



Are you a software developer, hardware manufacturer or solution integrator?
 Your product deals with live audio / video and you need to add a streaming capability?
 Our answer: Integrate and distribute Unreal Media Server with your product.

"The Siemens "e-document" project in Switzerland contains 450 systems worldwide that use the Unreal Media Server and about the same amount of "Enrollment Stations" that use the Unreal Live Server from your company. In two words the project has the goal of the worldwide roll out of the infrastructure for enrolling bio-metric data for Swiss citizens. We are using your software to monitor the user activity in the enrollment stations, to communicate with the user through an audio stream, and finally, to stream the user screen to an operator that controls this enrollment process."

Peter S., project manager of the e-document project, Siemens, Switzerland



Near real-time, low latency streaming

For latency-sensitive applications such as conferencing and surveillance, Unreal Media Server is optimized to have a below second end-to-end latency.

Multi-format streaming

The same h.264/AAC stream coming from your live camera / encoder, can be served at the same time to web-based HTML5, Flash players, iOS devices, set-top boxes, Silverlight and Unreal media players.

Unmanned, automated operation

Unreal Media, Live and Archival servers run as a Windows services. Once you have configured the system, no manual interaction is needed; you don't need to manually start encoding, recording or streaming. The servers encode, stream and record only when viewers or recording clients are active. Recording can be scheduled to run automatically.

- ▶ **Rich SDK to configure and automate the system**
Unreal Media, Live and Archival servers expose extensive COM API for applications that allows full programmatic configuration and control.
- ▶ **Seamless integration with your existing A/V sources**
All your existing A/V sources can feed streams to Unreal Media and Archival servers. RTSP IP cameras / encoders or MPEG2-TS broadcasting equipment can serve streams directly to Unreal Media Server over IP. For computer-based video acquisition such as USB cameras or your own custom application, you can use Unreal Live Server: a software live encoder that will send the encoded A/V to Unreal Media Server.

What do you do if you need to add a streaming capability into your product or solution?

There are many ways to solve the problem.

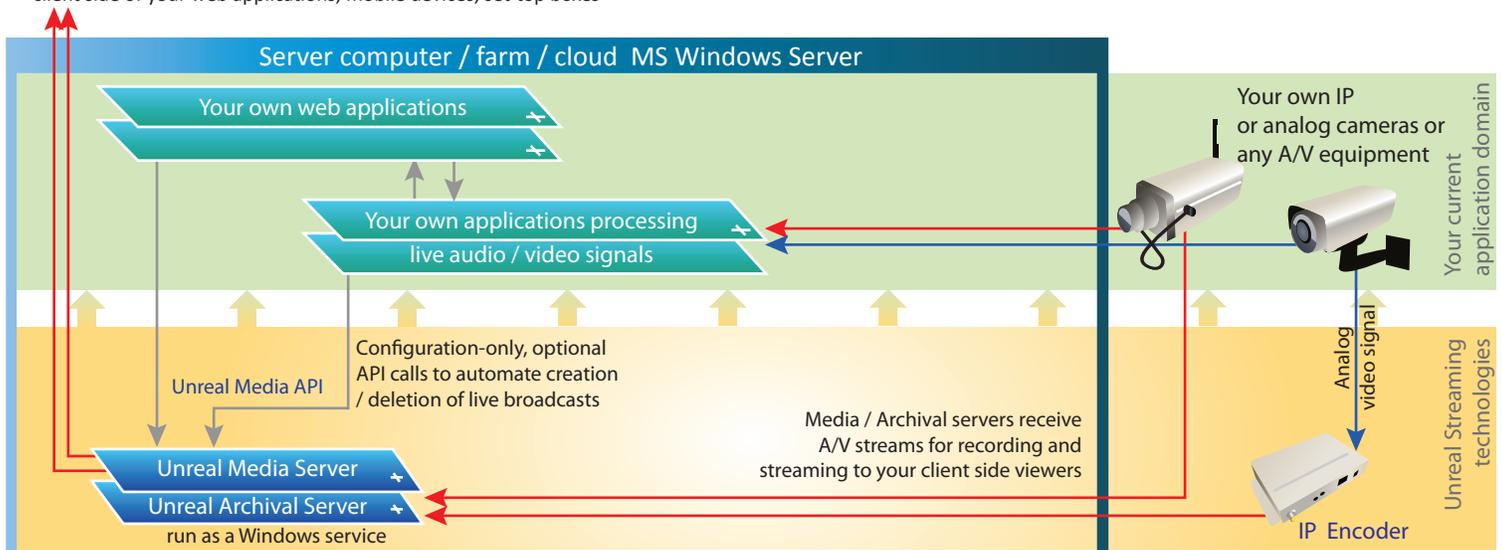
- Develop your own from scratch? Reinventing the wheel is definitely the way to go :)
- Use open source, buggy source code? Mostly non-optimized, not state-of-the-art code which you will need to debug and fix.
- Use hosted service? This way you upload your original audio / video stream to Internet-hosted streaming server. Hosting charges, lack of control and other issues.
- Use streaming libraries and SDKs? Most SDKs only solve part of the problem: they will encode video or encapsulate it in the right streaming format, but you still need to send it yourself. Some of them will also send it, but there are multiple issues you need to take care of. Does the 3-rd party library use separate threads to send? How does it call you callbacks? What if 3-rd party library code blocks or crashes, bringing your whole application down? If your application deals with video frames, is it a good idea to stream these frames directly from your application, making calls to 3-rd party library for every video frame?

Wouldn't you prefer to provide an original audio / video signal to a standalone high performance streaming server (or encoder that sends it to server) that runs silently on the same computer and performs the streaming task independently of your application?



Streaming to your client GUI apps / client side of your web applications, mobile devices, set-top boxes

Integration of Unreal Media and Archival servers to your existing application infrastructure



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