

WOWZA CHAOS Plugin Documentation

This documentation no longer updated - see <https://github.com/kb-dk/wowza-modules>

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/mediplatform/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>