

# nanoStream Remote Server Recording

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## 1. Recording on demand on Flash Media Server

### General Information

nanoStream 2.0 supports a “Remote Server Record” mode to enable server based video recording functionality. Currently this works only with Flash Media Server. See Wowza section for how to record on demand to Wowza Media Server.

### Requirements:

- Flash Media Server 3/4 or higher
- The application must support recording. Some preinstalled applications (live on FMS4) dont. To test recording, you have to create a new application folder in FMS\_DIR\applications, and copy the files from FMS\_DIR\samples\applications\live into it.
- Streams containing H.264/AVC video data have to be named matching the mp4:streamname scheme, otherwise recording will fail

### Usage:

- Set the publish mode with a call to **SetRTMPPublishMode()** before calling **StartBroadcast()**  
Valid Values are: 0 – live(no recording), 1 – record(rewrite file), 2 – append(append to file)

- Javascript API:
  - call the function ***SetRTMPPublishMode()*** to configure publish mode
- Plugin API / ActiveX / C/C++:
  - Call the API function setConfig with parameter name ***“RTMPPublishMode”***:  

```
nanoStream.setConfig(“RTMPPublishMode”, “1”);
```

### Sample Web Application:

See the HTML web page in the folder web/liveEncoder/nanoStream.html

The feature is implemented there under “Advanced Options”.

See the function code for SetRTMPPublishMode in nanoEncoder.js for how it is implemented in Javascript.

## 2. Recording on demand on Wowza Media Server

### General Information

nanoStream 2.0 supports a “Remote Server Record” mode to enable server based video recording functionality. Currently this works only with Wowza Media Server and an additional server plugin.

## Requirements:

- Wowza Media Server 2.0.0.4 or higher
- Wowza Plugin Module "LiveStreamRecord: Module for recording a live stream on demand"

Download Link:

[http://www.wowzamedia.com/downloads/forums/livestreamrecord/LiveStreamRecord\\_2.0.zip](http://www.wowzamedia.com/downloads/forums/livestreamrecord/LiveStreamRecord_2.0.zip)

## Installation:

- Unpack the ZIP file and copy the jar files wms-plugin-... into the Wowza installation folder [install-dir]/lib
- Edit the file Application.xml at [install-dir]/conf/[application]/
- Add this <Module> at the end of the <Modules> list:

**<Module>**

`<Name>ModuleLiveStreamRecord</Name>`

`<Description>ModuleLiveStreamRecord</Description>`

`<Class>com.wowza.wms.plugin.livestreamrecord.ModuleLiveStreamRecord</Class>`

**</Module>**

## Usage:

- Recording requires a running encoder start with ***StartBroadcast()***
- Javascript API:
  - call the function ***StartServerRecording()*** to advise the server to record the stream
- Plugin API / ActiveX / C/C++:
  - Call the API function ***sendCommandObject:***

```
nanoStream.sendCommandObject(myStreamName, "startRecording", cmd);
```

*myStreamName* is the current RTMP Stream Name (e.g. "livestream1")  
*cmd* is a command object, or NULL (please contact us for sample code for C++)

## Sample Web Application:

See the HTML web page in the folder `web/liveEncoder/nanoStream.html`

The feature is implemented there under "Advanced Options".

See the function code for *StartServerRecording* in `nanoEncoder.js` for how it is implemented in Javascript.

## Further Information and Services

Further information and extended services are available upon request.  
Please contact us for further information.

<http://www.nanocosmos.de/contact>

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