About player and playback support in Wowza Streaming Engine

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Wowza Streaming Engine™ media server software supports live and on-demand stream playback on many desktop and mobile players, OTT devices, and set-top boxes. The articles in this section explain the various playback options that support the streaming protocol you’re using.

**Wowza™ Player**

Wowza Media Systems™ offers a lightweight HTML5 and Flash player that plays Apple HLS streams in any browser, on any device. Wowza Player comes with an easy-to-use, web-based Player Builder for fast, simplified player setup, customization, and configuration. To learn how to get and stream to Wowza Player, see Get started with Wowza Player.

**Third-party players**

Wowza Streaming Engine supports all common third-party HTTP and Flash players, used both in-browser and as native applications on devices, so you can stream to all leading connected device platforms.

The following articles describe how to use Wowza Streaming Engine with players from our Media Player Partners:

- **JW Player**: Apple HLS, MPEG-DASH using HTML5
- **Bitmovin Bitdash Player**: Apple HLS, MPEG-DASH using HTML5
- **OpenTelly THEOPlayer**: Apple HLS using HTML5

**Internet-connected devices**

See Wowza’s Multi-Device Streaming capabilities page for an overview of how Wowza Streaming Engine can deliver live and video-on-demand streaming to any device.

**OTT and set-top boxes**

MPEG-TS (unicast, multicast) is supported on most set-top boxes.

Wowza Streaming Engine supports playback on gaming consoles using the following
delivery formats:

- **PS4**: Apple HLS using HTML5
- **Xbox One**: HTTP using Microsoft Smooth Streaming

**Mobile**

Wowza Streaming Engine supports mobile broadcasting of live and video on demand streams to most mobile devices including Android, Apple iOS, Windows Phone, and BlackBerry devices.

**Wowza test players**

The **Test Players** window in Wowza Streaming Engine Manager contains players that can play live or on-demand streams from Wowza Streaming Engine over various protocols. You can also access these test players on our [Video Test Players webpage](#).