

# WOWZA CHAOS Plugin Documentation

## Production systems

In production on larm.fm (and chaos.larm-archive.org/web) the following two services are used:

- <rtmp://hyperion.statsbiblioteket.dk:1937/chaos> (program files)
- <rtmp://hyperion.statsbiblioteket.dk:1936/chaos> (24 hour files)

In stage, we use the server pasiphae

In test, the server iapetus is used, and shared with mediestream

## Development

### README

<https://github.com/statsbiblioteket/wowza-modules/blob/master/README>

### Software repository

The code is hosted at github:

<https://github.com/statsbiblioteket/wowza-modules>

A mockup service emulating a very limited specific subset of MCM 2 can be found here:

<https://github.com/statsbiblioteket/mcm-20-service-mock>

### Prerequisites

Wowza 4.0.3 must be installed in /usr/local/WowzaStreamingEngine-4.0.3 <http://www.wowza.com/pricing/installer>

You will need a developer license: <http://www.wowza.com/streaming/developers>

The Wowza Server AddOn Collection 4.0 must be installed in /usr/local/WowzaServerAddOnCollection-4.0 <http://www.wowza.com/forums/content.php?113>

The first time you run Maven, you must run "mvn validate" to install the Wowza libraries in your local maven repository.

### Building

We are using Maven. mvn package will build everything. The final distributable for LARM-CHAOS is

wowza-chaos-vhost/target/wowza-chaos-vhost-\${version}-bundle.tar.gz

This contains two vhosts for LARM/CHAOS which bundles the right plugins with default configuration.

### Releasing

Update the CHANGELOG

Use maven release plugin.

Make sure your maven configuration has permissions for releasing to sbforge.org, see [Maven#SBForgeNexus](#)

```
mvn release:prepare
mvn release:perform
```

This will release the plugins to <https://sbforge.org/nexus/content/repositories/releases/dk/statsbiblioteket/medieplatform/wowza-chaos-vhost/>

## Plugin Documentation

- [MCM 2 Authentication Plugin](#) — This plugin monitors the action to play streams, and prevents the stream from playing if user is not authorized in MCM 2.
- [MCM Authentication Plugin](#) — This plugin monitors the action to play streams, and prevents the stream from playing if user is not authorized in MCM.
- [MCM Statistics Plugin](#) — This plugin monitors the actions on streams, and logs them in MCM.
- [Release test procedure](#)
- [SB Content Resolver Plugin](#) — This module translates Streams with DOMS UUID's into file names in the content directory.
- [SB Database Statistics Plugin](#) — This plugin monitors the actions on streams, and logs them in a database

## Historical documentation

See <https://wiki.statsbiblioteket.dk/LARM/Wowza%20plugin>