

"Limit bandwidth per stream per player" problem

Source:

<http://www.tech-archive.net/Archive/Media/microsoft.public.windowsmedia.server/2004-05/0083.html>

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Would you happen to have a WIndows Media Enterprise server edition? If so, you can combine the URL modifier solution that you suggested last with a custom plug-in (or a simple Active Script plug-in) which will deny access if the selected bitrate was > 40K and the request was coming from an internet IP. So, anyone who tries to overcome the bw limitation by omitting parameters will be denied access because they are accessing with internet IP.

For example, I have given an active script plug-in that can be enabled on a publishing point that will deny Play access if someone requests from "155.155.155.155" and the content bitrate selected was > 40K. Hopefully, you can modify to make this work for you:

```
function OnWmseAuthorizePlay(u, p, c)

ipaddr = u("WMS_USER_IP_ADDRESS_STRING").Value
bw = CLng(p("WMS_PRESENT_WMSSINK_SELECTED_BITRATE").Value)

if (ipaddr = "155.155.155.155" AND bw > 40000) then
  OnWMSEAuthorizePlay = &H80070005
else
  OnWMSEAuthorizePlay = &H0
end if

end function
```

Obviously,I haven't tested the above script rigorously – the script above is just a sample. Please modify it to fit your needs. Hope this helps.

Thx,
Ravi

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>-----Original Message-----

>Hi,

>

>We have a WMS9 serving clients both for our intranet and Internet users. The

>Windows Media Encoder produces a live MBR stream composed of three CBR

>streams (48,24, and 19 Kbps). What we are trying to achieve is a scenario

>where Internet users have access only to 24 and 19 Kbps streams, while our

>intranet users be able to receive the 48 Kbps stream too. According to the

>documentation and mined information there are two different solutions, one

>based on the WMS and one on the WME. The first solution is to use two

>different WME, one streaming at 48 Kbps and the other at 24 and 19 Kbps,

>then create appropriate publishing points and finally enable an IP address

>authorization rule on the 48 Kbps publishing point. This solution is

>rejected in our environment, since it requires two machines for live

>streaming, which we can afford.

>

>The second and more elegant solution is to create two publishing points on

>the WMS9 and enable "Limit bandwidth per stream per player" for the

>publishing point exposed to the Internet (we enable IP address authorization

>on the other publishing point). Both publishing points pull the same content

>from the same encoder but the exposed one does not allow clients to receive

>more than 30 Kbps per player. This is the desirable behavior but

>unfortunately, when the limit is enabled clients receive a "Server busy"

>error message and cannot view the content. Is this a kind of bug?

>

>It appears that you cannot limit the bandwidth per stream in less than the

>maximum CBR stream on the MBR. If this is the case, it practically cancels

>out the option of controlling client bandwidth and my question is how it

>would be possible to achieve to control the client bandwidth independently

>of the encoding bandwidth.

>

>As an alternative, it has been suggested in this newsgroup to use and

>extended URL that passes along maximum client bandwidth. This is not enough,

>since everyone can create an alternative URL that ommits the extra

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>parameters and saturate the available bandwidth.
>
>How could this problem be solved?
>
>Regards,
>Artemios.
>
>
>.
>