Streaming Media Technology for Digital Library Applications: A practical approach

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What is Streaming Media Technology?

- A technique for transferring data so that it can be received and processed in a steady and continuous stream.
What is Streaming Media?

- Streaming media is sound (audio) and pictures (video) that are transmitted on the Internet in a streaming or continuous fashion, using data packets.
Packet?

- A packet is the unit of data that is routed between an origin and a destination on the Internet or any other packet-switched network.
Some Features/ Capabilities?

- Instant Access to Media
- Media Security
- Multiple Access
- Media Quality
Some Streaming Media Solutions

- Quicktime
- Real Player
- Winamp
- Microsoft Windows Media
- Unreal Media Server
Unreal Media Server

- UMS is a proprietary streaming server for Windows platforms, designed to provide multimedia delivery over LAN and Internet

- (http://www.umediaserver.net)
Supported OS Server side

- Windows XP, 2000, 2003 Server, Vista

Supported OS Client side

- All Windows systems
Supported File Formats

- **AVI** (Divx, Xvid, VP6, any other codecs)
- MPEG-1/2/4, DAT
- WMV/WMA
- MP3
- ASF
- Quicktime etc..
Unreal Streaming Media Server

Installation
and
Configuration
Prerequisite Software at server side

- Webserver – IIS is recommended
- Media Streaming Server
- Proxy Server
- Streaming Media Player
- Sample Media Files
- Greenstone Collection
Installation

- Install **IIS** [Stop other webservers]
- Install **UMediaServer.msi**
- Install **UHttpProxy.msi**
- Install **StreamingMediaPlayer.msi**
- Switch Off Windows Firewall
- Create Greenstone Collection
Download and install Streaming Media Player to view videos.

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