

Re: Custom streaming server [???

Source:

<http://www.tech-archive.net/Archive/Development/microsoft.public.win32.programmer.directx.video/2005-05/msg00>

- *From:* "Jeremy Noring" <somewhere@xxxxxxxxxxx>
 - *Date:* Wed, 4 May 2005 14:28:40 -0600
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"Nadav" <Nadav@xxxxxxxxxxxxxxxxxxxxxxxxxxxx> wrote in message
<news:0AA0A4C6-DD0D-4EDC-8402-9521CB389637@xxxxxxxxxxxxxxxxxxxx>

> Hi,
>
> - I am designing a streaming server that has very specific requierments
> not
> supported by the existing MediaSever SDK.
> - I wonder... Is there any SDK that can be used to implement a custom
> server
> e.g. a server that support multiple publishing points and several
> archiving
> points ? should I get into the kernel for that (e.g. WDM Streaming) ?
>
> --
> Nadav
> <http://www.sophin.com>

There isn't any SDK that I'm aware of for implementing some generic/custom streaming server. There is Helix (google search for more information--I believe real player as well as a few other entities use it), but I don't know much about the actual API or how customizable it is.

AFAIK, there is no streaming media server SDK provided by MSFT beyond the one you claim doesn't meet your needs. You might look at the WMFSDK, which has both reader and writer objects that are capable of sending and receiving streams via HTTP. One WMWriter instance can have multiple sinks--including file, network, and custom sinks. You might be able to use the WMReader and WMWriter objects in a generic enough way, although I don't know if they meet the media requirements for your project.

Can you tell us a bit more about what you're doing, the media types you're streaming, etc?

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Where am I going?
And why am I in this handbasket?

- *Follow-Ups:*
 - ◆ *Re: Custom streaming server [???*
 - ◇ *From: Nadav*

- *References:*
 - ◆ *Custom streaming server [???*
 - ◇ *From: Nadav*

- Prev by Date: *Custom streaming server [???*
- Next by Date: *Re: Custom streaming server [???*
- Previous by thread: *Custom streaming server [???*
- Next by thread: *Re: Custom streaming server [???*
- Index(es):
 - ◆ *Date*
 - ◆ *Thread*