



Uniguest HLS Wireless Live Streaming (469).

Server-based software for distributing video media in an HLS format over wireless networks to iOS or Android devices.

Key Features

Live Stream to iOS and Android devices

Media feeds on iOS or Android have pause and rewind function

Users with iOS or Android devices can select the Live Streams and iVod content they want from Uniguest's MediaStar Portal pages

MediaStar HLS encoders can be rack mounted for headend installations or standalone for portable stream capture

Terrestrial, cable, satellite, PC, or internally created media can be live streamed with the aid of a Uniguest live streaming enabled encoder. The input source(s) will be scaled before being encoded into an H264/AAC stream prior to being passed to the HLS Live Streaming server. The server can be configured to store content up to a maximum of 120 hours, depending on storage availability.

Uniguest encoders should be purchased with Live Stream HLS enabled. For any existing encoders, a software upgrade for Live Stream is available.

Models	<ul style="list-style-type: none"> • 700-469 • 700-467-10 • 469
Client OS/Browser Requirements	<ul style="list-style-type: none"> • iOS V4 onwards • Android v4.2 Jellybean • Requires Javascript to be enabled
Live Streaming server OS Requirements	<ul style="list-style-type: none"> • Windows 7 (32/64 bit) • Windows 2008 R2 server (32/64 bit)
Server	Dell R220 server with SSD and dual aggregated network ports
Server Performance (HLS Live Streaming Server)	<ul style="list-style-type: none"> • Up to 30 concurrent input streams • Total rewind period across all incoming streams 120 hours. • Up to 450 concurrent users
Server Performance (MediaStar Media Manager & HLS Live Streaming Server)	<ul style="list-style-type: none"> • Up to 30 concurrent input streams • Total rewind period across all incoming streams 120 hours. • Up to 400 concurrent users (With up to 10 x 780 Media Player system overhead) • Up to 350 concurrent users (With up to 20 x 780 Media Player system overhead) • Up to 200 concurrent users (With up to 50 x 780 Media Player system overhead) • Up to 100 concurrent users (With up to 70 x 780 Media Player system overhead)