WOWZA STREAMING ENGINE™ 4

Wowza Streaming Engine is robust, customizable, and scalable server software that powers reliable video and audio streaming to any device.

WOWZA
media systems

Camera

Encoder

Live or Linear Stream

Wowza GoCoder™

VOD

WOWZA
Streaming Engine™

TV

Gaming

Computer

Tablet

Mobile

OTT

Input

Wowza Streaming Engine™ accepts major protocols and codecs. **Works With Wowza™** partners have preconfigured settings for easy set up.

Transcode, Prepare, and Deliver

Wowza Streaming Engine transforms your input stream and delivers it so that it's viewable on any device anywhere. Now includes unlimited transcoding, DVR, and DRM.

Output/Playback

Wowza Streaming Engine supports all playback device formats and common 3rd party players.

Wowza Streaming Engine

Media server software with ability to deploy on-premises or in the cloud, complete server level control, cost-effective monthly pricing and API.

? Which Wowza® is right *for you*?

Wowza Streaming Cloud™

End-to-End live streaming service with managed infrastructure, player, auto scaling to any size audience, quick setup, Pay-As-You-Go pricing, and API (preview).

For more information, or to get a free trial, visit wowza.com/streaming-engine

www.wowza.com

WOWZA STREAMING ENGINE™ 4 TECHNICAL SPECIFICATIONS

Wowza Streaming Engine is robust, customizable, and scalable server software that powers reliable video and audio streaming to any device.

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Streaming Delivery Multi-Protocol, Multi-Client	Adobe Flash® RTMP (RTMPE, RTMPT, RTMPTE, RTMPS) Adobe Flash HTTP Dynamic Streaming (HDS)	Flash Player Adobe® AIR® RTMP-compatible players HDS-compatible players
	Apple® HTTP Live Streaming (HLS)	iPhone®, iPod®, iPad® (iOS 3.0 or later) QuickTime® Player (10.0 or later) Safari® (4.0 or later on Mac OS X version 10.6) Roku® streaming devices Other HLS-compatible players
	MPEG-DASH	DASH-HEVC/265- and DASH-AVC/264-compatible players
	Microsoft® Smooth Streaming	Silverlight® 3 or later Other Smooth Streaming-compatible players
	RTSP/RTP	Quicktime Player Other RTSP/RTP-compliant players VideoLAN VLC media player 3GPP-compatible mobile devices
	MPEG2 Transport Protocol (MPEG-TS)	IPTV set-top boxes Multicast to any Silverlight-enabled desktop
Live Streaming Compatible Encoding Inputs	RTMP	**Video**: H.264, VP6, Sorenson Spark®, Screen Video v1 & v2 **Audio**: AAC, AAC-LC, HE-AAC (accPlus) v1 & v2, MP3, Speex, Nellymoser Asao
	RTSP/RTP	**Video**: H.264 **Audio**: AAC, AAC-LC, HE-AAC (accPlus) v1 & v2, MP3, Speex
	MPEG-TS	**Video**: H.264 **Audio**: AAC, AAC-LC, HE-AAC (accPlus) v1 & v2, MP3, AC-3 (Dolby® Digital), E-AC-3 (Dolby Digital Plus)
	ICY (SHOUTcast/Icecast)	**Audio**: AAC, AAC-LC, HE-AAC (aacPlus) v1 & v2, MP3
System Requirements	Minimum recommended production hardware	**CPU**: Single Quad Core, 3.00 GHz or better **RAM**: 4GB **Disk**: 2 or more in RAID 0 (striping) **Network**: 1Gbps Ethernet
	Supported operating systems	Windows® (XP, Vista, 7, 8; Server 2003, 2008, 2012), Linux (all distributions), Mac® OS X
	Java (required)	Java™ Runtime Environment (JRE) 6+ or Java Development Kit (JDK) 6+
Wowza Transcoder	Decoding (inputs)	**Video**: H.265/HEVC, H.264/AVC, MPEG4 Part 2, MPEG2 **Audio**: MP3, AAC (LC & HE), MPEG1 Part 1/2, Speex, G.711
	Encoding (outputs)	**Video**: H.265/HEVC, H.264/AVC, H.263 (v2) **Audio**: AAC (LC & HE)

Support for market leading and emerging resolution standards from SD and HD, to 4K UHD and above

Detailed specifications available at wowza.com/wse-specs

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