Wowza Streaming Engine™ media server software supports IPv6; however, the computer that runs software must also support IPV6, and Java JDK 1.7 (or later) is required.

1. To see if your computer supports IPv6, do one of the following:
   - On Windows, open a Command Prompt window and type the following, where ::1 is the IPv6 version of 127.0.0.1 or localhost:
     
     ```
     ping ::1
     ```

     You should see output such as the following:

     ```
     Reply from ::1: time<1ms
     Reply from ::1: time<1ms
     Reply from ::1: time<1ms
     Reply from ::1: time<1ms
     ```

   - On Linux, test in the SSH console:
     
     ```
     cat /proc/net/if_inet6
     ```

     You should see output such as the following:

     ```
     fe8000000000000103139fffx8320x4 02 40 20 80 eth0
     00000000000000000000000000000001 01 80 10 80 lo
     ```

2. If the computer supports IPv6, install Java JDK 7 or Java JDK 8, then update the JAVA_HOME environment variable to point to the Java JRE. For example:

   ```
   C:\Program Files\Java\jdk1.7.0\jre
   ```

3. Start Wowza Streaming Engine in standalone mode and check the startup lines to see if the JDK is in use. You should see information similar to the following:
4. Ensure that the Java property `java.net.preferIPv4Stack` is set to `false` by opening `install-dir/conf/Tune.xml` in a text editor, setting the following line as shown, and then restarting Wowza Streaming Engine:

```
-Djava.net.preferIPv4Stack=false
```

Now you can test.

5. Use the `install-dir/examples/VideoOnDemandStreaming/FlashRTMPPlayer` examples and enter the following information in the example player webpage:

```
Server: rtmp://[::1]/vod
Stream: mp4:Sample.mp4
```

Note the square brackets surrounding the IPV6 address.

You can get the IPV6 address of your remote server with the `ipconfig` command in Windows, or the `ifconfig` command in Linux.