Wowza Streaming Engine™ media server software version 4.7.8 and later provides several optional properties that you can use to customize how live streams are packetized for delivery using CMAF, the open, extensible standard that allows streams to be played over both the Apple HLS and MPEG-DASH protocols.

### CMAF live packetization property reference

Wowza Streaming Engine supports the following optional packetization properties for CMAF streams.

**Note:** Similar properties are available for the standalone HLS (Cupertino) and MPEG-DASH packetizers. For more information, see Configure Apple HLS packetization in Wowza Streaming Engine and Configure MPEG-DASH packetization in Wowza Streaming Engine.

<table>
<thead>
<tr>
<th>Name</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>cmafEnableAudio</td>
<td>Boolean</td>
<td>Enables audio for CMAF streams. The default is True.</td>
</tr>
<tr>
<td>cmafEnableVideo</td>
<td>Boolean</td>
<td>Enables video for CMAF streams. The default is True.</td>
</tr>
<tr>
<td>cmafMaxSegmentCount</td>
<td>Integer</td>
<td>The maximum number of fMP4 segments stored in the list of segments, available for playback. The default is 10.</td>
</tr>
<tr>
<td>Parameter</td>
<td>Type</td>
<td>Description</td>
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<tr>
<td>------------------------</td>
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</tr>
<tr>
<td>cmafPlaylistSegmentCount</td>
<td>Integer</td>
<td>The number of fMP4 segments returned in the MPEG-DASH manifest, or HLS media playlist, when a player requests the stream. The default is 5. Note: If you use a value greater than <code>cmafMaxSegmentCount</code>, Wowza Streaming Engine uses the <code>cmafMaxSegmentCount</code> value and sends a warning.</td>
</tr>
<tr>
<td>cmafRepeaterSegmentCount</td>
<td>Integer</td>
<td>The number of fMP4 segments that are immediately sent from the origin server to the edge server after initial connection. You can use any integer equal to or greater than 1. The default is 5. Note: Typically only for live origin applications in an origin/edge configuration. Configure <code>cmafRepeaterSegmentCount</code> on the origin server only.</td>
</tr>
<tr>
<td>cmafSegmentBreakOnPTS</td>
<td>Boolean</td>
<td>If true, the default, CMAF segments align on a keyframe’s presentation time stamp (PTS) metadata. If false, segments align on a keyframe’s decoding time stamp (DTS).</td>
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<tr>
<td></td>
<td></td>
<td>Specifies, in milliseconds, the duration of the fMP4 segments in the stream. The value must be greater than 0. The default is 10000 (10 seconds).</td>
</tr>
</tbody>
</table>
Configure CMAF packetization properties

1. Go to the Application.xml file for your CMAF live stream application. If you’re using the default live application that installs with Wowza Streaming Engine, go to [install-dir]/conf/live.

   **Note:** Some CMAF packetization properties can be configured in Wowza Streaming Engine Manager, in the CMAF Streaming Packetizer section of the application’s Properties tab.

2. Open Application.xml in a text editor.
3. In the container element, add the desired properties. Specify the name, type, and value for each property. The XML looks like this:

   ```xml
   ...
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   ```

4. Save your changes and restart Wowza Streaming Engine.
More resources

- Stream using CMAF with Wowza Streaming Engine
- Create adaptive bitrate CMAF streams using Wowza Streaming Engine
- Deliver HLS live streams using CMAF and HEVC/H.265 with Wowza Streaming Engine
- Stream using a CMAF live stream repeater in Wowza Streaming Engine
- View CMAF HLS stream playlists from Wowza Streaming Engine