Control MPEG-DASH fragment IDs and timecodes with the Wowza Streaming Engine Java API

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You can use the Wowza Streaming Engine™ Java API to adjust the chunk IDs and timecodes of live MPEG-DASH streams as they’re packetized by Wowza Streaming Engine media server software. This can be useful for synchronizing streams between servers for redundancy.

**Note:** Wowza Streaming Engine™ 4.5.0 or later is required.

To implement, create a class that implements the `IHTTPStreamerMPEGDashLiveStreamPacketizerChunkIdHandler` interface and add the `mpegdashChunkIdHandlerClass` property to the `/` section of `[install-dir]/conf/[application-name]/Application.xml`. A new instance of your class will be created each time an MPEG-DASH packetizer is created. The `init` method will be called for each new instance. The `onAssignChunkId` method will be called at the start of each new fragment. In the `onAssignChunkId`, return either a new `HTTPStreamerMPEGDashLiveStreamPacketizerChunkIdContext` object with your adjusted timecode and chunk ID info or null to use the information that was passed into the call.

The following is an example implementation that offsets a stream by `1000000000L` milliseconds:
It's important that the chunk ID is calculated as specified above. It should be:

This is required for many MPEG-DASH players to work properly since they use the chunk ID and availability start time to determine the next chunk ID to request.

Set the `/` property in `[install-dir]/conf/[application-name]/Application.xml` for the above class as follows: