

What is MovieStreamer HLS?

MovieStreamer HLS is a Mac based application from Softron Media Services used to ingest video for streaming to the web or a local network.

What hardware is required for using MovieStreamer HLS?

In addition to a Mac, an appropriately configured system will include a video I/O device. These include the various video cards and Thunderbolt devices from AJA or Blackmagic-Design.

How does it work?

The user first selects the video input port (there could be more than one available on the system), then selects the video format of the incoming video (HD or 4K, for example), then determines the destination where encoded stream will be sent and finally selects one or more output resolutions for encoding. Depending on the system and the number of processors, the number of simultaneous encoded streams will vary.

What if I am unsure of the resolution that is best for streaming, can MovieStreamer HLS help?

There are a number of default resolutions in a list of available outputs (recommended settings that are available in AV Foundation, the underlying technology that Softron uses.) MovieStreamer HLS also allows the user to add customized settings. Customization capabilities include bitrate, output resolution, whether Main or Baseline, etc.

What are the advantages of using MovieStreamer HLS to encode?

- **Infrastructure.** HTTP Live Streaming does not require any specific servers; a simple Apache HTTP server will suffice. Although bandwidth requirements are the same as for other formats, there is no need to buy a Flash or RTSP server.
- **Openness.** HTTP Live Streaming makes it possible to include multiple audio tracks in different languages and also multiple resolutions that the user can switch to transparently and automatically. Viewing can start at a lower resolution and then switch to a better resolution bandwidth permitting. Ease-of-Use. Every web developer can build a website integrating HTTP Live Streaming, building on existing web technologies without having to use external resources or SDKs.
- **Cost Effective.** No licenses or royalties are required other than what would be paid for the actual content.
- **Platform support.** Most platforms already support HTTP Live Streaming. Examples are Android, iOS (iPhone, iPad), MacOS X (Safari)

FAQ: MovieStreamer HLS

Can I stream using MovieStreamer HLS from the same system that is using OnTheAir Video or OnTheAirNode for on air playout?

Yes. But care must be taken because not all video cards are the same and not all Macs are the same.

If you want to playout and stream on the same system, you can use the "direct link" feature of our applications. With that feature, if for example you play using on of our playout application such as OnTheAir Video, if you start an ingest application such as MovieRecorder on the same Mac, you will see OnTheAir Video as a source available to record from. This is the easiest and does not even require a video card to output to. You could be playing and streaming on one Mac, without additional hardware.

Can I use a Mac mini with MovieStreamer HLS to stream?

Yes. Mac minis are quite powerful for encoding H.264.

Do I have to use another Softron application in conjunction with MovieStreamer HLS?

No. You can of course use one, but MovieStreamer HLS is a stand alone application. It will encode any video signal coming into it your AJA or Blackmagic-Design device. It can thus be coming from any video device or the video output from another system, whether Mac based or Windows based. You could even connect directly to a tape deck and stream from there. It will of course depend on the video source and the video input device you are using.

But MovieStreamer HLS has been designed to be a stand alone product providing the highest quality streaming output on the Mac. It does not require other Softron applications to work, even though you can of course combine it with another software, if your computer performances allow.