

Re: limiting player connections message ?

Source:

<http://www.tech-archive.net/Archive/Media/microsoft.public.windowsmedia.encoder/2006-05/msg00046.html>

- *From:* "Mac" <mac@xxxxxxxxxx>
 - *Date:* Tue, 9 May 2006 09:33:25 +0100
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Another advantage of this approach is that you could edit out the dross, add stills, narration, music, titles, video & stills from other folks etc etc....

Of course if you feel confident you can do a live stream with WME and save to file and use the saved file to produce a edited version later in WMM...

"Mac" <mac@xxxxxxxxxx> wrote in message
news:%23c5EVH0cGHA.3888@xxxxxxxxxxxxxxxxxxxxxxxx

One further thought – from rereading your post – why not just play safe and capture with Windows Movie Maker at the highest quality your webcam can produce – then compress it into small, medium and large versions – upload these to a website where others can download it depending on their connection speeds – then they will also have a saved copy that they can keep?

I'll send you a private email with an example of what I've done in the past...

Mac

"Barry R Cisna" <brcisna@xxxxxxxxxxxxxxxx> wrote in message
news:pan.2006.05.08.23.47.52.22325@xxxxxxxxxxxxxxxxxxxxxxxx

Hello List,

I'm still trying to refine how we are going to broadcast our school's high school graduation. We had originally intended on broadcasting it "live", via Windows Media Services to the internet for people that could not attend, say grandpa & grandma. I think we have decided to show it "delayed" so in case several people, say grandpa & grandma that can't make it, would try and watch it "live" the server gets pulled down, and the T1 line becomes saturated, and everyone gets all frustrated that it did not work. So my question is, when showing this video afterward, if I limit the

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maximum number of player connections to say 10 for this publishing point,, and the 11th person/player tries to connect, do they get a message saying "The maximum number of connections have been reached, please try back at a later time". or something similar? I searched in the Help notes with Windows Media Services but there is not indication of this, & I guess I've never run into this scenario before? I've decided on publishing /Encoding at 148kbps 320x240x15fps. I posted a message on this yesterday and have rethought, & I m sure I'll rethink it again. We are running the encoder/webcam on a 2.4ghz, 512MB ram to WMS server with 2.0 ghz, with 2 gig of ram 100 MB nic's. Any info appreciated.

TIA

Barry Cisna