1FE}
DEFINE_GUID(IID_IRTMPOptions,
0xb8af4593, 0xbe31, 0x449c, 0x84, 0x85, 0x3e, 0x6d, 0x65, 0xcb, 0xc1, 0xfe)
```

The streaming url can be set by using standard DirectShow interface IFileSinkFilter.



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# Configuration with DirectShow filter property page

The filter's property page offers a subset of encoding parameters, containing the most important options.

**URL** formatting:

rtmp:// [hostname / IP address]/[application]+[stream name]

for example:

rtmp://127.0.0.1/live+myStream

with:

IP address: 127.0.0.1

Application name: live, Stream name: myStream

## **Connection Test**

Connect/Disconnect buttons. Allows to connect before starting the graph and disconnect during the streaming (this stops the running graph).

## **RTMP Authentication**

RTMP Authentication expects a user name and a password for unlocking access to the Media Server. This has been verified with Flash Media Server (3.x and 4) and Wowza Media Server (2.x). CDNs are supported on a case-by-case basis. Special tuning as been made for some CDN access (e.g. Limelight).

## **Automatic Reconnection:**

Attempts to restore network connection after n seconds to the server in case of network interrupts. During the reconnect attempts the graph still playing. 0 means no attempts to reconnect to server.

nanocosmos RTMP Network Writer Properties
RTMP Network Writer Property Page   Filter   Video
nanocosmos rtmp sink version 2
nanocosnos runp sink version 2
RTMP url: htmp://3p0.de/live/my1
Connect Disconnect Status: Not Connected
Output buffer size: 262144 bytes
Output packet size: 1450 bytes
☐ Live Mode
☐ Write Timecode ☐ TCP No Delay
First Timecode: 0
Embed System Time as Timecode
Socket Buffer Size: 131072 bytes
Use Authentication
Username: Password:
Reconnect:
Attempts: 0 Interval: 0
Statistics:
Output Buffer Size: 262144
Output Buffer Fillness: Static
Output Bitrate: Static
Buffered Audio Packets: Static
Buffered Video Packets: Static
Audio Bitrate: Static
Video Bitrate: Static
OK Close Apply



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# **Advanced Configuration Options**

The advanced options should be handled carefully.

They can severely affect network and streaming performance. Contact support if you want to fine tune any settings.

## **Buffering:**

Data Flow: RTMP multiplexed data -> application buffer -> socket buffer -> network.

There are 2 buffer types:

- socket buffer

size of the network socket buffer, much dependent on the underlying network architecture

- application level buffer (Output Buffer Size, Output packet size), 0=no buffer Affects bandwidth utilization, prevents bitrate changes and puts the sending process to a separate thread.

## Currently unsupported:

Live Mode: Turns on/off blocking of input pins. (should be off by default)

TCP No Delay: activates the TCP\_NODELAY option for TCP transmission ("Nagle Algorithm")

Allow B Frames: should be on

Reduces the buffer/delay in H.264 Main Profile without B Frames. No effect in Baseline Mode.

Timecode Options: sends Time Code in RTMP Meta Data



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# **Log / Debug Configuration Registry Settings**

Key: HKEY\_CURRENT\_USER\Software\DebugNano\ nRtmpRenderer.ax

#### File name

Sets the output file name. The folder must exist.

Value name: LogToFile Value type: REG\_SZ / String

Valid values: a valid output file name to enable file logging or an empty string

## **Logging level**

A higher value increases the amount of logging messages sent, and messages get more detailed.

Value name: TRACE

Value type: REG\_DWORD

Valid values:

0 - minimal logging

•••

9 - maximal logging

## **About nanocosmos**

nanocosmos informationstechnologien gmbh is active in several areas of digital media business. Our focus is on high technology software products for video communication, such as TV / video broadcast and streaming software solutions over intra- and internetworks.

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