

RE: WMS Authorization and Authentication question for live broadcasts

Source:

<http://www.tech-archive.net/Archive/Media/microsoft.public.windowsmedia.server/2005-05/msg00091.html>

- *From:* "tec-jon" <tecjon@xxxxxxxxxxxxxxxxxxxxxxxxxxxxxx>
 - *Date:* Thu, 26 May 2005 11:52:06 -0700
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I have been messing with the same thing... Uber-confusing, but I think I got it worked out. Mine is now prompting me for username/password to publish, but anon users can view the stream. My settings are as follows (and all of these setting are at the publishing point itself. The server settings are all disabled):

Under Authorization; ACL is enabled. I added my encoder user to have create/write rights. I also added the WMUS_ user and gave him read only.

Under Authentication: Both Anon User and Negotiate are enabled. The anonymous user is set to the ANON_ username and password

That did the trick for me... Hope it works the same for you. Quicktime Streaming Server is a lot more straightforward if you get too frustrated with the MS stuff.

-jon

"socalkev" wrote:

> I am sure that I am missing something obvious, but I keep running into the
> same problem. I want to create a user who has to authenticate to log into a
> broadcast publishing point and start a live broadcast, but not require the
> viewers of the broadcast to authenticate. Every time I enable the anonymous
> user auth., the user does not need to authenticate, but when its not enabled,
> any viewer of the broadcast is required to authenticate. Does someone
> watching the live broadcast need write and create permissions, or just read?
> Is there some server level issues going on, because I am having no luck at
> the publishing point level. I find it hard to believe that there is not a way
> of accomplishing allowing viewers to not authenticate while also protecting
> the publishing point.

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• *References:*

- ◆ [WMS Authorization and Authentication question for live broadcasts](#)

RE: WMS Authorization and Authentication question for live broadcasts

◇ *From:* socalkev

- Prev by Date: ***RE: Unicast works, but Multicast will not***
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