

WOWZA STREAMING ENGINE™ 4

Wowza Streaming Engine is robust, customizable, and scalable server software that powers reliable video and audio streaming to any device.



INPUT

Wowza Streaming Engine™ accepts major protocols and codecs. Works With Wowza™ partners have preconfigured settings for easy setup.

TRANSCODE, PREPARE, DELIVER

Wowza Streaming Engine transforms your input stream and delivers it so that it's viewable on any device anywhere. Now includes unlimited use of Transcoder, nDVR, and DRM.

OUTPUT/PLAYBACK

Wowza Streaming Engine supports all playback device formats and common third-party players.

WHICH WOWZA® IS RIGHT FOR YOU?



WOWZA STREAMING ENGINE

Media server software with ability to deploy on premises or in the cloud, complete server-level control, cost-effective monthly pricing and APIs.



WOWZA STREAMING CLOUD

End-to-end live streaming service with managed infrastructure, a player, autoscaling to any size audience, quick setup, pay-as-you-go pricing, and an API (preview).

WOWZA STREAMING ENGINE™ 4 TECHNICAL SPECIFICATIONS

Wowza Streaming Engine is robust, customizable, and scalable server software that powers reliable video and audio streaming to any device.

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| Streaming Delivery Multi-Protocol, Multi-Client | Adobe Flash® RTMP (RTMPE, RTMPT, RTMPTE, RTMPS) | Flash Player Adobe® AIR® RTMP-compatible players HDS-compatible players |
| | Adobe Flash HTTP Dynamic Streaming (HDS) | |
| | Apple® HTTP Live Streaming (HLS) | iPhone®, iPod®, iPad® (iOS 3.0 or later) QuickTime® Player (10.0 or later) Safari® (4.0 or later on Mac OS X version 10.6) Roku® streaming devices Other HLS-compatible players |
| | MPEG-DASH | DASH-HEVC/265, DASH-AVC/264, and DASH-WebM/VP9-compatible players |
| | Microsoft® Smooth Streaming | Silverlight® 3 or later Other Smooth Streaming-compatible players |
| Live Streaming Compatible Encoding Inputs | RTSP | QuickTime Player Other RTSP/RTP-compliant players VideoLAN VLC media player 3GPP-compatible mobile devices |
| | RTSP/RTP | |
| | MPEG-TS | IPTV set-top boxes Multicast to any Silverlight-enabled desktop |
| | MPEG2 Transport Protocol (MPEG-TS) | |
| | ICY (SHOUTcast/Icecast) | |
| System Requirements | Minimum recommended production hardware | CPU: Single Quad Core, 3.00 GHz or better RAM: 4GB Disk: 2 or more in RAID 0 (striping) Network: 1Gbps Ethernet |
| | Supported operating systems | Windows® (XP, Vista, 7, 8, 10; Server 2003, 2008, 2012), Linux (all distributions), Mac® OS X |
| | Java (required) | Java™ Runtime Environment (JRE) 8+ or Java Development Kit (JDK) 8+ |
| Wowza Transcoder | Decoding (inputs) | Video: H.265/HEVC, H.264/AVC, MPEG4 Part 2, MPEG2, VP9, VP8 Audio: MP3, AAC, AAC-LC, HE-AAC+ v1 & v2, MPEG1 Part 1/2, Speex, G.711, Opus, Vorbis |
| | Encoding (outputs) | Video: H.265/HEVC, H.264/AVC, H.263 (v2), VP9 Audio: AAC, AAC-LC, HE-AAC+ v1 & v2, Opus, G.711 |

Support for market-leading and emerging resolution standards from SD and HD, to 4K UHD and above

Detailed specifications available at wowza.com/wse-specs

To learn more about how others are using Wowza streaming technology, visit wowza.com or contact sales at sales@wowza.com.